Usenet Newsgroup Archive: comp.sys.atari.8bit

1998-01 - 1998-05

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Date span: 1998-01-01 through 1998-05-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,099

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. 8-bit users, Don Thomas' web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <68ep2l$74i$1@alexander.INS.CWRU.Edu>
Source record: 67560

Don Thomas released his history of computers and video games web site.
The 8-Bit Atari is mentioned many of times and it is interesting to read
the history of the system. Check it out.

http://www.l4software.com/icwhen/

2. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68ghhf$856$1@alexander.INS.CWRU.Edu>
Source record: 67561

I've been to the Western Digital site recently, and they claim
to have a 6502 that can run at 8 MIPS!! Is there a difference
between those 6502 chips and the ones in our systems? If so,
would they be able to be used in our computers? Perhaps this
would be of use in your 14.36 MHZ mod? If the 6502 can reach
8 MIPs, how fast could a 65816 go?!?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68gj7sdnb1@alexander.INS.CWRU.Edu>
Source record: 67562

I have thought of this as well. How much do they want for Atari?
And how many of us are there? Let's get the ST users in on
this conversation as well. If it could get to the point that
each person would contribute no more than $250-500, than it
could be done. Who could head Atari? I would like to say
Don Thomas, as he was the most public person who had the old
Atari spirit that I can think of. Who here knows about stocks
and investing? It appears that JTS is going into the toilet.
Is it just me, or is everything that Tramiel touches turns
to crap? What is with this family? Atari stockholders must
feel like suckers by now!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd16de$603b6d20$55dcaccf@asharkis.erols.com>
Source record: 67563

I don't know. I've lived through this "let's buy Atari" stuff before. Getting a consensus is not a problem within an ordinary corporate structure. Sometimes it doesn't even come down to that. One guy makes a decision, and that's final.

Now suppose all of us scrape up some money and make an offer, which is accepted, and we now all feel that we "own" Atari. Try and get a consensus there! Even if some real luminary like Don Thomas, or Nolan Bushnell, takes control, he'd never have a moment of peace. He'd feel as if he owed everyone of us his job, sort of like the guy who gets elected mayor of a small town by one vote.

It's also quite obvious that Atari left their designs, financial records, etc., in one glorious shambles. How do we go about rebuilding that, and can we even agree that it has to be rebuilt?

I'd love to see Atari fly again. I'd love to see a real challenge to the Intel/Microsoft dominance, even though I use that platform as well as my 8-bit. But if I'm realistic, I know that our role would probably be less that of investors and more that of willing consumers when, as I hope, an established company does the takeover.

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article <68gj7sdnb1@alexander.INS.CWRU.Edu>...
>
> I have thought of this as well. How much do they want for Atari?
> And how many of us are there? Let's get the ST users in on
> this conversation as well. If it could get to the point that
> each person would contribute no more than $250-500, than it
> could be done. Who could head Atari? I would like to say
> Don Thomas, as he was the most public person who had the old
> Atari spirit that I can think of. Who here knows about stocks
> and investing? It appears that JTS is going into the toilet.
> Is it just me, or is everything that Tramiel touches turns
> to crap? What is with this family? Atari stockholders must
> feel like suckers by now!
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \
>

5. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68h14f$9hr$1@alexander.INS.CWRU.Edu>
Source record: 67564

I am for retaining as much of the original and existing
machine as possible, merely adding capability and extensibility.
14.36 MHZ/65816/512K+ ability alone would transform the system
in amazing and wonderful ways!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

6. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68h1mrbkr1@alexander.INS.CWRU.Edu>
Source record: 67565

But what does Activision want to do with Atari? Gut it and just
sell the rights to the games? Remmber that Activision is
staffed with Ex-Atarians who left because management couldn't
tell programmers from 'towel designers'. I hope if they buy
it, that they want to restore Atari to what it should have
been.

I have another definition for 'JTS'. How about 'Jack Tramiel
Sucks'?

All I really want is new and innivative support for _BOTH_
the 8 and 16/32 bit systems. Please don't tell me the 8-bit
is "obsolete", because then you are wasting your time here.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

7. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68h1s2$c4m$1@alexander.INS.CWRU.Edu>
Source record: 67566

```
Note that the last comment was not directed to you, but to
those who are here but for some odd reason bash the Atari
8-bit systems.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \
```

8. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AC160A.4B48@pacbell.net>
Source record: 67567

Bill R. Core wrote:
>
> I've been to the Western Digital site recently, and they claim
> to have a 6502 that can run at 8 MIPS!! Is there a difference
> between those 6502 chips and the ones in our systems? If so,
> would they be able to be used in our computers? Perhaps this
> would be of use in your 14.36 MHZ mod? If the 6502 can reach
> 8 MIPs, how fast could a 65816 go?!?
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \

One of the differences between an INTEL 80xx series chip and the 65xx chips is the significance of the clock speeds. The 65xx executes an instruction in as few as 2 clock cycles. The INTEL chips require many cycles to execute even a simple instruction. Of course, the INTEL clocks run at a much higher rate. But, a 33mhz 80xx chip in nowhere near 16 times as fast as a 1.79mhz 65xx. The 14.36mhz 65816 would be faster than a 33mhz 80xx for many M/L subroutines, even. Where the 80xx can make out is in the FPU that is available for it.

Bob

9. 8-bit F/S

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: Richard Ehrenberg <mrmopar@computer.net>
Message-ID: <34AC5E36.40CD@computer.net>
Source record: 67568

Have a TON of 8-bit stuff gathering dust, including an 800, 130XE,
drives, trackballs, joysticks, modems, 100s of games and other software,
new board and one 800 keyboard, etc. Needs to go! The first person that
offers anything reasonable for my time to box it up and schlep it to UPS
owns it. I would prefer to see it go to a school or underpriveledged
family, though....

Please e-mail as well as post any reply.

Rick Ehrenberg
mrmopar@computer.net

10. Re: Atari Mouse?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-01 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <68frmk$42l$1@news00.btx.dtag.de>
Source record: 67569

```
>What system are they for?

ST/TT/Falcon

--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy
```

11. old emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19980102184701.NAA23004@ladder02.news.aol.com>
Source record: 67483

Ive noticed now for 4 months that they havent been updating ANY atari800 emu's.
does anyone know the progress of the "atari800 emu" by david firth of "pokey"??

12. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34AD5A70.64B6A713@ix.netcom.com>
Source record: 67484

Lonnie McClure wrote:
>
> On 28 Dec 1997 02:13:57 GMT jason@linux.aatech.com (Jason Duerstock)
> wrote:
>
> >How about something with 50-pin slots (like the PBI bus) and add-on cards
> >like:
> >* IDE
> >* SCSI
> >* 80-column display
> >* serial/parallel
> >* DOS (I was thinking we could shove DOS on a PBI card + have it bank
> >select the second 1k of the 2k window for maximum usage)
> >
> >+ a one SIMM slot (preferably 72-pin) for memory
> >+ a jumper/switch for 800 mode (w/4 joysticks) or XL mode (w/2 + the
> >standard memory bank switching stuff)
> >
> >I'm still a little impaired on the hardware side, but I'd be willing
> >and able to write drivers for whatever is produced.
> >
> >While we're at it, how about a BASIC XS (like BASIC XE but 16-bit)?
>
>
> When it comes to expansion slots, why not use an existing 6502
> standard...the Apple II.
>
> In that way, existing cards could be used, with only the need for
> software to address them. Apple II series cards include serial, SCSI,
> and even SVGA (SecondSight card).
>
> BTW...going off on a tangent here for a moment, I wonder why no one
> (apparently) has attempted even a basic Atari 8-bit emulator for the
> Apple IIgs. With a 65816 CPU and a large memory space (and some
> serious speed on accelerator-equipped machines), it should offer some
> unique advantages over Intel-based emulators, not the least of which
> would be not having to emulate the CPU.

The biggest problem here is not the CPU (although not having to emulate
it it a plus) is emulating Antic and GTIA. These are proprietary chips
and would probably be a bit much for the Apple even with the 65816.

> Getting back to the subject at hand...
>
> Another alternative would be to go with PC slots, which offers the

> plus of an even greater variety of hardware, but offers a bigger
> obstacle in that it is not designed for a 65xx bus. Using a low-end
> x86 CPU and some dual-ported RAM as a "card slot controller" might be
> the best tactic if that route were taken. Of course, if you are going
> to that trouble, just design the new Atari-compatible as a card that
> plugs into a PC, and uses its resources. If anyone has access to one
> of the old Trackstar Apple II hardware emulator cards for the PC,
> examining it should give some good pointers on how to couple a 6502
> CPU and memory to the ISA PC bus.
>
> ========================
> lmcclure1@mindspring.com

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

13. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34ad7d6f.1@news3.paonline.com>
Source record: 67485

thank you (I get carried away sometimes)

the main point I want to make, is, that this board would have to be extensible, I think the main thing that needs to be built onto the board would be fdd and an IDE controller(at least the IDE). This would be a major door opening for Atari 8-bit users, mainly because with the extra power of the 65816, a hard drive would be a very welcome addition. The main thing that I was thinking with the OS, would be to optimize it for the 65816, in order to take full advantage of the CPU.

--
Neuromancer

nospam.baron_harkkonen@hotmail.com

14. ac adapter

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: fiction <sporkcake@hotmail.com>
Message-ID: <34AD4756.6B029261@hotmail.com>
Source record: 67486

i was wondering what kind of ac adapter i should use...i have an old 9v one but it does not fit in the socket in my atari 800 (picked it up for 5 bucks :)) just wanna know what i should be using. any help would be much appreciated. thanx in advance!

sporkcake@hotmail.com --preferably respond via email...don't if you don't want to. thank you :)

15. FS:Atari 400/800 BASIC Cart.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: DRT <dtietsw@home.net>
Message-ID: <34AD9AD3.BDE2600D@home.net>
Source record: 67487

Atari 400/800 BASIC cartridge and two BASIC programming books for sale.

Make me an offer.

Darren (dtietsw@home.net)

16. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34ADD9BA.A80@pacbell.net>
Source record: 67488

Lonnie McClure wrote:

> While a second 6502 (and some memory for it, I assume) would certainly
> take a burden off the main CPU, is it really necessary?
>
> The lowly Commodore 64,....

The problem is not so much the cycle stealing from the video but the
interrupts. Unless you disable the VBLANK, you may lose data. I had in
mind using the AP for other things also - like a serial mouse, floppy
and that kind of thing. These also suffer from interrupt latency.
The Atari can do 115,200 if you turn off everything but the idea was not
to do so.

Bob

17. Re: 65816 1.79 MHZ mod

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34ADE255.66C1@pacbell.net>
Source record: 67489

Bill R. Core wrote:
>
> Mr. Woolley, How much of a performance increase would your
> 1.79 MHZ 65816 modification give over a standard system?
> How much would it lessen any bottlenecks to faster MODEM
> access? And would it be able to be installed in a 130XE
> system? What would the advantages be with this mod?
> All this talk has led me to believe that incremental
> progress is in order here. I really think that if it is easy
> for you to do this, then perhaps we should start there.
> Even a small performance increase would blow my mind;
> I have the CSS+ OS installed, and it definitely makes a
> difference.
> One more question, can one progress to the 7.18 MHZ mod
> from the 1.79 MHZ one? Count me as interested!
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \

You plug in the 65816 board into the 6502 socket. The system runs
exactly the same as it did with the 6502 until you code some new 65816
instructions into the machine.
The 7.18mhz 65816 is a whole different animal than the 1.79mhz drop-in.
The CPU can run at 7.18mhz only while it is addressing RAM memory. At
all other times, it must run at 1.79mhz since that's as fast as the
Atari chips will run. This isn't too bad if you move the OS into
RAM.....

Bob

18. Re: ac adapter

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34ADE0BE.67C2@pacbell.net>
Source record: 67490

fiction wrote:
>
> i was wondering what kind of ac adapter i should use...i have an old 9v
> one but it does not fit in the socket in my atari 800 (picked it up for
> 5 bucks :)) just wanna know what i should be using. any help would be
> much appreciated. thanx in advance!
>
> sporkcake@hotmail.com --preferably respond via email...don't if you
> don't want to. thank you :)

The 800 takes a 9 volt AC transformer that outputs 3.4 amps. Most of the
remaining dealers have the at a reasonable price.

Bob

19. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34ADE032.424E@pacbell.net>
Source record: 67491

Bryan Edewaard wrote:

> This isn't exactly true anymore. Pentiums are dual pipelined, and
> achieve throughputs of around 1 cycle on a consistent basis. 486's
> have 2 cycle throughput on most common operations as well. Also, when
> compared to the Atari, the cached PC archetecture doesn't steal local
> CPU cycles for Video and RAM refresh......
---
yes, yes, and maybe. The original post commented on the 8 MIPS 65xxx chips, not the Atari itself. I did not try to include Px type processors, but I doubt that any Pentium running at 233mhz will pump 233 MIPS..... I say I doubt because I did not look it up. It's not the point anyway. The high speed 65816s can run a lot of MIPS compared to a high speed INTEL 80386, for example, because the INTEL does a lot of clock cycles compared to a 65816. Someone looking at an 8 MIPS INTEL would get the impression that a 16mhz 65816 couldn't be as fast - not true.

I don't like MIPS ratings anyway - I have seen far too many instances where the SYSTEM runs slower on a higher MIPS processor because of other factors. I'll guess I could write programs in M/L that would run slower on your PENTIUM than my 65816... jump all over the address space and the cache is worthless.... guess the branch wrong and the pipe is gone.... write back into the instruction stream.... stuff like that.

You right about all the stuff they added to make the INTEL go fast. But, you don't need that on the 65816 in an Atari. No need for cache when you can use cache memory itself for main storage. Not much incentive to pre-decode when the instuctions are so short, either.

Bob

20. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34ADE4B3.59E6@pacbell.net>
Source record: 67492

NOSPAMdmaxwell@iwaynet.net wrote:

> All of the plans and engineering specifications for the custom 8-bit
> chips were stored on a VAX. No other known copies of the plans
> existed elsewhere. The VAX was sold to another company that promptly
> reformatted the VAX's drives. Not only will it be necessary to gain
> access to a chip fabrication plant, extensive and error prone reverse
> engineering will likewise be necessary.
---
we couldn't just strip the chips and whip up some specs? i hear that
some outfits are pretty good at that....

didn't Atari keep backup copies on tape? this was before RAID stuff,
even Atari had to keep tapes! didn't they? i'll bet that some surplus
store in silicon valley has a box of old 1/4" tapes marked CANDY and
COLEEN and like that..... :)

21. New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34ADEC68.F42236CF@spnt.com>
Source record: 67493

While cruising the web I stumbled across some NEW C= Color Monitors for sale.

If you're interested, they can be found at:

http://www.cmdweb.com/misc/newstuff.phtml

Happy Holidays,

The Shadow

22. Game called Kaiser...has anyone an image?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: 071311890-0001@t-online.de
Message-ID: <68ihaf$3ab$1@news01.btx.dtag.de>
Source record: 67494

I'm looking for an ATR-file of Kaiser, I hope there are some germans
reading this message,
because I don't know if this game was released outside germany (and I
prefere the german version).

Bye,
Rolf

23. Re: XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <68jml8qpo2@news02.btx.dtag.de>
Source record: 67495

> (1) Instant TV (from AIMS labs, as I recall)
> (2) AVer TV Genie (from AVer Media)
> (3) ProView (can't recall who makes this one)

Thanks very much.
I'll check these names out in a search-engine.

--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

24. Help Need Working Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34AD1145.2A79@sprynet.com>
Source record: 67496

Hi everybody,

I'm looking for a Working Version of Mac65.Com assembler/editor. None of the atari site have a working version. I've tried ksk,closertohome,umich,resburg,etc. I've gone through at least 10 ATR disk images, with no luck. I've even tried individual files named mac65.com all have met the same fate. I've tried these images and files on 3 emulators Xl-it,atari800xl, and Xformer. I've tried the images and files, through APE115D on 3 different ataris, a 800,800xl,and a 130XE, all with no success :(. I've even copied these images to 3 types of disk drives, a 810,1050 and a XFF51, again no luck. Please If anybody has a working copy, that they would be willing to make a copy of, or would like to sell please drop me a e-mail. My original disk died :(. This is a horrible loss to the atari community, i hope someone can help.

The result of running Mac65 is this: usually the disk it is on loads and boots. all the dos XL commands work. running MAC65, from menu or command prompt results in garbage; alot of large colorful letters of all characters and system crash, pressing the keyboard moves the screen garbage around and then locks up, after the keyboard buffer fills :(. the file shows up as a 15,000kb file under dos or a 124 block file under dos XL. this is the one that seems to be corrupted. And again all the atari sites have the same file with (different names) the same boot readme, refering to Fine toon engineering.

Help! :)

thanks in advance to everybody, and have a great new years,
danny
dalabast@spryent.com
P.S. my ISP's newserver has been screwing up so please except my appologies for multiple listings, sorry :(.

25. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34ac710f.980485@news.mindspring.com>
Source record: 67570

On Sat, 27 Dec 1997 16:39:55 -0800 Bob Woolley <rwoolley@pacbell.net>
wrote:

>looks like the best way to me is to use another processor to do the
>serial stuff and stuff the data into Atari memory. 115,200 would be easy
>since the AP does not need to do interrupts - which is the real problem
>when you try to go fast on the main 6502. 115,200 data comes in about
>every 90us. even a 1.79mhz 6502 can keep up with that.... no reason why
>the floppy and IDE drive couldn't run that way also.

While a second 6502 (and some memory for it, I assume) would certainly
take a burden off the main CPU, is it really necessary?

The lowly Commodore 64, with a SwiftLink (a cart containing a 6551
ACIA and RS-232 level convertors that plugs into the expansion port
and maps into memory), does 38.4Kbps. The newer version, the Turbo232
cart, does 57.6K on a standard 64. The 64 of course, also suffers
cycle stealing from the video processor, just as the Atari 8-bits do.
On a Commodore 128 (2Mhz CPU), 115.2Kbps is supported (that may be
when using the 80 column VDP, which would free up some extra time, but
I believe that rate is supported with standard VIC-II video).

Another approach might be to use a UART with a built-in buffer, such
as the 16C550 or 16C650 (or for that matter, one of the fairly
inexpensive all-in-one super I/O chips that include twin 16C550's,
ECP/EPP parallel port, etc.). From what I understand from the folks
who did the Fast-232 cart for the Tandy CoCo, however, their are some
issues to contend with in interfacing a chip designed for an 8Mhz or
faster x86 bus to a 1-2Mhz 6809 bus (which shares a lot of
similarities with the 6502 bus).

==========
lmcclure1@mindspring.com

26. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34ac74b8.1917436@news.mindspring.com>
Source record: 67571

On 28 Dec 1997 02:13:57 GMT jason@linux.aatech.com (Jason Duerstock)
wrote:

>How about something with 50-pin slots (like the PBI bus) and add-on cards
>like:
>* IDE
>* SCSI
>* 80-column display
>* serial/parallel
>* DOS (I was thinking we could shove DOS on a PBI card + have it bank
>select the second 1k of the 2k window for maximum usage)
>
>+ a one SIMM slot (preferably 72-pin) for memory
>+ a jumper/switch for 800 mode (w/4 joysticks) or XL mode (w/2 + the
>standard memory bank switching stuff)
>
>I'm still a little impaired on the hardware side, but I'd be willing
>and able to write drivers for whatever is produced.
>
>While we're at it, how about a BASIC XS (like BASIC XE but 16-bit)?

When it comes to expansion slots, why not use an existing 6502
standard...the Apple II.

In that way, existing cards could be used, with only the need for
software to address them. Apple II series cards include serial, SCSI,
and even SVGA (SecondSight card).

BTW...going off on a tangent here for a moment, I wonder why no one
(apparently) has attempted even a basic Atari 8-bit emulator for the
Apple IIgs. With a 65816 CPU and a large memory space (and some
serious speed on accelerator-equipped machines), it should offer some
unique advantages over Intel-based emulators, not the least of which
would be not having to emulate the CPU.

Getting back to the subject at hand...

Another alternative would be to go with PC slots, which offers the
plus of an even greater variety of hardware, but offers a bigger
obstacle in that it is not designed for a 65xx bus. Using a low-end
x86 CPU and some dual-ported RAM as a "card slot controller" might be
the best tactic if that route were taken. Of course, if you are going
to that trouble, just design the new Atari-compatible as a card that
plugs into a PC, and uses its resources. If anyone has access to one
of the old Trackstar Apple II hardware emulator cards for the PC,
examining it should give some good pointers on how to couple a 6502

CPU and memory to the ISA PC bus.

==========
lmcclure1@mindspring.com

27. Re: XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34ac77f1.2742321@news.mindspring.com>
Source record: 67572

On 26 Dec 1997 12:02:46 GMT Thomas.Raukamp@t-online.de wrote:

>last week I read a mail that said that it is possible to
>convert the XL/XE's video-output-signal to a signal a
>regular SVGA-monitor could display. Is this correct?
>If yes, where can I receive this hardware?

There are at least 3 external boxes that accept composite (and except for one, S-video) inputs, and display on any VGA/SVGA monitor. They are:

(1) Instant TV (from AIMS labs, as I recall)
(2) AVer TV Genie (from AVer Media)
(3) ProView (can't recall who makes this one)

I have not seen the Proview in a while, and it was the only one of the three that did not handle S-video (chroma/luma).

The Instant TV is probably the most widely available. If you have a Best Buy store in your area, check the computer section, as the local one here sells it. You might even find one at your local Wal-Mart.

AVer TV Genie is available via mailorder through almost as many places as the Instant TV, although I cannot recall if I have ever seen it in a retail store.

I also saw a fourth unit, whose name I cannot recall, in the video editing/display section at a Computer City store.

>Any e-mail-addresses or webpages?

Not off hand, but doing a search page hunt on the device and company names should turn up something.

If I get a chance, I'll check around, but my PC is acting up (some type of hardware problem...possibly CPU overheating), so I can only stay online so long before the system crashes and locks up. :(

I can't say I have ever had that problem with my 8-bit systems, but then none of them offers a graphical web brower (or any software that uses TCP/IP, for that matter, and certainly not for free).

==========
lmcclure1@mindspring.com

28. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <68i03qnob1@news.aatech.com>
Source record: 67573

Lonnie McClure (lmcclure1@mindspring.com) wrote:
:
: When it comes to expansion slots, why not use an existing 6502
: standard...the Apple II.
:
: In that way, existing cards could be used, with only the need for
: software to address them. Apple II series cards include serial, SCSI,
: and even SVGA (SecondSight card).

I am unsure how Apple II cards work but:
1) I doubt they memory map into any space that is compatible with the 800.
2) Even if they do, chances are their driver ROMS are incompatible with
the Atari.
3) There is already an existing standard for the XL/XE. There's no reason
not to use the PBI, except maybe for the fact that there are not the extended
A16-A23 address lines on it.

: BTW...going off on a tangent here for a moment, I wonder why no one
: (apparently) has attempted even a basic Atari 8-bit emulator for the
: Apple IIgs. With a 65816 CPU and a large memory space (and some
: serious speed on accelerator-equipped machines), it should offer some
: unique advantages over Intel-based emulators, not the least of which
: would be not having to emulate the CPU.

Unless there is some sort of memory protection mechanism in the 65816 I
am unaware of, there is no way to trap the custom hardware accesses.

: Another alternative would be to go with PC slots, which offers the
: plus of an even greater variety of hardware, but offers a bigger
: obstacle in that it is not designed for a 65xx bus. Using a low-end
: x86 CPU and some dual-ported RAM as a "card slot controller" might be
: the best tactic if that route were taken. Of course, if you are going
: to that trouble, just design the new Atari-compatible as a card that
: plugs into a PC, and uses its resources. If anyone has access to one
: of the old Trackstar Apple II hardware emulator cards for the PC,
: examining it should give some good pointers on how to couple a 6502
: CPU and memory to the ISA PC bus.

I've actually seen an Apple II on a board (go see http://apple.rum.org/
and go to pictures -> hardware)...

I'd kinda like to see either a PCI bridge for the 6502 or a Atari on a card.
It's still more hardware work than my pea-sized brain is capable of though.

Jason

29. More Atari Stock Added! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <68i700lmq1@user1.teleport.com>
Source record: 67574
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

30. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EM5J0A.ts@cix.compulink.co.uk>
Source record: 67575

In article <68bc2f$mou@bgtnsc02.worldnet.att.net>,
robpagano@worldnet.att.net (Rob Pagano) wrote:

> Come on, folks. Let's all chip in and make JTS an offer to buy Atari!
And do what with it? Atari is nothing but a bunch of patents. I
don't suppose there is much revenue from those as they already made
agreements with most of the heavy users like Nintendo et al. There's
virtually no information on most of the product range - certainly the 8bit
stuff is all long gone. There is pretty much zero inventory, remember all
the little 'sales' here on Usenet before they had just before calling it a
day?

The staff have all gone, the skills have all gone. All you'd have is a
name, a right to use that name in certain markets (Atari, the coin-op have
some areas sewn up already). You'd be mad to want to do anything with even
their latest hardware. the Jag as that's now embarassingly long in the
tooth.

Best you could hope for is to do some R&D and sell Atari branded add-ons &
new models of their existing product to the few people that care i.e. the
Usenet mob in atari.8bit & atari.st. Not a lot of money to be made there.
Unless you can get a major shit-load of venture capital and design
something to kill the Nintendo/Playstation stranglehold (yeah, right) then
forget it. Computers? It's PC or bust now. Apple are shriveling, The Be
has done much, and hardware prices have fallen so much there just isn't a
need for another computer or computing standard. We all know the PC is a
load of ancient ideas wrapped in a glossy shell or high-tech and that
Win95 is a piss-poor excuse for an OS but most people (i.e. where you ,ake
your money), simply don't care.

Let's be honest here, we all loved Atari, heaven knows I've bought enough
of their stuff over the years, but it's all just a bunch of memories from
a happier time. Atari is dead, the name is dead, the product is dead. Long
live Atari!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

31. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_883740863@rtfm.mit.edu>
Source record: 67576
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

32. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34acec72.1917807@news.aatech.com>
Source record: 67577

On 1 Jan 1998 21:26:51 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>But what does Activision want to do with Atari? Gut it and just
>sell the rights to the games? Remmber that Activision is
>staffed with Ex-Atarians who left because management couldn't
>tell programmers from 'towel designers'. I hope if they buy
>it, that they want to restore Atari to what it should have
>been.

>I have another definition for 'JTS'. How about 'Jack Tramiel
>Sucks'?

>All I really want is new and innivative support for _BOTH_
>the 8 and 16/32 bit systems. Please don't tell me the 8-bit
>is "obsolete", because then you are wasting your time here.

I could care less about ST support if caring could be measured
as a negative number.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

33. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34aced5d.2152058@news.aatech.com>
Source record: 67578

On Fri, 2 Jan 1998 10:12:10 GMT, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <68bc2f$mou@bgtnsc02.worldnet.att.net>,
>robpagano@worldnet.att.net (Rob Pagano) wrote:

>> Come on, folks. Let's all chip in and make JTS an offer to buy Atari!

>And do what with it? Atari is nothing but a bunch of patents. I
>don't suppose there is much revenue from those as they already made
>agreements with most of the heavy users like Nintendo et al.

[snip dead, dead, deadski]

>, but it's all just a bunch of memories from
>a happier time. Atari is dead, the name is dead, the product is dead. Long
>live Atari!

I would be happy with a press release from JTS releasing Atari's
8-bit (existing or not) software source code/executable images
and publications into the public domain. Or copyrighted as
freely distributable.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

34. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EM5v33.9Jw@cix.compulink.co.uk>
Source record: 67579

In article <34aced5d.2152058@news.aatech.com>, kenneth@spam.not.sayeth.i
(Kenneth Jennings) wrote:
> I would be happy with a press release from JTS releasing Atari's
> 8-bit (existing or not) software source code/executable images
> and publications into the public domain. Or copyrighted as
> freely distributable.
The executables you could have. AFAIK, the source is long gone along with
diagramatics etc when they ditched a VAX in the late 80's without backing
it up first.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

35. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34ad16f7.12804144@news.aatech.com>
Source record: 67580

On Fri, 2 Jan 1998 14:33:03 GMT, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <34aced5d.2152058@news.aatech.com>, kenneth@spam.not.sayeth.i
>(Kenneth Jennings) wrote:

>> I would be happy with a press release from JTS releasing Atari's
>> 8-bit (existing or not) software source code/executable images
>> and publications into the public domain. Or copyrighted as
>> freely distributable.

>The executables you could have. AFAIK, the source is long gone along with
>diagramatics etc when they ditched a VAX in the late 80's without backing
>it up first.

That's why I wrote "existing or not".

Any clever, zealous Atari 8-bitter with a disassembler
and no social life could reconstitute assembly source
for just about any program. AFAIK, as the copyrights go
that source would still belong to Atari since it was
reverse-engineered from an Atari executable. Unless
the program is in the public domain to begin with there
wouldn't be much motivation to produce source for
various programs/OSs.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

36. For Sale-Atari Neon Sign

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <34AD349F.F833F02@bright.net>
Source record: 67581

For Sale- Extremely Rare Atari Neon Sign. Similar to what an old Atari dealer would have used in their store window. This is a full size window display sign with a pink and blue neon Atari logo. I can guarantee you will be the only guy in your neighborhood with one of these. I am selling one of the only two that I have. Asking $500. If interested, please e-mail reply.

37. Sio2pc Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-02 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19980102184601.NAA25336@ladder01.news.aol.com>
Source record: 67582

Where can i buy this Cable that is LESS than $50?

38. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <34ae6280.129993402@news.iwaynet.net>
Source record: 67497

On Mon, 29 Dec 1997 23:17:36 -0700, jhague@dadgum.com (James Hague)
wrote:

>Ryan 'Gozar' Collins wrote:
>>
>> Why not combine all the chips into one? I read on rec.games.video.classic
>> that someone opened their NES clone, and the was only one chip inside.
>
>I always thought that would be cool: a 1 chip Atari 8-bit machine (Antic,
>GTIA, Pokey, CPU, memory, etc). Just a little tiny cube with some ports
>on it :-)

All of the plans and engineering specifications for the custom 8-bit
chips were stored on a VAX. No other known copies of the plans
existed elsewhere. The VAX was sold to another company that promptly
reformatted the VAX's drives. Not only will it be necessary to gain
access to a chip fabrication plant, extensive and error prone reverse
engineering will likewise be necessary.

39. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68k2ji$fd7$1@alexander.INS.CWRU.Edu>
Source record: 67498

If I recall, there is an FPU available for the 65816. Could
this be used in an upgrade? I think I remember that SysInfo
checks for the presence of one.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

40. 65816 1.79 MHZ mod

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68k45r$k7m$1@alexander.INS.CWRU.Edu>
Source record: 67499

Mr. Woolley, How much of a performance increase would your
1.79 MHZ 65816 modification give over a standard system?
How much would it lessen any bottlenecks to faster MODEM
access? And would it be able to be installed in a 130XE
system? What would the advantages be with this mod?
All this talk has led me to believe that incremental
progress is in order here. I really think that if it is easy
for you to do this, then perhaps we should start there.
Even a small performance increase would blow my mind;
I have the CSS+ OS installed, and it definitely makes a
difference.
One more question, can one progress to the 7.18 MHZ mod
from the 1.79 MHZ one? Count me as interested!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

41. Special disk drive commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34ada670.41465246@news.wxs.nl>
Source record: 67500

I am doing some research at the moment, and I am wondering which
brand or type of disk drive responds to a request to send the speed
(command $3F) with a byte of $0F.
Can anyone tell me where I can find a list of other special SIO
commands? Or if such a list does not exist yet, can we all build
a list together?
Keep those XL's/XE's humming.

42. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <68kh1p$7aa$1@newbabylon.rs.itd.umich.edu>
Source record: 67501
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 137322 Dec 29 20:25 ./8bit/atari8.qif
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

43. Re: XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <68kh60$lu0$1@news.umbc.edu>
Source record: 67502

It sure is possible!

I have my Atari 8-bit hooked up to a ViewSonic G773 multi-synch VGA+ monitor via an AverMedia TVGenie external box using an S-Video to two RCA plugs (luma and chroma) cable.

You can make one yourself or buy one for $25 or so depending on length from Redmond Cable.

The TVGenie can be had for $120 or so. It allows for pass-through RGB from your PC or Amiga! (big brother to the the Atari 8-bit) AND scan doubles the S-Video or composite, or cable/TV signal onto a VGA monitor.

It works great!

And looks pretty good too. You will get bleed at 80-columns due to the fact that the scan-doubling is to 640x480 only. But for regular 40 columns and games it is pretty sweet.

Of course, if you want to spend 800+ you can get some really superb broadcast composite/S-Video scan doublers to VGA level.

Some PC cards allow for S-Video or composite inputs, too.

Anybody else got their 8-bit hooked up to a VGA monitor?

Tom

Lonnie McClure (lmcclure1@mindspring.com)
wrote: : On 26 Dec 1997 12:02:46 GMT Thomas.Raukamp@t-online.de wrote:
:
: >last week I read a mail that said that it is possible to
: >convert the XL/XE's video-output-signal to a signal a
: >regular SVGA-monitor could display. Is this correct?
: >If yes, where can I receive this hardware?
:
: There are at least 3 external boxes that accept composite (and except
: for one, S-video) inputs, and display on any VGA/SVGA monitor. They
: are:
:
: (1) Instant TV (from AIMS labs, as I recall)
: (2) AVer TV Genie (from AVer Media)
: (3) ProView (can't recall who makes this one)
:
: I have not seen the Proview in a while, and it was the only one of the
: three that did not handle S-video (chroma/luma).
:

: The Instant TV is probably the most widely available. If you have a
: Best Buy store in your area, check the computer section, as the local
: one here sells it. You might even find one at your local Wal-Mart.
:
: AVer TV Genie is available via mailorder through almost as many places
: as the Instant TV, although I cannot recall if I have ever seen it in
: a retail store.
:
: I also saw a fourth unit, whose name I cannot recall, in the video
: editing/display section at a Computer City store.
:
: >Any e-mail-addresses or webpages?
:
: Not off hand, but doing a search page hunt on the device and company
: names should turn up something.
:
: If I get a chance, I'll check around, but my PC is acting up (some
: type of hardware problem...possibly CPU overheating), so I can only
: stay online so long before the system crashes and locks up. :(
:
: I can't say I have ever had that problem with my 8-bit systems, but
: then none of them offers a graphical web brower (or any software that
: uses TCP/IP, for that matter, and certainly not for free).
:
: ==========
: lmcclure1@mindspring.com

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

44. Re: Game Called Flip-Flop....anyone got an image?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: jack@threeindians.ScPoAmM
Message-ID: <34add639.5809055@news.mv.net>
Source record: 67503

On 28 Dec 1997 22:15:13 GMT, "Austin Franklin"
<dark7room@ix.netcom.com> wrote:

>Hi,
>
>I have an original disk from a game called Flip-Flop. Trouble is, my dog
>ate it (really!). Does anyone have an ATR image of this game they can send
>me? (or let me know where one is...)

Flip-Flop is a cool game. I spoke with it's author some time ago on
the phone (he called for tech support at a company I once worked for).
Real nice guy. I almost felt bad when I told him I was the one that
cracked the disk.

If you can't find that image somewhere else, let me know and I'll dig
it up.

Jack
--
I hate finding SPAM in my mailbox (it gets all green and stuff).
Please remove the SPAM from my address before sending.

45. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: rstout@prgone.com
Message-ID: <34ace97a.4905188@news.dx.net>
Source record: 67504

Hi,

I use such a program. It converts hypertext to ascii, but
textpro can do the ascii to atascii afterwards. The program is called
HTMSTRIP, by

Bruce Guthrie
Wayne Software
113 Sheffield St.
Silver Spring, MD 20910

fax: (301) 588-8986
e-mail: bguthrie@nmaa.org
http://hjs.geol.uib.no/guthrie/

I just tried the http and it has been changed to

http://www.geocities.com/SiliconValley/Lakes/2414

Sure enough, there was HTMSTRIP along with a bunch of other
utilities Bruce had written, ready for download. Hope this helps.

mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy) wrote:

>Howdy folks
>
>A while ago a saw a utility on a BBS,
>that would convert Hypertext into
>ATASCII (or was that ASCII). At that
>time I though it would be a nice
>utility, but that I would not need it
>very soon.
>
>Now I could really use it, but don't
>know, here I've seen it.
>
>Please help.
>
>CU Mathy Van Nisselroy
>
>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
>---
> ◆

46. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: rstout@prgone.com
Message-ID: <34acefad.6492513@news.dx.net>
Source record: 67505

mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy) wrote:

>Howdy folks
>
>A while ago a saw a utility on a BBS,
>that would convert Hypertext into
>ATASCII (or was that ASCII). At that
>time I though it would be a nice
>utility, but that I would not need it
>very soon.
>
>Now I could really use it, but don't
>know, here I've seen it.
>
>Please help.
>
>CU Mathy Van Nisselroy
>
>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
>---
> ◆
Its called HTMSTRIP, its at
http://www.geocities.com/SiliconValley/Lakes/2414

47. 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: westwaykid@aol.com
Message-ID: <19980103124801.HAA16551@ladder01.news.aol.com>
Source record: 67506

Look I was just at the CMD site and saw a working 20Mhz C-64 expansion... see it for your selves at:

http://www.cmdweb.com/supercpu/

This unit uses a 65xxx CPU.... while your there take some time to check out all the other neat stuff they got.... Like 2 Gig HD and 16MB expanion cards. The C-64 also has a Graphic interface much like Windows called GEOS (graphic environment OS) and a super fast OS called JiffyDOS which transfers at rates of 100MB/Sec. They also have a RS-232 which maxes out at 115K baud.

Why can't the Atari 8-bit do this? The GTIA chip is awesome from a 8-bit stand point but I think the Commie won out on sound... with it's SID chip it may have only been 3 channels but it had a wavetable which could create very realistic sounds, comparable to the 8-bit Sound Blaster.

I love the Atari, that's what I started with and it was hard to give it up! I had a ST and a C-64 but my Atari was always the best. I know this is stupid but it kinda hurts to see those commie guys with all that cool shit! The Atari has a soul... no other computer I've ever used has had that... that's what I miss.

Sorry about the reminisant BS.
Mike

48. 8-Bit IDE interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: westwaykid@aol.com
Message-ID: <19980103131301.IAA17682@ladder01.news.aol.com>
Source record: 67507

I'm reading some documentation about a new IDE drive controller for the Atari 8-bit... one problem it needs a new OS.... read more here:

http://aegus.mcs.kent.edu/~clisowsk/8bit/ide8bit.html

Mike
The \\'estway]{id

49. atari 800 info

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: baker99 <baker99@cableinet.co.uk>
Message-ID: <34AE3C8B.34E1@cableinet.co.uk>
Source record: 67508

I have an old atari 800 which just wont work, I have some electronics experiance and was wondering where I could get any technical information on the hardware so that I can attempt to fix it, I think it also has some extra mosaic memory fitted.

Dan.

baker99@cableinet.co.uk

50. Re: Game Called Flip-Flop....anyone got an image?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: Martin Buchholz <buchholz@rz.uni-greifswald.de>
Message-ID: <01bd1851$e5bf9ec0$1512358d@gemini>
Source record: 67509

Flip & Flop can be found at "Closer To Home" (
http://closertohome.dyn.ml.org/).
They have a huge File Area there.

Bye, Martin

51. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: Andrei 'old boy' Ellman <ellman@xs4all.nl>
Message-ID: <34AE6569.1455DDF8@xs4all.nl>
Source record: 67510

Rob Pagano wrote:
>
> Come on, folks. Let's all chip in and make JTS an offer to buy Atari!

What would be really cool would be if Phase 5 (http://www.phase5.de/)
bought Atari. Then, their A\Box computer would become an Atari product.

For those of you who don't know what the A\Box is, it is a new computing
platform (due to be released sometime this year) who'se design makes it
worthy of being a successor to the Atari 8-bits and the Amiga (thanks to the
Display-list RISC processor). It is based on PowerPC CPUs, and has a
microprogrammable multimedia chip, and it seems to be the last hope of
kicking the PC off the face of the earth (The description I've given here
doesn't do this beast any justice).

To find out more about this computing platform, look at Phase 5's A\Box page
at:
http://www.phase5.de/news/projectinfo/aboxinfoe.html (english)
http://www.phase5.de/news/projectinfo/aboxinfod.html (german)

Or you can look at unofficial A\Box pages at:
http://www.amitar.com.au/~bluey/abox/
http://www.algonet.se/~per-l/abox/

The fluffy AE.

--
Andrei Ellman - URL: http://www.xs4all.nl/~ellman/ae-a - ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

52. recherche files in ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34AE9918.CC6@wanadoo.fr>
Source record: 67511

```
I SEARCH FILES IN .ATR FOR MY PC
THANK YOU
ALAIN FRENCH
```

53. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AEAE9B.427F@pacbell.net>
Source record: 67512

WestwayKid wrote:
>
> Look I was just at the CMD site and saw a working 20Mhz C-64 expansion... see
> it for your selves at:
>
> http://www.cmdweb.com/supercpu/
>
> This unit uses a 65xxx CPU.... while your there take some time to check out all
> the other neat stuff they got.... Like 2 Gig HD and 16MB expanion cards. The
> C-64 also has a Graphic interface much like Windows called GEOS (graphic
> environment OS) and a super fast OS called JiffyDOS which transfers at rates of
> 100MB/Sec. They also have a RS-232 which maxes out at 115K baud.
>
> Why can't the Atari 8-bit do this? The GTIA chip is awesome from a 8-bit stand
> point but I think the Commie won out on sound... with it's SID chip it may have
> only been 3 channels but it had a wavetable which could create very realistic
> sounds, comparable to the 8-bit Sound Blaster.
>
> I love the Atari, that's what I started with and it was hard to give it up! I
> had a ST and a C-64 but my Atari was always the best. I know this is stupid
> but it kinda hurts to see those commie guys with all that cool shit! The Atari
> has a soul... no other computer I've ever used has had that... that's what I
> miss.
>
> Sorry about the reminisant BS.
> Mike

I got all that stuff on my 1200XL..... except the 100MB/s DOS - you sure
about that?

Bob

:)

54. Brian Workman....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AF28A2.5C45@pacbell.net>
Source record: 67513

Wasn't there just a discussion on deleting sales oriented posts on c.s.a.8.? I really didn't pay too much attention since it seemed to be a non-problem. Now, I count 5 looong solicitations from this guy with just a pinch of 8-bit offerings. Is this what you folks were targeting? Can I still vote on this - I vote to delete him.

Bob Woolley

55. Re: Atari Mouse?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6l9$s7Z4zHB@peter.soemtron.sb.sub.de>
Source record: 67514

In article <Re: Atari Mouse?>, Thomas.Raukamp@t-online.de wrote:

Howdy Thomas.Raukamp!

> >What system are they for?
>
> ST/TT/Falcon

AND XL/XE or any 8-bit Atari computer. It's quite easy to program a st-
mouse handler!

peter(thomas h.)
--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

56. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6l9$sTT4zHB@peter.soemtron.sb.sub.de>
Source record: 67515

In article <Re: Audio Emulation>, 94chrisv@scar.utoronto.ca (Alan Christie) wrote:

Howdy Alan!

> Out of all the 8bit emulators I have used, XLIT emulates sounds the best..
> (and I dont have a POKEY upgrade on my PC) The sounds/music sounds almost
> just like the 8bit...

by the way, it would be nice to upgrade the sound capabilities of our 8-
bit atari! Imagine: digital sounds and best qualitiy mod-player!

Could it be done?

peter(thomas h.)
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

57. Re: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AFCED0.3A7A@pacbell.net>
Source record: 67433

Damond Walker wrote:
>
> Not *quite* sure this belongs here but here goes....
>
> I have an old 800 and 810 that I'd like to hook up again. Unfortunatly I
> lost the disk for my P:R: connection. Would some kind soul mind sending
> me a copy of the drivers?
>
> Damond
---
you don't a disk for a P:R Connection. what do you think you are
missing? the printer does not have an external handler and the R:
devices load directly from the PRC.

Bob

you certainly are in the right place! :)

58. Zip drives and Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: siano@cceb.med.upenn.edu
Message-ID: <68ojf5$86k$1@netnews.upenn.edu>
Source record: 67434

Is there a way of using a Zip drive with the Atari 800? It'd
make it easy for me to move my old text files to my new
system. Replies by Email, please.

--
Brian Siano - siano@cceb.med.upenn.edu
"The Internet is an elite organization. Most of the
population of the world has never even made a phone call."
-- Noam Chomsky

59. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AFD05E.824@pacbell.net>
Source record: 67435

Keatahh wrote:
>
> By the time the a/box comes out wintel machines will be 2x or 3x faster
> anyways. with an established and recognized standard/consumer base. the
> a/box is a stillborn system :-(
>
>
---
you assume that the competition for desktops will be waged by like-kind products. like-function products can and probably will sink both Microsoft and Intel. a bigger, better wintel system is not going to beat them, that's true.... consider the support costs of such products and, as our old friend used to say, "do the math"!

Bob

60. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34afdace.768560@news.aatech.com>
Source record: 67436

On 3 Jan 1998 12:48:28 GMT, westwaykid@aol.com (WestwayKid) wrote:

>Look I was just at the CMD site and saw a working 20Mhz C-64 expansion... see
>it for your selves at:
>
> http://www.cmdweb.com/supercpu/
>
>This unit uses a 65xxx CPU.... while your there take some time to check out all
>the other neat stuff they got.... Like 2 Gig HD and 16MB expanion cards. The
>C-64 also has a Graphic interface much like Windows called GEOS (graphic
>environment OS) and a super fast OS called JiffyDOS which transfers at rates of
>100MB/Sec. They also have a RS-232 which maxes out at 115K baud.

>Why can't the Atari 8-bit do this? The GTIA chip is awesome from a 8-bit stand
>point but I think the Commie won out on sound... with it's SID chip it may have
>only been 3 channels but it had a wavetable which could create very realistic
>sounds, comparable to the 8-bit Sound Blaster.

Wavetables? I don't believe so. You could play back sampled sound
on the C64 pretty much the same way as on the Atari 8-bits. (Read:
lots of CPU activity.) But I never ran across anything remotely
related to wavetable samples when I was programming the C64.
And I found the C64 sound thin and whiny.

>I love the Atari, that's what I started with and it was hard to give it up! I
>had a ST and a C-64 but my Atari was always the best. I know this is stupid
>but it kinda hurts to see those commie guys with all that cool shit! The Atari
>has a soul... no other computer I've ever used has had that... that's what I
>miss.

Jack T put a C64 in about every other house because computers
were too technical for people to really understand, so most
made decisions based only on price. The large base of users
made it a more inviting platform for developers. Also, the
potentially large base of repeat buyers made it possible for
Commodore to add upgradesto the computer such as real 80 column
text hardware while at the same time that Atari was abandoning
the 8-bits.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

61. Re: Brian Workman....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34afdcf2.1316790@news.aatech.com>
Source record: 67437

On Sat, 03 Jan 1998 22:13:54 -0800, Bob Woolley <rwoolley@pacbell.net> wrote:

>Wasn't there just a discussion on deleting sales oriented posts on
>c.s.a.8.? I really didn't pay too much attention since it seemed to be a
>non-problem. Now, I count 5 loooong solicitations from this guy with just
>a pinch of 8-bit offerings. Is this what you folks were targeting? Can I
>still vote on this - I vote to delete him.

I deleted them all, but I think there were more than that... AND
he changed the titles a few times so his 1115 lines came up as at
least three different threads.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

62. Re: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34afdd62.1429088@news.aatech.com>
Source record: 67438

On Sun, 04 Jan 1998 10:02:56 -0800, Bob Woolley <rwoolley@pacbell.net> wrote:

>Damond Walker wrote:

>> I have an old 800 and 810 that I'd like to hook up again. Unfortunatly I
>> lost the disk for my P:R: connection. Would some kind soul mind sending
>> me a copy of the drivers?

>you don't a disk for a P:R Connection. what do you think you are
>missing? the printer does not have an external handler and the R:
>devices load directly from the PRC.

I've got the floppy that came with the P:R: connection. (I can't
look at it at the moment, but...)
It has a PRC.SYS file that is used to improve compatability
with some badly behaved programs that assumed some things
about the 850.

Page 2 of my P:R: manual also says:

This ROM [inside the P:R: Connection] also contains the
software handler which loads into the Atari computer (when
called) and sets up the two serial ports as 'R:' devices
('R1:' and 'R2:') This 'R:' handler is loaded either with
the AUTORUN.SYS (RS232.SYS) which comes with Atari DOS
(RS232.COM with SpartaDOS) or else whenever the computer
is powered up with the P:R: Connection attached and no
disk drives respond.

So, it sounds like there is also a rs232.com or something
to make the P:R: serial handler load when the computer
boots from disk?

Otherwise, it sounds like it works without the disk.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

63. Wanted: Activision's Shanghai for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: dhugdahl1@isd.net
Message-ID: <34afc423.2754598@news.isd.net>
Source record: 67439

I'm looking for an original or copy of Activision's Shanghai for the Atari 8-bit. I know this was released in Europe, so if anyone can point me in the right direction, that would be great! Please reply to me by email, since I haven't been able to read this group as much as I would like lately.

Thanks!
-Dag- ---> dhugdahl1@isd.net
(Remove 'one' for correct address)

64. Re: Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Roland Perry <nospam@affordable.co.uk>
Message-ID: <yM+VAqBfH$r0EAXv@perry.co.uk>
Source record: 67440
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.atari.8bit

In article <883301371snz@spheroid.demon.co.uk>, Brian Watson
<Brian@spheroid.demon.co.uk> writes
>Please help!
>
>About two months ago I was contacted by someone (late fifties/early
>sixties, at a guess) who claimed to have a garage stuffed with 8-bit
>format software which he had wound up with when he stopped being a
>software distributor to shops, and changed to supplying videos.

A lot of that kind of stuff used to end up at Computer Cavern in Marlow.
Is it still going? When I was last there about 3.5 years ago it was
full of 8-bit games and the hardware to play them on.
--
My email address is: | "Time is an illusion.
roland at perry dot co dot uk | Launch times doubly so".

65. Trades Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <68p0qr$50f$1@xmission.xmission.com>
Source record: 67441

I have the following hardware that I'd like to trade for. First, let me
list the items that I'm searching for:

Syquest 44meg removable SCSI hard disk
Modified Atari 800 (preferably some type of mem upgrade)
256-512byte format SCSI hard drive, usable by black box (300+mb)
X10 devices for Atari (with software)

I have the following items that I'd be willing to trade:

Adaptec 4000a MFM-SCSI controllers
ATR8000
Hayes Ultra 9600 modems
850 Interface
PR:C Interface
XF551 disk drives
Trak ATD4 disk drive
US DOubled 1050 disk drive
Audio modified Atari 400
Multiple styles of printer interfaces(APE, AXIOM, etc.)
IO Cables

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

66. Automotive software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <68p0u9$5ap$1@xmission.xmission.com>
Source record: 67442

Looking to put a computer into my garage, could be an Atari, could be a 486 PC. Before I decide which, I'd like to know if there exists for the Atari, any type of automotive tracking software? Specifically, something that will watch and track oil changes, tune up specs, etc..?

I'd like to be able to enter spark gap info, last oil change date, major services perfomed (by date), etc..

--
@ @ @ ---------- @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ---------- @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

67. CONAN codes???

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: william odonnell <odo2k@earthlink.net>
Message-ID: <34AFF983.D2A2283D@earthlink.net>
Source record: 67443

i have conan the game for the 8-bit and was wondering if anyone knew any codes or hints. it is driving me nuts!

seï¿½n

68. ATR/DSK file viewer/extractor

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Paul Gallier <panther@strangeworld.com>
Message-ID: <34B02917.2C13A87B@strangeworld.com>
Source record: 67444

For those of you running emulators or APE on your Atari computers, I have a potentially helpful program that runs on the PC. It will view or extract files from and ATR or DSK image file and supports AtariDOS, SmartDOS, and SpartaDOS. You can download it at: http://www.pacificnet.net/~panther/Atari/

Also, I am looking for an ICD MIO interface (preferable 1MB version). I'm willing to pay cash and/or trade.

Panther

69. Re: A lost sheep returns

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34B05DF1.7AF6@sprynet.com>
Source record: 67445

Alan Sharkis wrote:
>
> I can't tell you about groups in the Carolinas, but I belong to a group
> that has international membership -- The Ol' Hackers AUG on Long Island. I
Hi,

where on Long Island? I'm looking for a group.

danny
dalabast@sprynet.com

70. New classic game trivia

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: jhague@dadgum.com
Message-ID: <jhague-0401982124220001@c36-rizzo.blarg.net>
Source record: 67446
Cross-posted to: rec.games.video.classic,rec.games.arcade.collecting,rec.games.video.atari,comp.sys.atari.8bit

The new version of the Giant List of Classic Game Programmers has been
posted to:

http://www.dadgum.com/giantlist.html

In addition to the list addtions, there are some great little news items:

* The story behind Midway's Omega Race
* An unreleased Cinematronics game
* The other sequel to Star Raiders
...plus some other trivia.

Enjoy!

--
James Hague
Dadgum Games
http://www.dadgum.com/

71. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68mvop$2im$1@alexander.INS.CWRU.Edu>
Source record: 67516

Are you in fact saying that certain operations on the 65816
could be as fast or faster than equivalent operations on a
'386 or even '486? That in certain instances our 65816-equipped
Ataris could out-speed a '386 or '486 class processor?
Very interesting, and food for thought!

Now wasn't Western Digital working on a 65832??
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

72. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68n09p$494$1@alexander.INS.CWRU.Edu>
Source record: 67517

I have noticed that as well, about the 8-bit Atari having a
soul. The only other machine I know of that has a similar
soul is the Amiga. The ghost of Jay Miner? _MAYBE_...

Yes, how does the Commode 64 deserve such amazing things for it?
Why haven't our people kept up? Crap, they even have TCP/IP,
and Linux!!!! (or at least a subset). We must get moving here!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

73. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68n0j3$52u$1@alexander.INS.CWRU.Edu>
Source record: 67518

Four words: The A/BOX KICKS ASS!!! At least, from the specs
I've read about it. Jay would be proud. A worthy successor
(or offshoot, as time will tell with Amiga International...)
to the Atari 8-bit and Amiga.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

74. A lost sheep returns

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19980104053300.AAA13035@ladder01.news.aol.com>
Source record: 67519

I was cleaning out my attic over the holidays, and found my old Atari 800. I hadn't seen it in over 8 years. It wouldn't power up, but I'll soon fix that. I got on line and found ya'll. I was a little surprised to find that anyone still remembered, let alone used, the old 8-bit machines. I suppose I shouldn't have been though, we always did have a reputation for being fanatical about our machines. It appears that the Atari community has been continuing to use the inventive drive it's had from the beginning. One question, do any of the old user groups like M.A.C.E. still exist?
Is there one anywhere near upstate South Carolina or western North Carolina?
Thanks much!

Jerry Fulkerson

75. FILES .ATR FOR PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34AF24B3.B0D@wanadoo.fr>
Source record: 67520

I SEARCH FILES IN ATR FOR MY PC
THANK YOU

76. Re: Sio2pc Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <883897692.1667104784@dejanews.com>
Source record: 67521

In article <19980102184601.NAA25336@ladder01.news.aol.com>,
rack2000@aol.com (RACK2000) wrote:
>
> Where can i buy this Cable that is LESS than $50?

There's a guy in Poland that makes them and auctions them on eBay... They usually go for about $10, plus $5 shipping to the US.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

77. SIO2PC problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Daniel Ian Baverstock <dibavertock@mcmail.com>
Message-ID: <34AF591E.85BE17F7@mcmail.com>
Source record: 67522

I would grately appreciate any assistance with problems I am encountering while using my SIO2PC 2 chip cable. I have Nick Kennedy's software ver 3.19 but can't seem to get the program to recognise my 130XE. I have it set up for COM 2, autolocked & high speed transfer, (I have tried the opposite), but it only sparodically accesses the Atari.ATR image if at all when I power up my 8-bit. I have read the help text files & am none the wiser. Could I have a faulty cable?

78. Transfer between pc or amiga to atari 1050 ddrive

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: thold@psyk.demon.co.uk
Message-ID: <34affecf.6199184@news.demon.co.uk>
Source record: 67523

```
can any help with software and a lead on how to transfer images for
the 800xl from pc or amiga to the 1050 d drive

mail would be great on this subject ......

mail on

thold@psyk.demon.co.uk

cheerz
```

79. Re: SIO2PC problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd191d$a8b7b680$56c2accf@asharkis.erols.com>
Source record: 67524

Two thoughts come to mind. One involves the type of cable you're using. One-chip and two-chip cables require different "versions" of the software, but the docs clearly state how one can be converted to the other using DOS's DEBUG. However, having a cable-software mismatch usually results in NO performance.

You might have a timing problem. Again, the manual is the best way to attack this problem. You say that you can access an ATR but only sporadically, so my money is on timing. First disable the high speed mode. You're best setting timing without it and then switching to it, if necessary.

It has been some time since I last had contact with Nick Kennedy, but I've found him to be very responsive. The same is true for Stephen Tucker regarding the A. P. E. software, which should also work with your SIO2PC cable. Maybe trying that software will also help.

Daniel Ian Baverstock <dibavertock@mcmail.com> wrote in article <34AF591E.85BE17F7@mcmail.com>...
> I would grately appreciate any assistance with problems I am
> encountering while using my SIO2PC 2 chip cable. I have Nick
> Kennedy's software ver 3.19 but can't seem to get the
> program to recognise my 130XE. I have it set up for COM 2,
> autolocked & high speed transfer, (I have tried the
> opposite), but it only sparodically accesses the Atari.ATR
> image if at all when I power up my 8-bit. I have read the
> help text files & am none the wiser. Could I have a faulty
> cable?

80. Re: A lost sheep returns

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd191f$09dcfc80$56c2accf@asharkis.erols.com>
Source record: 67525

I can't tell you about groups in the Carolinas, but I belong to a group that has international membership -- The Ol' Hackers AUG on Long Island. I know that there are several others like the AAAUA in San Antonio, TX, the GCACE in Canada, PACE in Largo, FL, etc. All have public domain/shareware libraries; all publish newsletters.

(I know I left some out, you guys are free to jump in here and remind me:-))

My user group does a bimonthly newsletter that comes out on disk with a facility for printing the text articles. It also usually contains several programs, ready to run.

And yes, the community is still alive and kicking, and still inventing new ways to use the machines and improve them. Some of us have found ways to use PCs to enhance our 8-bits, some have found ways to emulate the 8-bit on other platforms, some are looking into using the 65816 chip to continue where the 6502 has left off, and some are exploring means of high-speed communications.

Stick around a while and rediscover what Atari 8-bits have to offer!

JFulker985 <jfulker985@aol.com> wrote in article <19980104053300.AAA13035@ladder01.news.aol.com>...
> I was cleaning out my attic over the holidays, and found my old Atari 800. I
> hadn't seen it in over 8 years. It wouldn't power up, but I'll soon fix that.
> I got on line and found ya'll. I was a little surprised to find that anyone
> still remembered, let alone used, the old 8-bit machines. I suppose I
> shouldn't have been though, we always did have a reputation for being
> fanatical about our machines. It appears that the Atari community has been
> continuing to use the inventive drive it's had from the beginning. One
> question, do any of the old user groups like M.A.C.E. still exist?
> Is there one anywhere near upstate South Carolina or western North Carolina?
> Thanks much!
>
> Jerry Fulkerson
>
>

81. TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: "Jay N. Yepuri" <jnyepuz1@ulkyvm.louisville.edu>
Message-ID: <34AFB84B.347D@ulkyvm.louisville.edu>
Source record: 67526

Hello,

So I followed the thread about the 20Mhz 65816 available for the C-64, and I even (gasp!) linked to the website advertising this device.

Suffice it to say, I was impressed as to what the Commies have been up to. However, given the discussion on this NG, it looks like such abilities for the A-8bit are there/not that far off.

I was, however, intrigued by two things:
1. They have TCP/IP. Does the Atari 8bit? Does anyone know if/when we will get this ability, or if it's even possible?

2. The graphical interface (GEOS). Someone mentioned a German written GUI for the A8bit a little while back, and I was wondering where I could get more info on the thing, where to get it, etc. Correct me if I'm wrong, but does DGS also have a GUI for sale?

Thanks,
Jay Yepuri

82. Re: FILES .ATR FOR PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <68odkt$6m2@bgtnsc03.worldnet.att.net>
Source record: 67527

Alain Touati wrote:
>
> I SEARCH FILES IN ATR FOR MY PC
> THANK YOU

This *HUGE* :-) url will show you the locations of some atr disk images.

http://ftpsearch.ntnu.no/cgi-bin/search?query=.atr&doit=Search&type=Case+insensitive+substring+search&hits=50&matches=&hitsprmatch=&limdom=&limpath=&f1=Count&f2=Mode&f3=Size&f4=Date&f5=Host&f6=Path&header=none&sort=none&trlen=20

--
Remove the extra "h" if you wish to reply.

83. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <68odp9$jgb@dfw-ixnews10.ix.netcom.com>
Source record: 67528

In article <34AE6569.1455DDF8@xs4all.nl>, Andrei 'old boy' Ellman <ellman@xs4all.nl>
wrote:
>Rob Pagano wrote:
>>
>> Come on, folks. Let's all chip in and make JTS an offer to buy Atari!
>
>What would be really cool would be if Phase 5 (http://www.phase5.de/)
>bought Atari. Then, their A\Box computer would become an Atari product.
>
>For those of you who don't know what the A\Box is, it is a new computing
>platform (due to be released sometime this year) who'se design makes it
>worthy of being a successor to the Atari 8-bits and the Amiga (thanks to the
>Display-list RISC processor). It is based on PowerPC CPUs, and has a
>microprogrammable multimedia chip, and it seems to be the last hope of
>kicking the PC off the face of the earth (The description I've given here
>doesn't do this beast any justice).
>
>To find out more about this computing platform, look at Phase 5's A\Box page
>at:
>http://www.phase5.de/news/projectinfo/aboxinfoe.html (english)
>http://www.phase5.de/news/projectinfo/aboxinfod.html (german)
>
>Or you can look at unofficial A\Box pages at:
>http://www.amitar.com.au/~bluey/abox/
>http://www.algonet.se/~per-l/abox/
>
>
>The fluffy AE.
>

For those people who want to see WinTel hurt, your best bet is going to come
from the goverment. However, for those power hungry state-of-the-art types
you should check out Apple's Rhapsody. Simply put it is a three box OS.
Yellow box, blue box and Red box. Blue box is the Mac OS. Yellow box is a
new Mac GUI with NeXt features. Yellow box will be free and runs on x86 chips
and under NT. Blue and Yellow run on top of Red which is the MACH Unix
kernel.

I've seen this thing run on a PowerPC Mac. (And not the new G3 chips which
kick Intel's butt.) It is fast! Application design is a snap via OpenStep
technology (modified of course). When Apple releases it in 98 (and
hopefully before Win98 gets out) I'm scrapping my PC and Unix boxes for it.
I'm a diehard 8bitter and Unix guy. I've seen the light.

As for buying Atari: If we did such a thing, probably the best thing to do would be to start producing small products for other systems. Hardware based and then perhaps software based. During that time, you take anyone to court that you can for violating your patents.

It is a nice dream to see Atari fly again. However, it isn't in "Atari's" best interest to produce products for the ST/XL line. As a side project, perhaps "Atari" could dig up whatever is left and distribute it via the last remaining Atari stores. To ask for them to make things *free* puts them at risk as well as BEST, and B&C and the other remaining Atari dealers.

I'd be happy to see "The New Atari 64Bit Graphics Card" for your PC's. Or the new "Atari sound and midi card", or the new Atari graphics display chip for new digital dashboard cars, etc... I see it more as a PowerPC type of flying (PowerPC's are in a lot more things than just Macs) than a "Atari launches new computer, Microsoft and Intel are at a loss as to how to compete!".

On the video game front, there is that rumored Project X that could be purchased.

Karl

>

84. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <68ofaa$ee7@bgtnsc03.worldnet.att.net>
Source record: 67529

Karl Heller wrote:
>
> In article <34AE6569.1455DDF8@xs4all.nl>, Andrei 'old boy' Ellman <ellman@xs4all.nl>
wrote:
> >Rob Pagano wrote:
> >>
> >> Come on, folks. Let's all chip in and make JTS an offer to buy Atari!
> >>
> >What would be really cool would be if Phase 5 (http://www.phase5.de/)
> >bought Atari. Then, their A\Box computer would become an Atari product.
> >
> >For those of you who don't know what the A\Box is, it is a new computing
> >platform (due to be released sometime this year) who'se design makes it
> >worthy of being a successor to the Atari 8-bits and the Amiga (thanks to the
> >Display-list RISC processor). It is based on PowerPC CPUs, and has a
> >microprogrammable multimedia chip, and it seems to be the last hope of
> >kicking the PC off the face of the earth (The description I've given here
> >doesn't do this beast any justice).
> >
> >To find out more about this computing platform, look at Phase 5's A\Box page
> >at:
> >http://www.phase5.de/news/projectinfo/aboxinfoe.html (english)
> >http://www.phase5.de/news/projectinfo/aboxinfod.html (german)
> >
> >Or you can look at unofficial A\Box pages at:
> >http://www.amitar.com.au/~bluey/abox/
> >http://www.algonet.se/~per-l/abox/
> >
> >
> >The fluffy AE.
> >
>
> For those people who want to see WinTel hurt, your best bet is going to come
> from the goverment. However, for those power hungry state-of-the-art types
> you should check out Apple's Rhapsody. Simply put it is a three box OS.
> Yellow box, blue box and Red box. Blue box is the Mac OS. Yellow box is a
> new Mac GUI with NeXt features. Yellow box will be free and runs on x86 chips
> and under NT. Blue and Yellow run on top of Red which is the MACH Unix
> kernel.
>
> I've seen this thing run on a PowerPC Mac. (And not the new G3 chips which
> kick Intel's butt.) It is fast! Application design is a snap via OpenStep
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> and then perhaps software based. During that time, you take anyone to court
> that you can for violating your patents.
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> remaining Atari stores. To ask for them to make things *free* puts them at
> risk as well as BEST, and B&C and the other remaining Atari dealers.
>
> I'd be happy to see "The New Atari 64Bit Graphics Card" for your PC's. Or
> the new "Atari sound and midi card", or the new Atari graphics display chip
> for new digital dashboard cars, etc... I see it more as a PowerPC type of
> flying (PowerPC's are in a lot more things than just Macs) than a
> "Atari launches new computer, Microsoft and Intel are at a loss as to how to
> compete!".
>
> On the video game front, there is that rumored Project X that could be
> purchased.
>
> Karl
>
> >

yaddayadda yadda blah blahblah, I seriously doubt anything will replace
the wintel platform for the forseeable future. that a/box nonsense is
another mis-guided attempt at being a real computer.
--
Remove the extra "h" if you wish to reply.

85. P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Damond Walker <moribund@netgsi.com>
Message-ID: <Pine.LNX.3.95.980104120213.23069A-100000@localhost>
Source record: 67530

Not *quite* sure this belongs here but here goes....

I have an old 800 and 810 that I'd like to hook up again. Unfortunatly I lost the disk for my P:R: connection. Would some kind soul mind sending me a copy of the drivers?

Damond

86. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <68ohlm$rnp@bgtnsc03.worldnet.att.net>
Source record: 67531

```
Karl Heller wrote:
>
> In article <34AE6569.1455DDF8@xs4all.nl>, Andrei 'old boy' Ellman <ellman@xs4all.nl>
wrote:
> >Rob Pagano wrote:
> >>
> >> Come on, folks. Let's all chip in and make JTS an offer to buy Atari!
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> >microprogrammable multimedia chip, and it seems to be the last hope of
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> >To find out more about this computing platform, look at Phase 5's A\Box page
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> >http://www.phase5.de/news/projectinfo/aboxinfoe.html (english)
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> >
> >Or you can look at unofficial A\Box pages at:
> >http://www.amitar.com.au/~bluey/abox/
> >http://www.algonet.se/~per-l/abox/
> >
> >
> >The fluffy AE.
> >
>
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> from the goverment. However, for those power hungry state-of-the-art types
> you should check out Apple's Rhapsody. Simply put it is a three box OS.
> Yellow box, blue box and Red box. Blue box is the Mac OS. Yellow box is a
> new Mac GUI with NeXt features. Yellow box will be free and runs on x86 chips
> and under NT. Blue and Yellow run on top of Red which is the MACH Unix
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```

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>
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> would be to start producing small products for other systems. Hardware based
> and then perhaps software based. During that time, you take anyone to court
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> It is a nice dream to see Atari fly again. However, it isn't in "Atari's"
> best interest to produce products for the ST/XL line. As a side project,
> perhaps "Atari" could dig up whatever is left and distribute it via the last
> remaining Atari stores. To ask for them to make things *free* puts them at
> risk as well as BEST, and B&C and the other remaining Atari dealers.
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> I'd be happy to see "The New Atari 64Bit Graphics Card" for your PC's. Or
> the new "Atari sound and midi card", or the new Atari graphics display chip
> for new digital dashboard cars, etc... I see it more as a PowerPC type of
> flying (PowerPC's are in a lot more things than just Macs) than a
> "Atari launches new computer, Microsoft and Intel are at a loss as to how to
> compete!".
>
> On the video game front, there is that rumored Project X that could be
> purchased.
>
> Karl
>
> >

By the time the a/box comes out wintel machines will be 2x or 3x faster
anyways. with an established and recognized standard/consumer base. the
a/box is a stillborn system :-(

Keith
--
Remove the extra "h" if you wish to reply.

87. Re: A lost sheep returns

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-04 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AFCD56.78F1@pacbell.net>
Source record: 67532

```
Alan Sharkis wrote:
>
> I can't tell you about groups in the Carolinas, but I belong to a group
> that has international membership -- The Ol' Hackers AUG on Long Island.
----
Isn't it time for dues?? Did I forget to look inside the envelope? Last
year I made out the check wrong.... :)

Bob
```

88. Re: Brian Workman....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19980105013001.UAA10394@ladder01.news.aol.com>
Source record: 67447

In article <34AF28A2.5C45@pacbell.net>, Bob Woolley <rwoolley@pacbell.net>
writes:

>Subject: Brian Workman....
From: Bob Woolley
><rwoolley@pacbell.net>
Date: Sat, 03 Jan 1998 22:13:54 -0800

Wasn't there
>just a discussion on deleting sales oriented posts on
c.s.a.8.? I really
>didn't pay too much attention since it seemed to be a
non-problem. Now, I
>count 5 looong solicitations from this guy with just
a pinch of 8-bit
>offerings. Is this what you folks were targeting? Can I
still vote on this -
>I vote to delete him.

Bob Woolley

He is one of them, but by far not the worst. Gene Ehrich has got to be the
worst offender of this that I have run into. Athough most of his offerings are
in "Comp.Forsale". He occasionally sneeks in here too. What gets me with him is
the fact that his ads read: "For sale by private individual", then he goes on
to post 6 msgs covering software & hardware on just about ever platform ever
made. Now just what about that says "PRIVATE INDIVIDUAL". Looks more like
someone trying to run a business without having to report sales taxes, or
income from the sales!

89. Re: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19980105013001.UAA07702@ladder02.news.aol.com>
Source record: 67448

In article <34AFCED0.3A7A@pacbell.net>, Bob Woolley <rwoolley@pacbell.net>
writes:

>Subject: Re: P:R: Connection
From: Bob Woolley
><rwoolley@pacbell.net>
Date: Sun, 04 Jan 1998 10:02:56 -0800

Damond Walker
>wrote:
>
> Not *quite* sure this belongs here but here goes....
>
> I have
>an old 800 and 810 that I'd like to hook up again. Unfortunatly I
> lost the
>disk for my P:R: connection. Would some kind soul mind sending
> me a copy
>of the drivers?
>
> Damond
----
you don't a
>disk for a P:R Connection. what do you think you are
missing? the printer
>does not have an external handler and the R:
devices load directly from the
>PRC.

Bob

you certainly are in the right place! :)

As Bob had pointed out. You don't need the P:R Connection disk for any of
the drivers. There are only 2 drivers on the disk, (Prc.Sys, Rs232.Sys).

Here is a directory listing of the P:R C disk.

Side #1:
Amodem72 Bas 24192 bytes
Amodem72 Doc 16896
Autogen72 Bas 9472
Rscope Com 9728
Rscope Doc 11136
Prc Sys 1536
Readme Doc 768

Rs232 Sys 128

Side #2
Express850 Com 31616
Express850 Doc 24832

Kenneth Burgess

90. FS: 8-Bit Carts in Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: zachd@hub.ofthe.net
Message-ID: <68pjut$dn5$2@usenet76.supernews.com>
Source record: 67449

Zach's Moving Auction Update # 3.0

Here are just the Atari and C64 carts that are part of my larger auction
going on right now - ends Weds night!

Commodore 64 - Cartridge

Gridrunner HesWare $2.00 None 3T
Pole Position Atari $2.00 None 3T

Atari 8 Bit - Cartridge

Q*Bert Parker $3.00 Bigham 3T
Math Encounter HSU $2.50 Jaguar 1T
Deluxe Invaders Roklan Weird label Fade $3.00 Bigham 3T

Atariwriter Atari $2.00 None 3T
Basic Atari $2.00 None 3T
Defender Atari $2.00 Bigham 3T
Eastern Front (1941) Atari $3.00 Bigham 3T
Galaxian Atari $3.00 Bigham 1T
Qix Atari $4.00 Bigham 1T
Space Invaders Atari $5.00 Bigham 3T
Star Raiders Atari $2.00 Bigham 3T

Neat Stuff and Hand Held Games

Atari 2600 Dust Cover
Very cool, and the only one I've seen. If I didn't need some
moving money best believe I would be keeping it! It's dark brown
in color and has the Atari logo and name printed large in the
middle in white. Some fading has occured in one area that makes
it a little bit lighter brown than the rest. The Atari logo is
very clean and intact. Protect your console from the harsh elements!
Bid.....$5.00 DCO 3T

Invaders From Space by Epoch - 1980
Here's the scoop! Very cool hand-held Galaxian clone from
Epoch who made a lot of the cool hand held LED and LCD games (like
"Epoch Man"!). It's white plastic and a little bigger than a video
cassette. In the middle is a black circle/dome where the game play
takes place. The invaders fly around and drop as in Galaxian or
Galaga and you move left and right at bottom to shoot them as they
rain shots at you also. Very smooth game play for a small game.
Controls are a fire button, metal 2-direction joystick, power,
level, and start button. Battery cover intact. Takes 4 AA

Batteries or power pack not included. NOTE: When I tested the game
I didn't get any sound effects... it most likely has some.
Bid.....$15.00 Locust

Pac Man by Coleco
Yes, the one and only Pac-Man table top game by Coleco. Looks like
miniature arcade game. Game play is very nice! Features 2
joysticks for 2 people to play. Has some wear and missing battery
cover. Not much else I can say on this one.... most people have one
already! Since there is no battery cover, I'll start it at $10.00.
If that's too much, I'll keep it!
Bid.....$12.00 CGMR 1T

Sears Video Arcade II
This system is a souped up Atari 2600. A similar model was sold in
Japan under the Atari name, but in the U.S. it was only sold as the
'Sears Video Arcade II'. It is styled like a 5200 but smaller and
has 8 flush buttons on top with red LEDs that light when they are
pressed. There are 4 joystick ports.. I can't recall why there are
four ports? Anyways, someone will know and tell me and I'll pass it
on. I only have the console. It runs on same equipment as the 2600
so you probably have what you need.
Bid.....$7.50 Frandsen 1T

--
EMAIL: zachd@hub.ofthe.net
------------Shamless Plug Master Version 3.10b------------------
The Virtual Flea Market http://users.hub.ofthe.net/~zachd/flea1.htm
All Electric Paperbacks http://www.paperbacks.com

91. Re: Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <883984926snz@bgserv.demon.co.uk>
Source record: 67450
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.atari.8bit

I have a garage full of VTX5000 modems if thats any use....
Thought not! :-)

Brian

--
briang@bgserv.demon.co.uk
Brian Gaff AKA B G Services - Still supporting Z80
The Spectrum Emulator

92. Re: Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <883985890.11402.0.nnrp-06.9e98ea3a@news.demon.co.uk>
Source record: 67451
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.atari.8bit

```
Roland Perry wrote in message ...
>In article <883301371snz@spheroid.demon.co.uk>, Brian Watson
><Brian@spheroid.demon.co.uk> writes
>>Please help!
>>
>>About two months ago I was contacted by someone (late fifties/early
>>sixties, at a guess) who claimed to have a garage stuffed with 8-bit
>>format software which he had wound up with when he stopped being a
>>software distributor to shops, and changed to supplying videos.
>
>A lot of that kind of stuff used to end up at Computer Cavern in Marlow.
>Is it still going? When I was last there about 3.5 years ago it was
>full of 8-bit games and the hardware to play them on.

Yes, still going and worth contacting if someone is looking for some "lost
treasure" of 8-bit software. There was also *some* hardware there about a
year ago, but he said he was finding it harder to shift.
--
Brian Watson

Driving an overpowered electronic rollercoaster down the road to Hell.
```

93. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: halifax <halifax1@usa.net>
Message-ID: <68qdab$bn6@sjx-ixn10.ix.netcom.com>
Source record: 67452

I would like to hear from those of you that were big fans of Alternate
Reality
email me @
halifax1@usa.net

94. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_883995341@rtfm.mit.edu>
Source record: 67453
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: January 2, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List

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130XE 800XL 800
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65XE 600XL 400
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|__[_____]__| |____O_O_O_O| |__[_____]__| |___[_____]___|
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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```

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

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Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with Ultraspeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma\lumi to 800XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design

Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C

microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

WMS Industries Inc.
3401 N California Ave
Chicago IL 60618-5899
USA
http://www.wms.com/

Midway Games Inc. (a division of WMS)
http://www.midway.com/

Atari Games Corporation (a subsidiary of Midway Games)
http://www.atarigames.com/)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of direct memory access.

1987
In a change of marketing strategy, Atari introduced the new XE Game System

in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS Corp. subsidiary.
JTS Corporation, with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer market. JTS offers an innovative line of ultra-slim 3.0-inch disk drives that provide higher capacity and lower cost per megabyte than competitive alternatives in the portable computer market. The president and chief executive officer of JTS, Tom Mitchell, was formerly the president and chief operating officer of Conner Peripherals and co-founder, president and chief operating officer of Seagate Technology.

JTS Corporation
166 Baypointe Pkwy
San Jose CA 95134-1621
USA
Phone: 408-468-1800
Fax: 408-468-1619
mailto:info@jtscorp.com
http://www.jtscorp.com/

Atari Corporation (a JTS subsidiary)
http://www.atari.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Display Type	Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12 ++	Char	40 x 24	5
5	13 ++	Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14 ++	Map	160 x 192	2
D	7	Map	160 x 96	4
E	15 ++	Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9 +	Map	80 x 192	1 **
F	10 +	Map	80 x 192	9
F	11 +	Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls

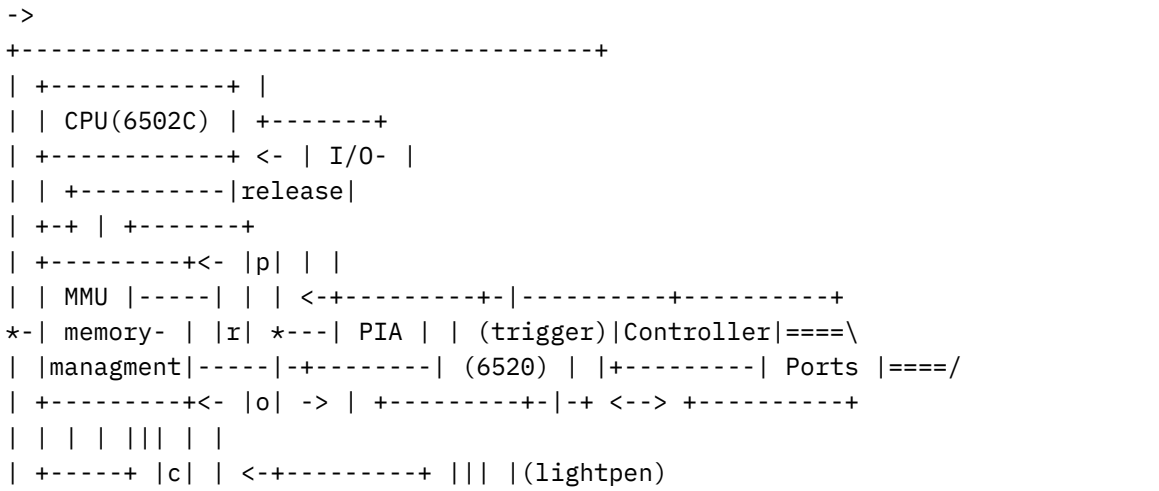
most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

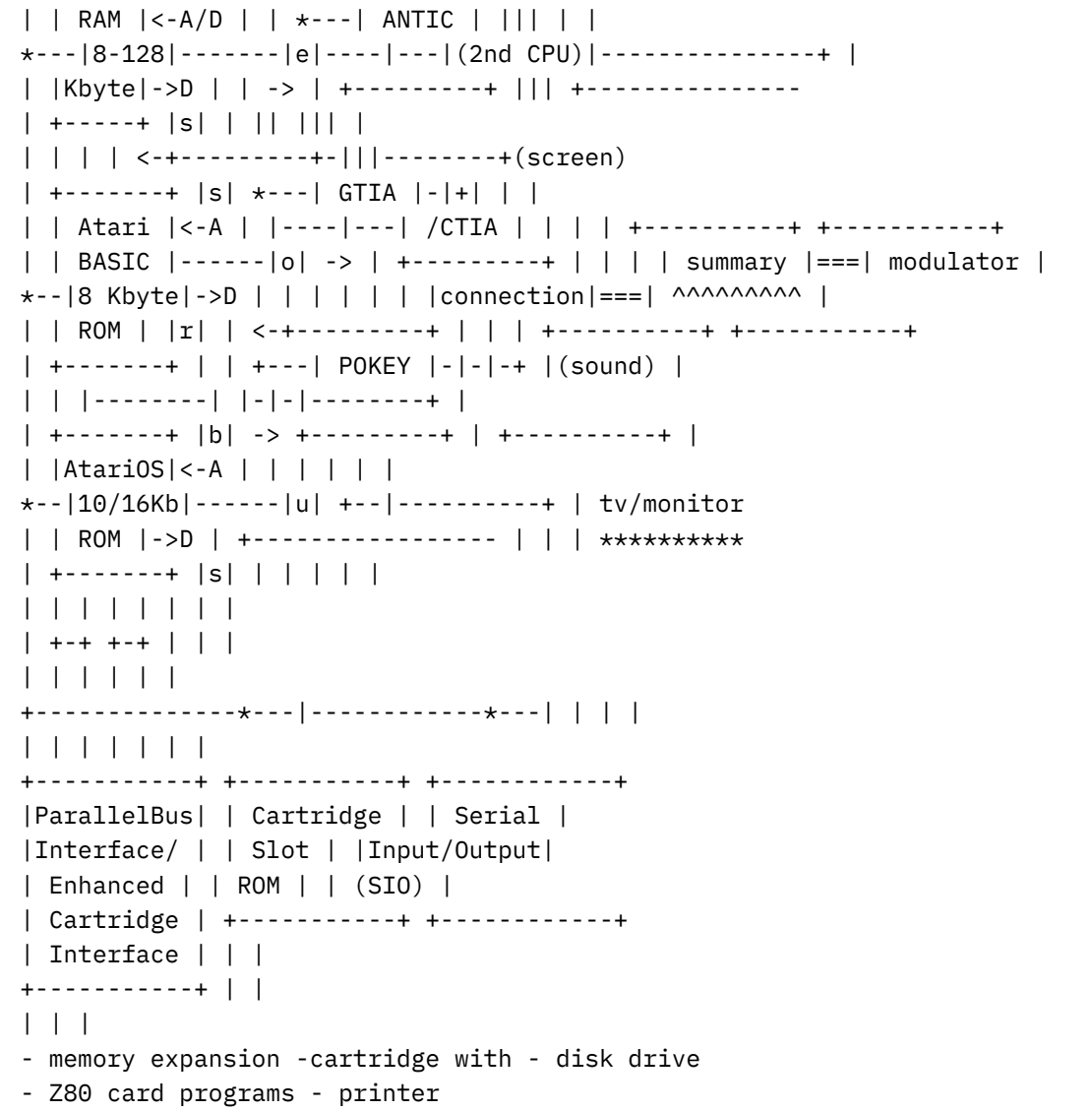
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K,1200XL/800XL/65XE/800XE/XEGS:64K,600XL:16K,130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home
Computer Club" in issue 3 - Summer 1983. The magazine was the official

mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an

acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design, and if you look at the middle logo [MLOGO2.BMP], you will be able to make out both letters.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Opinionated discussions about Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements related to Atari computers. Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming Atari computers. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

Owner= HARRY@MARIST (A Harry Williams)

comp.sys.atari.8bit postings no longer appear in INFO-ATARI8.

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.2) What is the Classic Computers List?

The Classic Computers List is a discussion list for people who collect/preserve/restore old computers of any kind. If you would like more info you can find it at http://weber.u.washington.edu/~bcw/ccl.html .

If you don't have access to the web, then send an e-mail to mailto:bill@booster.u.washington.edu (Bill Whitson, ClassicCmp ListOp).

On the web site you'll find information on how to subscribe in addition to the two ClassicCmp FAQs. If you decide to subscribe, please read all three documents first.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8),
but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the
list to easy to read usenet articles, available read-only to everyone at:
news://zwieracz.pse.pl/listserv.atari8-l

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:kendrick@zippy.sonoma.edu (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:kendrick@zippy.sonoma.edu with the subject "xlsearch" for details.

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/

ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu
(Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer to Home
Tom Hunt, mailto:tomhunt@bright.net
http://closertohome.dyn.ml.org/

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/dungeon/

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

The Classics Exchange
David Wyn Davies, mailto:starwars@enterprise.net
http://homepages.enterprise.net/starwars/

The Fuji Federation
David Schmudde, mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Games And Demos
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://iraul1.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:webmaster@atari.nu
http://www.atari.nu/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Page of all Atarians and M.E.C. Group (Masters of Electric City)
Dhor, mailto:dhor@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~dhor/atari/atari.html

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Cobra Team Home Page
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index3.html

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

AliBoom!
Terry Ross, mailto:tross3@hamtel.tds.net
http://www.geocities.com/SiliconValley/Peaks/6320/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the

software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just

the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.geocities.com/Hollywood/Lot/4205/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation

Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing

]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of

course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best
contact the author for the latest details.

SIO2PC 4.16 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY

- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.

Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.

Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the Commodore 1702 and 1804 (and many others).

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the 800XL lacks separate chroma/lumi (can be added via hardware modification)

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\lumi signals

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list). SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive
1600XL Amiga/Amiga-like????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style

XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System

5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34 : 1050
9V AC 0,5 A, CO#61516 : 1010
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on North American 600XL's)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out

47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6

7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that

performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a product of Shadow Software. See Vendor list to contact.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's inside your Atari and compare them with the numbers from the following table:

Part#	Version
CO12402 + CO14502	A
CO60302A	B
CO24947A	C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev.	System(s)	Models	Size	Part Nr(s)
A	NTSC	400/800	10kB	CO12499B, CO14599B, 12399B (*)
A	PAL	400/800	10kB	CO15199, CO15299, CO12399B
B	NTSC	400/800	10kB	(?)
B	PAL	400/800	10kB	(?) (*)
1 A	NTSC/PAL	1200XL	16kB	CO60616A, CO60617A
1 B	NTSC/PAL	1200XL	16kB	CO60616B, CO60617B (?) (*)
1	NTSC/PAL	600XL	16kB	CO62024
2	NTSC/PAL	XL/XE	16kB	CO61598B
3	NTSC/PAL	XE	16kB	C300717
4	NTSC/PAL	XEGS	16kB	C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines,
but software designed on PAL machines (Europe) won't necessarily work on
NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines
displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they
refresh the screen 50 times a second doing 1/2 the lines each refresh
so they effectively repaint the screen 25 times a second. NTSC is
525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==========
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]

Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]

- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all

of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase Parker Brothers
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX

Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine

Subject: 13.17) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to
mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==
End of atari-8-bit/faq
==

95. Re: A lost sheep returns

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd19d9$46533de0$42c2accf@asharkis.erols.com>
Source record: 67454

It's actually a little past time for dues! Get a check out to Ron soon,
and all is forgiven :)

Bob Woolley <rwoolley@pacbell.net> wrote in article
<34AFCD56.78F1@pacbell.net>...
> Alan Sharkis wrote:
> >
> > I can't tell you about groups in the Carolinas, but I belong to a group
> > that has international membership -- The Ol' Hackers AUG on Long
Island.
> ----
> Isn't it time for dues?? Did I forget to look inside the envelope? Last
> year I made out the check wrong.... :)
>
> Bob
>

96. Re: A lost sheep returns

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd19d9$9b50bfc0$42c2accf@asharkis.erols.com>
Source record: 67455

Actually, there are TWO groups on Long Island. Ol' Hackers meets in the Plainview-Old Bethpage Library third Saturdays and is exclusively 8-bit. LIAUG meets at the Nesconsett branch of the Smithtown Library first Saturdays and supports all Atari products.

So, if you're on Long Island, you can take your pick!

dan <dalabast@sprynet.com> wrote in article <34B05DF1.7AF6@sprynet.com>...
> Alan Sharkis wrote:
> >
> > I can't tell you about groups in the Carolinas, but I belong to a group
> > that has international membership -- The Ol' Hackers AUG on Long Island. I
> Hi,
>
> where on Long Island? I'm looking for a group.
>
> danny
> dalabast@sprynet.com
>

97. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <68qm6o$6g3$1@narses.hrz.tu-chemnitz.de>
Source record: 67456

Bill R. Core (he110@cleveland.Freenet.Edu) wrote:
: Yes, how does the Commode 64 deserve such amazing things for it?
: Why haven't our people kept up? Crap, they even have TCP/IP,
: and Linux!!!! (or at least a subset). We must get moving here!

Well, to give you a starter, there is a 6502 operating system,
running on the C64 and my selfbuilt 6502 computers. It has
multithreading/multitasking, virtual memory (on my computer with MMU)
relocatable binaries and much more.
And it's easily portable and just waits for a port.
At the moment I am debugging the Web server........

http://www.tu-chemnitz.de/~fachat/8bit/osa/index.html

Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

98. Re: P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980105144301.JAA13385@ladder01.news.aol.com>
Source record: 67457

Hi Kenneth,

If you have a bootable disk with DOS already on it then go to my website at www.atari.nu, go to Atari Computers, 8-Bit Systems, Atari 400/800 and go to the Atari 850 section, there you will find the driver listing. Its a simple BASIC language program, type it in and run it and it will modify your DOS so that each time you boot up it will download the code from the ROM chip inside of the PR: Connection into your Atari so that it can communicate with the PR: connection. Take care...

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

99. Pace in Largo, FL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <68r057$fv7$1@newsd-121.bryant.webtv.net>
Source record: 67458

Do you have any contact informaton for that user group?

100. J-NET

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34B141AA.3BEF@sprynet.com>
Source record: 67459

Hi,

anybody have any info on this form of networking. The Net connection
was done through the joystick ports. Looking for info to set this net
up, and source code and or program. thanks in advance,

danny
dalabast@sprynet.com

101. Re: old emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980105161810.7563H-100000@fissure.scar.utoronto.ca>
Source record: 67460

On 2 Jan 1998, RACK2000 wrote:

> Ive noticed now for 4 months that they havent been updating ANY atari800 emu's.
> does anyone know the progress of the "atari800 emu" by david firth of "pokey"??
>
>
The Atari 800 emu by David Firth never worked for me. I dont know why,
but I must have been doing somerthing wrong. I like XLIT.. it was the
easiest to use (for me anyway)

And Xformer isn't bad.. actually Xformer and Xlit together run about 95%
of all 8bit software. to date the only thing not emulator is 4 player
games (like 4 player mode of MULE/Asteroids) and Digitzed sound effects
(like Samples from the ASP (Antic Sample Processor)

Alan
University of Toronto
Computer Science, Management and Economics

102. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980105162553.7563I-100000@fissure.scar.utoronto.ca>
Source record: 67461

On Fri, 2 Jan 1998, Bob Woolley wrote:

> Lonnie McClure wrote:
>
> > While a second 6502 (and some memory for it, I assume) would certainly
> > take a burden off the main CPU, is it really necessary?
> >
> > The lowly Commodore 64,....
> ---
> The problem is not so much the cycle stealing from the video but the
> interrupts. Unless you disable the VBLANK, you may lose data. I had in
> mind using the AP for other things also - like a serial mouse, floppy
> and that kind of thing. These also suffer from interrupt latency.
> The Atari can do 115,200 if you turn off everything but the idea was not
> to do so.
>
> Bob

But do you need the screen on during file transfers? Currently, I get speeds of 1100 cps using a 19,200 modem connecting to a 19,200 8bit BBS PRO board. I was told that is the best you are going to get.

But with the same modem, hooked up to the dial up server at U of T, I can get 1500cps (or higher!)

Alan
University of Toronto
Computer Science, Management and Economics

103. Software decompression programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980105162808.7563J-100000@fissure.scar.utoronto.ca>
Source record: 67462

I was wondering if anyone here has done (or knows how to do) the software decompressing that you see in a lot of European games. (I am not talking about ARC or ZIP) I am talking about those 50-60k executables files, that when you load, they say "Decompressing..." and the screen flashes to keep you entertained... I have never seen any North American software product do that, and I was wondering how the European 8bitters do it?

I think some of the Demos from the Netherlands used something like that for the BIG DEMO (and other 8bit Atari demos)

Alan
University of Toronto
Computer Science, Management and Economics

104. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980105163608.7563K-100000@fissure.scar.utoronto.ca>
Source record: 67463

On 3 Jan 1998, Thomas Havemeister wrote:

>
> In article <Re: Audio Emulation>, 94chrisv@scar.utoronto.ca (Alan Christie) wrote:
>
> Howdy Alan!
>
> > Out of all the 8bit emulators I have used, XLIT emulates sounds the best..
> > (and I dont have a POKEY upgrade on my PC) The sounds/music sounds almost
> > just like the 8bit...
>
> by the way, it would be nice to upgrade the sound capabilities of our 8-
> bit atari! Imagine: digital sounds and best qualitiy mod-player!
>
> Could it be done?

I heard from a friend there was a MOD player released for the 8bit.. used
the Ramdisk to hold samples.. (some of them can get big!) But I find it
difficult to believe you casn get crystal clear samples on the 8bit.

I did some sampling on my PC, to record Cd quality 44khz sound for like 10
seconds takes nearly a meg of RAM. Perhap WAV is a space waster file
format.. i dont know.. but It would be very cool if it could be done.

Who knows, maybe somebody has written a high quality sample program for
the 8bit..

Alan
University of Toronto
Computer Science, Management and Economics

105. Re: Brian Workman....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980105164121.7563L-100000@fissure.scar.utoronto.ca>
Source record: 67464

On Sat, 3 Jan 1998, Bob Woolley wrote:

> Wasn't there just a discussion on deleting sales oriented posts on
> c.s.a.8.? I really didn't pay too much attention since it seemed to be a
> non-problem. Now, I count 5 looong solicitations from this guy with just
> a pinch of 8-bit offerings. Is this what you folks were targeting? Can I
> still vote on this - I vote to delete him.
>
> Bob Woolley

I don't mind the long auction posts.. what bothers me is he repeats the
same message 5 times! Wasn't one post enough?!? I vote we delete the 4
duplicates!!

Alan
University of Toronto
Computer Science, Management and Economics

106. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0501981642380001@macmcurrent.library.carleton.edu>
Source record: 67465

In article <34AFB84B.347D@ulkyvm.louisville.edu>,
jnyepuz1@ulkyvm.louisville.edu wrote:

>2. The graphical interface (GEOS). Someone mentioned a German written
>GUI for the A8bit a little while back, and I was wondering where I could
>get more info on the thing, where to get it, etc. Correct me if I'm
>wrong, but does DGS also have a GUI for sale?

You're thinking of S.A.M., produced by PPP and sold by (among others) DGS.

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

107. Anadisk

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: bhorrell@iexpress.net
Message-ID: <34b1543a.242055453@news.iexpress.net>
Source record: 67466

Has anyone got Anadisk to work to transfer files from Atari to IBM.
Everytime I try to "dump" a disk I get a failed reset error.
I'm using Anadisk 2.07. If anyone has any suggestions to help
me out I would be most thankful. Or any other programs that would
do the same thing.

Thanks in advance,
Ben

108. Re: Automotive software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980105165136.7563N-100000@fissure.scar.utoronto.ca>
Source record: 67467

On 4 Jan 1998, James King wrote:

> Looking to put a computer into my garage, could be an Atari, could be a
> 486 PC. Before I decide which, I'd like to know if there exists for the
> Atari, any type of automotive tracking software? Specifically, something
> that will watch and track oil changes, tune up specs, etc..?
>
> I'd like to be able to enter spark gap info, last oil change date, major
> services perfomed (by date), etc..
>
>
My brother is in the auto motive business and we were looking for some
software to keep track of his customers and his work. He saw some
softwarwe packages at car shows.. problem was the price.

Ridiculous aty $5,000 US dollars!!

But on a positive note I do remember some Atari 8bit car software
advertised in either Antic or analog.. beats the hell out of me what issue
it was and I have about 40 issues! (maybe you can search througu Antic
articles online???)

Or even check auto magazines.. because I saw anotgher software package is
a Mopar Muscle car magazine.. problem is these soiftware packages are
horrendously expensive...

Alan
University of Toronto
Computer Science, Management and Economics

109. Re: FILES .ATR FOR PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <34b1686f.8402203@news.ou.edu>
Source record: 67468

On Sun, 04 Jan 1998 10:32:34 -0600, Keatahh <Keatahh@worldnet.att.net>
wrote:

>Alain Touati wrote:
>>
>> I SEARCH FILES IN ATR FOR MY PC
>> THANK YOU
>
>This *HUGE* :-) url will show you the locations of some atr disk images.
>
>http://ftpsearch.ntnu.no/cgi-bin/search?query=.atr&doit=Search&type=Case+insensitive+subs
tring+search&hits=50&matches=&hitsprmatch=&limdom=&limpath=&f1=Count&f2=Mode&f3=Size&f4=Da
te&f5=Host&f6=Path&header=none&sort=none&trlen=20
>
>
>--
>Remove the extra "h" if you wish to reply.
One of the best sites I found, even though it is slow, is:

ftp://yoshi.meil.pw.edu.pl/atari8bit/Games-files/t/

I found games there that I thought were not transferred to *.ATR, yet.

I last accessed this site a year ago. Is it still there?

Ron

110. Re: Pace in Largo, FL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <68s1i1$1r6@bgtnsc03.worldnet.att.net>
Source record: 67469

Sorry don't know about PACE. MFACC's (Mid Florida Atari Computer Club) next meeting is this Sunday (1/11/98) in the Orlando Public Library, starting at 3:00 p.m. or before. Members and non-members are always welcome.

Jeff Potter

111. Re: A lost sheep returns

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <pbTFzoN.tandrews16@delphi.com>
Source record: 67470

Bob Woolley <rwoolley@pacbell.net> writes:

>Isn't it time for dues?? Did I forget to look inside the envelope? Last
>year I made out the check wrong.... :)
>

Gee, Bob...*MY* dues went in, and on time, too - a new personal best!

TJ

112. JTS Corp. Share Price

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: Robert Pagano <rpagano@NOSPAM.ibm.net>
Message-ID: <34b1afdf.0@news1.ibm.net>
Source record: 67471

For those who care....

JTS Corp. shares closed at $0.25 on 5-jan-98.

Let's see... They have ~157 million shares outstanding so if we can scrape up $39.25 million (actually, we would only need 51% of that... say $20 million), we could own JTS. Then we could have the pleasure of canning the Tramiel family.

--
NOTE: To reply via e-mail, remove the "NOSPAM" from the address.

113. Re: Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: tristan.fletcher@severed.overflow.com
Message-ID: <4bb_9801060542@overflow.com>
Source record: 67472
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.atari.8bit

In a message of 04 Jan 98 nospam@affordable.co.uk wrote to All:

nac> A lot of that kind of stuff used to end up at Computer Cavern in
nac> Marlow. Is it still going? When I was last there about 3.5 years ago it
nac> was full of 8-bit games and the hardware to play them on.

It was last March I guess. Probably quite popular due to the retro craze. I
think they advertise in CVG.

Tris - Bona fida *ZX80* owner -
--
|Fidonet: Tristan Fletcher 2:2500/632.33
|Internet: tristan.fletcher@severed.overflow.com
|
| Standard disclaimer: The views of this user are strictly his/her own.

114. Re: XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <K2Vs0Q9wpLWD092yn@kenton.com>
Source record: 67473

In article <68kh60$lu0$1@news.umbc.edu>,
tdrake1@umbc.edu (drake thomas (phd posi)) wrote:
>Some PC cards allow for S-Video or composite inputs, too.
>
>Anybody else got their 8-bit hooked up to a VGA monitor?

Using an ATI All-in-Wonder card, I can hook my 800xl up to my nice
15" Vivitron. That way I can use both machines, and it doesn't
take up a lot of space.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

115. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-05 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34B129A5.1E9F@sprynet.com>
Source record: 67474

Andre Fachat wrote:

Humm, would it be possible to modify a CMD Supercpu for a C64 to run on
a Atari 8bit? possibly pluging it into the paralle port?
Hey rip out Jiffydos and plug in WarpOS :)

danny
dalabast@sprynet.com

116. Re: JTS Corp. Share Price

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1aa3$13f8b620$43c2accf@asharkis.erols.com>
Source record: 67383

Now, WHY would anyone want to do that? :)

Robert Pagano <rpagano@NOSPAM.ibm.net> wrote in article
<34b1afdf.0@news1.ibm.net>...
> For those who care....
>
> JTS Corp. shares closed at $0.25 on 5-jan-98.
>
> Let's see... They have ~157 million shares outstanding so if we can
scrape
> up $39.25 million (actually, we would only need 51% of that... say $20
> million), we could own JTS. Then we could have the pleasure of canning
the
> Tramiel family.
>
> --
> NOTE: To reply via e-mail, remove the "NOSPAM" from the address.
>
>
>
>

117. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b22d8e.1221092@news.aatech.com>
Source record: 67384

On Mon, 5 Jan 1998 16:38:04 -0500, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>On 3 Jan 1998, Thomas Havemeister wrote:

[snip]

>> by the way, it would be nice to upgrade the sound capabilities of our 8-
>> bit atari! Imagine: digital sounds and best qualitiy mod-player!

>> Could it be done?

>I heard from a friend there was a MOD player released for the 8bit.. used
>the Ramdisk to hold samples.. (some of them can get big!) But I find it
>difficult to believe you casn get crystal clear samples on the 8bit.

>I did some sampling on my PC, to record Cd quality 44khz sound for like 10
>seconds takes nearly a meg of RAM. Perhap WAV is a space waster file
>format.. i dont know.. but It would be very cool if it could be done.

CD quality is 16 bit sound. 44K * 2 bytes * 10 seconds == about 880K for
just one channel.

>Who knows, maybe somebody has written a high quality sample program for
>the 8bit..

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

118. Re: Pace in Largo, FL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1aa4$d3b2a1a0$43c2accf@asharkis.erols.com>
Source record: 67385

According to their newsletter, meetings are 2nd Saturday of each month at 2PM at the Largo Public Library, 351 East Bay Drive in Largo. Vistors welcome, membership is $12. Members get newsletter, borrowing priveleges from disk library, access to BBSs, etc. Snail Mail is PACESETTER, c/o Jean Brokaw, 958 Phyllis Ave., Largo FL 33771. Not sure if I should give out phone numbers or e-mail addresses, but they do exist.

Lorne Hunsberger <Mknzy@webtv.net> wrote in article
<68r057$fv7$1@newsd-121.bryant.webtv.net>...
> Do you have any contact informaton for that user group?
>

119. 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19980106132101.IAA11064@ladder01.news.aol.com>
Source record: 67386

I've been trying to find details on the 800XL SuperVideo upgrade mentioned in the FAQ with no luck. It seems that just about every upgrade/modification ever conceived for the Atari 8-bits is on the net somewhere, except for this one...

Any help would be much appreciated!

Thanks, Richard
richczeta@aol.com

120. RE: 2 computer interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <884096148.247660557@dejanews.com>
Source record: 67387

```
Please remark my emailaddress is tgrasel@controlware.de and not @cware.de
If want to have more informations for the 2 computerinterface,
SIO2PC-Interface and so on lock to my homepage
http://home.t-online.de/home/tgrasel

Thomas Grasel

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet
```

121. RE: 2 computer interface with diode

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <884096790.254476299@dejanews.com>
Source record: 67388

This is correct,
but it works only well if you have not access to the same time.
If both computers makes a access to the connected floppy for writing for expample, the probability to write trash is very high.
So if you work for example with programms witch automatic loads the next screen, it is a horror.

Thomas

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

122. Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B25B8C.DA419473@wwa.com>
Source record: 67389

Just wondering what everybody thought of Turbo Basic.

I'm screwing around with my own program, finally, and I don't have the patience to figure out what to do about string arrays - I have lots of articles about simulating them - but....

So, thoughts?

Ascii

123. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B25D03.852196AD@wwa.com>
Source record: 67390

> I would _really_ love to see tcp/ip - I have a book - TCP/IP -
> Architecture and Implementation - that I would be happy to give to
> someone if it would help....(I suppose anybody smart enough to write
> it wouldn't need it but who knows?)

Ascii

> Yes, how does the Commode 64 deserve such amazing things for it?
> Why haven't our people kept up? Crap, they even have TCP/IP,
> and Linux!!!! (or at least a subset). We must get moving here!
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \

124. Re: Automotive software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B25E49.B138B3A3@wwa.com>
Source record: 67391

Uhhh, how about a database program? Synfile? Data X?

Ascii

Alan Christie wrote:

> On 4 Jan 1998, James King wrote:
>
> > Looking to put a computer into my garage, could be an Atari, could be a
> > 486 PC. Before I decide which, I'd like to know if there exists for the
> > Atari, any type of automotive tracking software? Specifically, something
> > that will watch and track oil changes, tune up specs, etc..?
> >
> > I'd like to be able to enter spark gap info, last oil change date, major
> > services perfomed (by date), etc..
> >
> >
> My brother is in the auto motive business and we were looking for some
> software to keep track of his customers and his work. He saw some
> softwarwe packages at car shows.. problem was the price.
>
> Ridiculous aty $5,000 US dollars!!
>
> But on a positive note I do remember some Atari 8bit car software
> advertised in either Antic or analog.. beats the hell out of me what issue
> it was and I have about 40 issues! (maybe you can search througu Antic
> articles online???)
>
> Or even check auto magazines.. because I saw anotgher software package is
> a Mopar Muscle car magazine.. problem is these soiftware packages are
> horrendously expensive...
>
> Alan
> University of Toronto
> Computer Science, Management and Economics

125. FA: Atari PONG in box Near-Mint on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34ba610f.2211927@news.earthlink.net>
Source record: 67392
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
3859985: ATARI PONG stand-alone console **PIC**
Current bid: $10.49
Auction ends on: 01/11/98 21:22:28 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3859985

ZZyzx

"Me, indecisive? I'm not so sure about that."
```

126. WTB: Text-Adventure Amnesia

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Peter Schoen <pschoen@mainz-online.de>
Message-ID: <68tpee$1mh$1@news.rhein-zeitung.de>
Source record: 67393
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.marketplace

Hi !

I am looking for the text-adventure Amnesia by Cognetics
Corporation/Electronic Arts.
If you want to sell your game, please let me know. (I am looking for the
original version with box, etc.)

I am also looking for a lot of other old adventures (text-only or text with
graphic) - so if you have some for sale, just send me your sales list,
please.

-- Peter Schoen

127. Re: Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0601981443260001@199.166.204.230>
Source record: 67394

In article <34B25B8C.DA419473@wwa.com>, atebit@wwa.com wrote:

> Just wondering what everybody thought of Turbo Basic.

Use it, it's a wonderful product. Likely the best BASIC on any 8-bit machine.

Maury

128. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <68teg3$l3c$1@star.cs.vu.nl>
Source record: 67395

Alan Christie <94chrisv@scar.utoronto.ca> writes:

>But do you need the screen on during file transfers? Currently, I get
>speeds of 1100 cps using a 19,200 modem connecting to a 19,200 8bit BBS
>PRO board. I was told that is the best you are going to get.

Don't forget that communications with a speedy/happy/etc enhanced drive
goes way beyond the 19k2 'limit' without turning off VBI's or even the whole
ANTIC. IIRC Happy drive's operate at ca. 56k and speedy drives even at
70k. For the speedy drives there also existed a program that could copy
disks at 96k but then it would turn of the screen.

Ivo

129. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <68tost$q2t$1@star.cs.vu.nl>
Source record: 67396

Alan Christie <94chrisv@scar.utoronto.ca> writes:

>On 3 Jan 1998, Thomas Havemeister wrote:

>> by the way, it would be nice to upgrade the sound capabilities of our 8-
>> bit atari! Imagine: digital sounds and best qualitiy mod-player!
>> Could it be done?

I have heard of commercially available 8-bit DAC's. I once built one myself
(eight resistors and a capacitor (sp?)) which connected to two joystick
ports. Not very useful for games (no joystick port available), but it worked.

>I heard from a friend there was a MOD player released for the 8bit.. used
>the Ramdisk to hold samples.. (some of them can get big!) But I find it
>difficult to believe you casn get crystal clear samples on the 8bit.

There are some different MOD-players for the atari 8-bit. Most of them
use converted MOD-files (MD8-files) but IMHO it's a pain in the butt
to convert every single MOD-file you want to play before you can actually
_play_it. That's why I wrote a player that loaded MOD files directly and
converted them to an internal format on the fly. My player also gave a
better sound quality (5.1kHz 5.5 bits mono) than the first one (from poland).
Some german guy (forgot his name) improved on that (something like 6.5kHz 6
bits mono) but reverted to MD8 files again.

URL: http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/software.html

Don't have any other URL's at hand...

>I did some sampling on my PC, to record Cd quality 44khz sound for like 10
>seconds takes nearly a meg of RAM. Perhap WAV is a space waster file
>format.. i dont know.. but It would be very cool if it could be done.

WAV files are almost raw. 44.1k x 2 (bytes) x 2 (channels => stereo) x 10
equals 1764000 bytes, which is for about 1.7 megabytes.
The samples contained in a MOD file are 8 bits mono at a rate of (IIRC)
11 kHz. Those take a lot less space. (BTW on an atari 8-bit they are
converted to 4 bit samples).

>Who knows, maybe somebody has written a high quality sample program for
>the 8bit..

Ivo

--
Ivo van Poorten <ipoorten@cs.vu.nl> http://pmwww.cs.vu.nl/home/ipoorten/
Unix/WinNT SysAdmin, Faculty of Mathematics and Computer Science
Vrije Universiteit, Amsterdam, The Netherlands

130. Re: JTS Corp. Share Price

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980106215100.QAA11556@ladder02.news.aol.com>
Source record: 67397

In article <34b1afdf.0@news1.ibm.net>, "Robert Pagano" <rpagano@NOSPAM.ibm.net>
writes:

>Let's see... They have ~157 million shares outstanding so if we can scrape up
>$39.25 million (actually, we would only need 51% of that... say $20 million),
>we could own JTS. Then we could have the pleasure of canning the Tramiel
>family.

What is the current number of Atarians anyway? If there a million that would
be $20 per person. If there were a quarter million that would still be $100
per person.

DSolimano
Have an Atari Day

131. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0601981651000001@macmcurrent.library.carleton.edu>
Source record: 67398

In article <68rvn8$37r$1@alexander.INS.CWRU.Edu>,
he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

International Money Orders (IMOs) are a pain, and expensive. An IMO for
10 UK pounds cost me something like $35 after the exchange rate and the
fee, and after my bank finally figured out how to do it.

DGS does accept US cash. I did it once; it worked for me.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

132. Atari Proto Lab Loaners (Update #10)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B2C032.359B3C19@atari.nu>
Source record: 67399
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

```
The following are authentic Atari Lab Loaners with Lab Loaner labels,
untampered, with dates or lot #'s, these are NOT cheap eprom copies in
blank cases.

******************NEW ADDITIONS ADDED BELOW**************************

Rules:

1. Auction will close at Midnight 1/15/98
2. Winners are responsible for shipping charges
3. Items will be shipped USPS Priority Mail
4. Items must be paided in advance with check or money orders,
absolutely no cash!
5. Updates will be emailed to all bidders once a day, updates will
be
posted in the newsgroups once every 3-4 days to avoid clogging the
newsgroups
with posts
6. I reserve the right to pull any item at anytime
7. Bids will be made in $2 increments

Note: Although items are up for auction, items are all available
for
trades, I am interesting in anything made by or made for Atari
systems
including 2600,5200,7800,Jaguar, computers and coin-op.

Item Description Bid Bidder
------------------------------------------------------------------------------------------
------------------

1 Socerer's Apprentice 3-28-83 $100 Mao
2a Alpha Beam Ernie 5-16-83 $100 Mao
2b Alpha Beam Ernie 5-16-83 $25 Rikard
3 Moon Patrol (Blue Lab Label) 6-2-83 *TRADED* to BlueSky
4 Donald Duck Speed Boat 4-12-83 *TRADED* to Kprodzin
5 Haunted House $100 Mao
6 Cookie Monster (no date listed) $100 Mao
7 2600 Diagnostic v2.6s $100 Mao
7a 2600 Diagnostic (Secam ver.) 2.6s $100 Mao
8 Galaxian 074 $100 Mao
9 Kangaroo 4-14-83 $100 Mao
```

**********FINAL WEEK
ADDITIONS:**********

10 Joust 222 (No Date) $10
11 Atari Kludge Card & Diag Card $10
(Note: Kludge card is a unique item, its a set of resistors
on an Atari
2600 cartridge board marked with ATARI on it, it was used In-House
by Atari for testing connections to the cartridge port,
included is a
Diagnostic card, neither card has a cartridge casing.)

****
****

Also available for Trade (ONLY)

Texas Chainsaw Massacre w/manual *TRADED* Almoi
Halloween *TRADED* Almoi

Bachelor Party (New in Box) *TRADED* JGrav89894

Send all bids to cvendel@aol.com

133. Re: 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2lnwtdssv.fsf@caligula.srv.net>
Source record: 67400

It was printed in the December '93 Atari Classics magazine.
Not sure where you'd find a back issue.

Brent

134. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: knave@usa.net
Message-ID: <884136992.285081606@dejanews.com>
Source record: 67401

he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

> If you're just going to ridicule ideas and efforts at progress
> on the Atari 8-bit platform, then why are you here? This

I guess you are talking to me, but I don't think I ridiculed anything about the 8bit. I love the Atari 8bit; it was my first computer.

> destination. At any
> rate, you don't seem to want to contribute anything of use here.

> ||| ////Pakrat

Well, it's been a while but I posted my Iron Man Lyrics Teacher program here once. I put an atari 8bit gallery of original art I did as a kid on the WWW.

It's basically just for kicks and nostalgia for me though. I'd like to see a TCP/IP stack with IRC client or whatever.

Dave

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

135. FS: 8-BIT

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34B32D36.2BD851B7@mail.bcpl.lib.md.us>
Source record: 67402

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

136. Wanted:Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <OD8FN0wG9GA.270@nih2naab.prod2.compuserve.com>
Source record: 67403

```
Looking for Ultima for the Atari computer. Top dollar offered.
milesgore@compuserve.com

--
```

137. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f1c1ca16a30888e989688@news.midwest.net>
Source record: 67404

In article <68qdab$bn6@sjx-ixn10.ix.netcom.com>, halifax1@usa.net says...
> I would like to hear from those of you that were big fans of Alternate
> Reality
> email me @
> halifax1@usa.net
>
>
>
Then you need to join the AR mail list!

i'm not sure of all the instructions, but, send an email to:

arlist@oasis.slcc.edu

with 'subscribe' in either the subject/body or both (can't quite
remember) but if you sent the email, someone will contact you w/ the
specific instructions.

Also, there is an #alternate-reality chat channel on Efnet (if you do any
irc'ing)
--
Ron
rlaski@midwest.net

138. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68rupkrah1@alexander.INS.CWRU.Edu>
Source record: 67475

Re: multitasking/multithreading/virtual memory...

Multitasking is one thing. Tom hunt did it with MTOS for
expanded xl/xe systems. But multithreading is another animal
entirely! Instead of virtual machines, like what Tom did,
It is more a setup like the Amiga, with virtual terminals,
and programs passing information back and forth through pipes.
This is truly amazing! Once again I say, how is it that the
C64 merits _THAT_ and the Atari8 does not? =)

Or is your multithreading more like what happens on the BeBox?
In that tasks are broken up dynamically for best operation?
That would take a work of _GENIUS_...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

139. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68rvn8$37r$1@alexander.INS.CWRU.Edu>
Source record: 67476

I want to buy SAM. I figure I need to get an International
Money order. I live in Ohio. I wonder how you go about doing it.
Do you just go to the bank and ask for one in Pounds or Marks,
or whatever it is you want to exchange to? Unless they can
take American dollars, which I would think would be a pain for
people in Europe or the UK to deal with. I could probably send
Canadian dollars, which would just be as bad to deal with...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

140. Re: Software decompression programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68rvvg$41b$1@alexander.INS.CWRU.Edu>
Source record: 67477

A couple of packers are available for our systems. They are like
Squish on the ST in that they create compressed executables.
The one I like is File Packer 2. It checks to see if the file
can be compressed first. It is also like PowerPacker as is on
the Amiga, by Nico Francois, I think.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

141. PC Xformer : What worked for me

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: jrgent@hhs.netnospam
Message-ID: <34b1881d.124405@news.hhs.net>
Source record: 67478

I built the Xformer cable and after following the instuctions that
were included with version 3.60, the thing wouldn't work. After
playing with the instuctions on the command line for awhile I was able
to get it working. This is how:

First, leave the drive selection switch on the 8 bit drive set to be
D1: Turn it on.

Run Xformer with the command line: xformer -x

If everthing is right the program should calibrate the cable and the
blue intermediate screen should appear. Look for the calibration
value on this screen and write it down. Exit the program

Turn off your 8-bit drive and set the drive selection switches to
identify the drive as D2:

Run Xformer again with the command line>

xformer -x:nnn newdisk.xfd D2:

< nnn being the calibration value and newdisk.xfd being your

copied dos file.

You should then be able to use the dos menu to access the 8-bit
drive as D2:

142. RE: sio2pc problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <884072608.1858207750@dejanews.com>
Source record: 67479

Hi,

I think it is also a good and cheap idea to used the newest sio2pc software. You can found it on my homepage at http://home.t-online.de/home/tgrasel under links. Sorry, but the homepage is in moment only in german but I'm still working on a additional english version.

Best regards

Thomas

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

143. SIO2PC interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <884074063.1850146831@dejanews.com>
Source record: 67480

In germany you can buy it for 50DM ($30) plus shipping.
Look at http://home.t-online.de/home/tgrasel

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

144. Kaiser

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <884074397.1858207754@dejanews.com>
Source record: 67481

Hi,

I think you have a good chance at the developer of KaiserII, Carsten
Strotmann. His email address is cstrotm@ibm.net.
And if you looking for other hardware or software, visit
http://home.t-online.de/home/tgrasel (the homepage is complete in german).

Thomas

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

145. RE: how to connect two atari 800 together

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-06 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <884082431.2065563649@dejanews.com>
Source record: 67482

Want do you want to do? A connection to transmit data between the computers or you want to share drives between the two computer?

Thomas

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

146. Re: FS:Atari XE Game machine

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <34B4166E.2781@gte.net>
Source record: 67333
Cross-posted to:
comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari

Mike Casey wrote:
>
> For sale:
>
> Atari XE game machine...this is a special release of the Atari 130XE
> computer built with gamers in mind. It has a detachable keyboard, cartridge
> slot on top (instead of the back) easier access to the joystick ports, and
> "Missile Command" built in. Also plays all 400/800/XL/XE carts
>
> Great condition, complete & ready to run.$25 + shipping

Actually, the XE Game Machine is a re-packaged 65XE, not a 130XE. The
important difference is in the amount of RAM on board (only 64K, while
the 130XE had 128K).

BTW, that's a good price if you are including the power supply.

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley.antispam@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

147. Re: Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <6917u9$5i0$1@vega.cs.pdx.edu>
Source record: 67334

Alan Christie <94chrisv@scar.utoronto.ca> writes:

>On Tue, 6 Jan 1998, Maury Markowitz wrote:

>> In article <34B25B8C.DA419473@wwa.com>, atebit@wwa.com wrote:
>>
>> > Just wondering what everybody thought of Turbo Basic.
>>
>> Use it, it's a wonderful product. Likely the best BASIC on any 8-bit machine.
>>
>> Maury
>very nice product but drove me crazy because it didn't like another DOS I
>tried except for Dos 2.5 (and equivalents) Bleah...

Funny, Turbo BASIC works fine for me with MyDOS... I can boot off a DS/DD
floppy (with an XF551) and everything.

--
+--+
Alex Chamberlain BeOS Developer #9460
chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
+--+

148. Re: Wanted to buy:

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <691c0lksr1@xmission.xmission.com>
Source record: 67335

AsciiRider <atebit@wwa.com> wrote:
: Are you saying you can use a Sysquest Megafile 44 with an 8bit? I have one
: (sitting in the closet on top of a 520 ST :)) what do I need to do to get
: it running with my 800xl?

Sell/trade it to me <grin>

You just need an MIO or BlackBox and scsi cable. Configure the MIO or
BlackBox to 1275 Cylinders, 2 heads, format, and off you go!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

149. Re: CONAN codes???

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Sean Lester <rslester@hotmail.com>
Message-ID: <691f6clmc1@solaris.cc.vt.edu>
Source record: 67336

william odonnell wrote in message <34AFF983.D2A2283D@earthlink.net>...
>i have conan the game for the 8-bit and was wondering if anyone knew any
>codes or hints. it is driving me nuts!
>
>se�n

I bet you're stuck when you get to level 7(the last level.) That's a hard level. The trick is to grab an extra gem from level 4. You will be able to take it with you. Then, when you get to level 7, you will only have to kill 2 of the gem creatures to get the gem, (instead of 3).

Also, if you are using Xl-it, you can use the editor to change the number of men, swords, etc, that you have. The following memory locations contain the number of men, swords, etc.

034b number of men(don't go above f, use 9)
034d tens digit of number of swords
034e single digits of number of swords
034f to 034g I think theses handle the gems, keys, etc.

150. FS: 8-Bit hardware **

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34B46B60.34334C17@mail.bcpl.lib.md.us>
Source record: 67337

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

151. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Sean Lester <rslester@hotmail.com>
Message-ID: <691gjo$1u5$1@solaris.cc.vt.edu>
Source record: 67338

>Commodore only lead the pack in making cheap, functionally-
>impaired hardware for the lowest cost. They were good at
>exploiting consumer ignorance, not making powerful computers.
>

Gee, sounds like another computer company I know of, that's sold at
Wal-Mart, with subpar components that goes by the initials of PB. Will
history repeat itself?

Can you imagine a Packard Bell ng 20 years from now? That'll be a hoot!

152. Atari lynx 8 bit question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34B3E90F.3A06@sprynet.com>
Source record: 67339

Hi,

Anybody know of any news groups for this 8 bit portable system?

Also any info on a developers kit for it?

thanks everybody,
danny
dalabast@sprynet.com

153. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: halifax <halifax1@usa.net>
Message-ID: <691pho$bfb@dfw-ixnews11.ix.netcom.com>
Source record: 67340

I do get the AR list, thanks though

Ronald A. Laski, Jr. wrote in message ...
>In article <68qdab$bn6@sjx-ixn10.ix.netcom.com>, halifax1@usa.net says...
>> I would like to hear from those of you that were big fans of Alternate
>> Reality
>> email me @
>> halifax1@usa.net
>>
>>
>>
>Then you need to join the AR mail list!
>
>i'm not sure of all the instructions, but, send an email to:
>
>arlist@oasis.slcc.edu
>
>with 'subscribe' in either the subject/body or both (can't quite
>remember) but if you sent the email, someone will contact you w/ the
>specific instructions.
>
>Also, there is an #alternate-reality chat channel on Efnet (if you do any
>irc'ing)
>--
>Ron
>rlaski@midwest.net

154. IM DESPERATE: Printer Dump Proggie

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B32C19.7721@wwa.com>
Source record: 67405

Okay, So I have the infamous Computereyes. I have had some great success with it so far, but I want to be able to print these Gr. 9 pics!

I have tried some public domain stuff, one called KWIKDUMP - did four colors really small with lots of lins.

The rest just couldn't even display them (well, they werent very recognizable)

Anyway, the 16 colors look fantastic, whats a good dump program? I have Printwiz for ?microallen? but I really don't know how to use it.

Thanks for your help!
Ascii

Oh yeah, I have a Okidata 180. Im pretty sure its 100% epson compatible

155. Re: Brian Workman....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <884158167.1059782657@dejanews.com>
Source record: 67406

In article <34afdcf2.1316790@news.aatech.com>,
kenneth@spam.not.sayeth.i wrote:
>
> On Sat, 03 Jan 1998 22:13:54 -0800, Bob Woolley <rwoolley@pacbell.net> wrote:
>
> >Wasn't there just a discussion on deleting sales oriented posts on
> >c.s.a.8.? I really didn't pay too much attention since it seemed to be a
> >non-problem. Now, I count 5 looong solicitations from this guy with just
> >a pinch of 8-bit offerings. Is this what you folks were targeting? Can I
> >still vote on this - I vote to delete him.
>
> I deleted them all, but I think there were more than that... AND
> he changed the titles a few times so his 1115 lines came up as at
> least three different threads.

Well, that doesn't really seem all that bad--for Brian Workman. If *all*
he's doing is spamming uncontrollably, you can count it a good day.

>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

156. Re: JTS Corp. Share Price

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <884158431.1034027017@dejanews.com>
Source record: 67407

In article <34b1afdf.0@news1.ibm.net>,
"Robert Pagano" <rpagano@NOSPAM.ibm.net> wrote:
>
> For those who care....
>
> JTS Corp. shares closed at $0.25 on 5-jan-98.
>
> Let's see... They have ~157 million shares outstanding so if we can scrape
> up $39.25 million (actually, we would only need 51% of that... say $20
> million), we could own JTS. Then we could have the pleasure of canning the
> Tramiel family.

Assuming they're willing to sell it... At this point, I don't think
that'd be a problem. Still, they might be willing to sell the Atari
properties for quite a bit less, but then again, is the rest of JTS
really worth anything?

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

157. FS: Comrex Commander Deluxe Joystick New **PIC**

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34b747fa.33145393@news.earthlink.net>
Source record: 67408
Cross-posted to: comp.sys.tandy,comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,rec.games.video.classic,rec.games.video.marketplace

New in box, this beautiful Joystick comes with a manual and is compatible with Atari Apple, Commodore etc. Self centering. See a pix at the following URL:

http://home.earthlink.net/~zzyzx97/COMREX.jpg

I'll take $25 for this classic, and will consider other offers. Buyer prepays and pays shipping from Detroit.

ZZyzx

"Me, indecisive? I'm not so sure about that."

158. FS: TAC50 Joystick from Suncom **PIC**

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34b64604.32642653@news.earthlink.net>
Source record: 67409
Cross-posted to: comp.sys.tandy,comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,rec.games.video.classic,rec.games.video.marketplace

This is near-new and comes in the original box. This is an Atari compatible joystick. See the pix of it at the following URL:

http://home.earthlink.net/~zzyzx97/TAC50.jpg

Price is $12.95. Buyer prepays and pays shipping from Detroit.

ZZyzx

"Me, indecisive? I'm not so sure about that."

159. FS: SuperShot Tripple Trigger Joysticks **PIC**

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34b94986.33540998@news.earthlink.net>
Source record: 67410
Cross-posted to: comp.sys.tandy,comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,rec.games.video.classic,rec.games.video.marketplace

There are two in this set and they come in the original box. These are
Atari compatible joysticks. See the pix at the following URL. I only
took one joystick out of the box for the pix, but there are 2
identical sticks:

http://home.earthlink.net/~zzyzx97/SUPERST.jpg

Price is $19.95. Buyer prepays and pays shipping from Detroit.

ZZyzx

"Me, indecisive? I'm not so sure about that."

160. FS/T: Atari, Commodore, Vectrex

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <884168164.1220018188@dejanews.com>
Source record: 67411
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace

Sale/trade lists: http://www.angelfire.com/tn/squirrels

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

161. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Werner Domroese <werner.domroese@pba.nl>
Message-ID: <68vpud$h32@news3.euro.net>
Source record: 67412

At some point in time, there were DACs commercially available through the
German "Atari Magazin" (the people that also brought us S.A.M. and Quick).
Don't remember which issue though. Coudl it have been a '92?

162. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <68vrtl$b7i$2@narses.hrz.tu-chemnitz.de>
Source record: 67413

Bill R. Core (he110@cleveland.Freenet.Edu) wrote:

: Re: multitasking/multithreading/virtual memory...

: Multitasking is one thing. Tom hunt did it with MTOS for
: expanded xl/xe systems. But multithreading is another animal
: entirely! Instead of virtual machines, like what Tom did,
: It is more a setup like the Amiga, with virtual terminals,
: and programs passing information back and forth through pipes.
: This is truly amazing! Once again I say, how is it that the
: C64 merits _THAT_ and the Atari8 does not? =)

Virtual teminal has nothing to do with multithreading.
Multithreading is to have several execution paths within one
process, i.e. sharing variables, memory, file descriptors.
With Multitasking the different processes have separate file
descriptors, probably different memory mapping etc.

Virtual terminals are an I/O question and pipes are an issue
of interprocess communication (IPC).

My selfbuilt OS has multtasking, multithreading, virtual terminals
(kind of - you can switch between several screens with different
programs running) and of course pipes.

: Or is your multithreading more like what happens on the BeBox?
: In that tasks are broken up dynamically for best operation?
: That would take a work of _GENIUS_...

In fact I am now thinking of using threads to start kind of
cgi-bins from the web server, as the execution of another task could block
but the web server/slip interface should still serve other tasks.

And again: this OS not only runs on the C64 but on two different
selfbuilt 6502, and an Apple II port is on the way.

Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

163. Re: Automotive software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6902f4$f4b$1@xmission.xmission.com>
Source record: 67414

AsciiRider <atebit@wwa.com> wrote:
: Uhhh, how about a database program? Synfile? Data X?

: Ascii

Hmm. Good idea. Never thought about using SynFile. I have every version
of that program, but have never used it.

Have anyone successfully used Synfile or Synfile+ for this type of
tracking application? It may be worth trying..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

164. Wanted to buy:

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6902lrfhi1@xmission.xmission.com>
Source record: 67415

Looking to trade for/purchase the following equipment:

SDX 4.22, Rtime 8 (functional), 256-1mb MIO, BlackBox w/Floppy Board,
Syquest 44meg Removable SCSI drive(s)

Outfitting a system in my office, want it to be functional, will sit next
to my Pentium2 300mhz.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

165. Re: Wanted to buy:

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B3A1C7.7BF7F20@wwa.com>
Source record: 67416

Are you saying you can use a Sysquest Megafile 44 with an 8bit? I have one (sitting in the closet on top of a 520 ST :)) what do I need to do to get it running with my 800xl?

Ascii

James King wrote:

> Looking to trade for/purchase the following equipment:
>
> SDX 4.22, Rtime 8 (functional), 256-1mb MIO, BlackBox w/Floppy Board,
> Syquest 44meg Removable SCSI drive(s)
>
> Outfitting a system in my office, want it to be functional, will sit next
> to my Pentium2 300mhz.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

166. Re: New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B3A945.3AAD26CC@wwa.com>
Source record: 67417

Tisk Tisk

Advertising for the commie company. Just whose side are you on anyway?

:)

The Shadow wrote:

> While cruising the web I stumbled across some NEW C= Color Monitors for
> sale.
>
> If you're interested, they can be found at:
>
> http://www.cmdweb.com/misc/newstuff.phtml
>
> Happy Holidays,
>
> The Shadow

167. Re: IM DESPERATE: Printer Dump Proggie

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0701981133490001@macmcurrent.library.carleton.edu>
Source record: 67418

In article <34B32C19.7721@wwa.com>, AsciiRider <atebit@wwa.com> wrote:

>Oh yeah, I have a Okidata 180. Im pretty sure its 100% epson compatible

Our old Okidata ML92 definitely was not Epson compatible. Maybe the 180
was different, but this would explain your problem.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

168. Re: New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980107173701.MAA26363@ladder01.news.aol.com>
Source record: 67419

Commie monitors were among the best matched to Atari 8-bits. They are among the few that allow the Atari's separate chroma and lumina outputs to be used.

Bob Stone

Bostone1@aol.com

169. FS:Atari XE Game machine

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Mike Casey <casey@slcnet.net>
Message-ID: <01bd1b95$9c69d320$4418dad0@hal>
Source record: 67420
Cross-posted to:
comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari

```
For sale:

Atari XE game machine...this is a special release of the Atari 130XE
computer built with gamers in mind. It has a detachable keyboard, cartridge
slot on top (instead of the back) easier access to the joystick ports, and
"Missile Command" built in. Also plays all 400/800/XL/XE carts

Great condition, complete & ready to run.$25 + shipping
```

170. Re: Help Need Working Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34B3BBAC.5DDBB4A2@pcpros.net>
Source record: 67421

Dan,

I think I have this(I have some type of MAC assembler & manual.)
I've never tried to run it tho, but I assume it works.
If you really need it, I can set up my old 800xl and try it out.

Let me know if i should go to the trouble.

N.V.

171. Number of Atari computer users

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Rob Pagano <robpagano@worldnet.att.net>
Message-ID: <690hn2$obn@mtinsc03.worldnet.att.net>
Source record: 67422

DSolimano wrote:
>
> In article <34b1afdf.0@news1.ibm.net>, "Robert Pagano" <rpagano@NOSPAM.ibm.net>
> writes:
>
> >Let's see... They have ~157 million shares outstanding so if we can scrape up
> >$39.25 million (actually, we would only need 51% of that... say $20 million),
> >we could own JTS. Then we could have the pleasure of canning the Tramiel
> >family.
>
> What is the current number of Atarians anyway? If there a million that would
> be $20 per person. If there were a quarter million that would still be $100
> per person.
>
> DSolimano
> Have an Atari Day

I would love to know that number as well. I think that the numbers you posit are too optimistic; my (admittedly wild) guess would be in the 100,000 range (at most).

Any thoughts/ideas on how to get a reasonably accurate estimate? Any "Statistics" majors out there?

172. FA: TI-4/A; Atari Pong; Intellivision; Intellivision 2; Atari Pinball; Odyssey 2; Commodore Plus 4; Matell Basketball 2; Intellivoice

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34bfcedc.1983301@news.earthlink.net>
Source record: 67423
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic,rec.games.video.marketplace

3674399: TEXAS INSTRUMENTS TI-99/4A COMPUTER **PIC**
Current bid: $9.99
Auction ends on: 01/07/98 23:20:19 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3674399

3833535: Atari Video Pinball C-380 Stand-Alone **PIC**
Current bid: $10.49
Auction ends on: 01/11/98 14:06:17 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3833535

3844872: Intellivision with 12 carts *PIC*
Current bid: $26.00
Auction ends on: 01/11/98 17:20:48 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3844872

3858626: Odyssey 2 game system plus carts **PIC**
Current bid: $12.82
Auction ends on: 01/11/98 21:00:32 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3858626

3859076: PADDLE IV early Pong system **PIC**
Bidding starts at: $9.99
Auction ends on: 01/11/98 21:12:00 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3859076

3859985: ATARI PONG stand-alone console **PIC**
Current bid: $31.00
Auction ends on: 01/11/98 21:22:28 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3859985

3860357: POWER PAD controller for Nintendo NES **PIC**
Bidding starts at: $9.99
Auction ends on: 01/11/98 21:31:03 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3860357

3860679: TELSTAR ALPHA Pong console **PIC**
Bidding starts at: $9.99
Auction ends on: 01/11/98 21:37:16 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3860679

3861317: Wall Street Fortune Hunt for Odyssey 2 *PIC*
Current bid: $9.99
Auction ends on: 01/11/98 21:51:51 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3861317

3864097: Bell & Howell Apple IIe *PIC*
Current bid: $26.00
Auction ends on: 01/11/98 23:27:46 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3864097

3864197: MANIAC early computer game; not from Atari
Bidding starts at: $9.99
Auction ends on: 01/11/98 23:33:38 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3864197

3865215: Intellivision 2 console *PIC**
Current bid: $19.39
Auction ends on: 01/12/98 01:02:32 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3865215

3960459: Intellivision Intellivoice in box *PIC*
Bidding starts at: $9.99
Auction ends on: 01/14/98 00:01:54 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3960459

3960699: Mattel Basketball 2 hand held. New. *PIC*
Bidding starts at: $9.99
Auction ends on: 01/14/98 00:19:23 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3960699

3960902: Commodore Plus/4 computer. *PIC*
Bidding starts at: $9.99
Auction ends on: 01/14/98 00:45:32 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3960902

ZZyzx

"Me, indecisive? I'm not so sure about that."

173. Antic Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980107133600.7297B-100000@fissure.scar.utoronto.ca>
Source record: 67424

When was the last one published?

I was going through my Antic collection.. I am missing all of 1982.. most of '83.. I have most of 85, 86, 87... I am missing some of 88 and 89.

It would be nice to complete my collection. I would be willing to buy/trade for Antic magazines. Please send me the issues (month/yr) in e-mail. I have many Atari 8bit books worth trading, COMPUTE magazines (tonnes of them!), some 8bit original software (like the Diamond OS demo disk from Alan Reeve software w/ manual)

Also have some 8bit ROMs that I can trade with. I would rather trade or sell than buy because it costs more than $1.45 Canadian to buy a U.S. dollar nowadays!

Canadian money might as well be Monopoly money the way things are going!

Alan
University of Toronto
Computer Science, Management and Economics

174. Re: Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980107134003.7297C-100000@fissure.scar.utoronto.ca>
Source record: 67425

On Tue, 6 Jan 1998, Maury Markowitz wrote:

> In article <34B25B8C.DA419473@wwa.com>, atebit@wwa.com wrote:
>
> > Just wondering what everybody thought of Turbo Basic.
>
> Use it, it's a wonderful product. Likely the best BASIC on any 8-bit machine.
>
> Maury

very nice product but drove me crazy because it didn't like another DOS I tried except for Dos 2.5 (and equivalents) Bleah...

I used CTH Fast Basic.. really fast, bug-free basic.. but that was a long time ago..

Worked nice under SpartaDos...

Alan
University of Toronto
Computer Science, Management and Economics

175. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980107134528.7297E-100000@fissure.scar.utoronto.ca>
Source record: 67426

On 6 Jan 1998, Ivo van Poorten wrote:

> Alan Christie <94chrisv@scar.utoronto.ca> writes:
>
> >But do you need the screen on during file transfers? Currently, I get
> >speeds of 1100 cps using a 19,200 modem connecting to a 19,200 8bit BBS
> >PRO board. I was told that is the best you are going to get.
>
> Don't forget that communications with a speedy/happy/etc enhanced drive
> goes way beyond the 19k2 'limit' without turning off VBI's or even the whole
> ANTIC. IIRC Happy drive's operate at ca. 56k and speedy drives even at
> 70k. For the speedy drives there also existed a program that could copy
> disks at 96k but then it would turn of the screen.
>
> Ivo

So if the technology can be hacked up to support those speeds for floppy drives (which operate through the SIO port) why not a Black Box pushing 19,200 BPS?

I don't think the Atari 8bit screen handler s: can handle those speeds.. but for file transfers who knows..

Alan
University of Toronto
Computer Science, Management and Economics

176. Another Atari CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34B3ECCF.2A534340@sisna.com>
Source record: 67427

Just finished completing the CD-ROM, has files from the Pool CD along
with library disks
from Ace of Utah and SPACE. I have included all the BBS Express!
Professional user
written utilities and games. Tim Lowery's Library of user written
utilities ect, and Dan Knauf's
DK-Utilities for the Black Box and Mio in both COM and CMD files.

Price $20.00 s/h $3.00 total $23.00 shipped to you.

bob

177. Re: New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B3E10E.1144BE68@wwa.com>
Source record: 67428

I know that. I was just joking.

Ascii

Bostone1 wrote:

> Commie monitors were among the best matched to Atari 8-bits. They are among the
> few that allow the Atari's separate chroma and lumina outputs to be used.
>
> Bob Stone
>
> Bostone1@aol.com

178. files ATR for PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34B3FFD6.1C10@wanadoo.fr>
Source record: 67429

```
i search files in format ATR
Thanks
Regards
Alain
```

179. Re: XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34B3F296.21725679@ix.netcom.com>
Source record: 67430

Ryan 'Gozar' Collins wrote:
>
> In article <68kh60$lu0$1@news.umbc.edu>,
> tdrake1@umbc.edu (drake thomas (phd posi)) wrote:
> >Some PC cards allow for S-Video or composite inputs, too.
> >
> >Anybody else got their 8-bit hooked up to a VGA monitor?
>
> Using an ATI All-in-Wonder card, I can hook my 800xl up to my nice
> 15" Vivitron. That way I can use both machines, and it doesn't
> take up a lot of space.
>
> --
>
> **** Please remove one of the "gozar" in the e-mail address to reply *****
> Ryan 'Gozar' Collins gozargozar@kenton.com
> "You can count on others, but its better to use your own fingers and toes"
> http://www.kenton.com/users/gozar/index.htm
> **** Please remove one of the "gozar" in the e-mail address to reply *****

Ryan,
As soon as my All-In-Wonder-Pro comes in, I'll be doing the same thing!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

180. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34B3F873.F14F1A4@pcpros.net>
Source record: 67431

AsciiRider wrote:
>
> Tisk Tisk
>
> Advertising for the commie company. Just whose side are you on anyway?
>
> :)
>

I know you're joking here, but I've never understood the Atari/CBM rivalry.

If you look at every 8-bit computer every made the Atari 800/C=64 are the closest related machines of all time. Each computer had advantages/disadvantages over the other, but these machines have so much in common that a rivalry is just plain counter-productive.

If comp.sys.atari.8bit and comp.sys.cbm were working together, the Atari would be running SLIP code right now. The same code runs on both machines with only minor modifications.

The c64 user base is huge and Atarians can't afford ignore it.

Could you see an Atari with twin SID chips for stereo sound?

An ANTIC/POKEY cartridge for C64?

Remember the Apple II, uppercase-only characters and a speaker that went beep?
Or the original IBM PC? CP/M?

Both Atari and CBM were years ahead of these guys
with products that cost less than half the price.

The 800xl and c64 are closely related brothers, no other computers from the 8-bit era were so powerful or innovative, except maybe the COCO 3 because of the 6809 CPU and OS9.

I love and use both machines.

Can't we all just get along?

N.V.

181. Re: Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34B3F4F9.745F111A@ix.netcom.com>
Source record: 67432

AsciiRider wrote:
>
> Just wondering what everybody thought of Turbo Basic.
>
> I'm screwing around with my own program, finally, and I don't have the
> patience to figure out what to do about string arrays - I have lots of
> articles about simulating them - but....
>
> So, thoughts?
>
> Ascii
Ascii,
I personally like BASIC XL and BASIC XE. The String manipulation features are tremendous. TBXL is very similar, but not as full featured. BXL/BXE are cart based. Both have extensions to add features. Both are available at www.myatari.com (B&C Computervisions).
I actually wrote a very complex Family History database program that could search forward and backward in time, supported pictures and text files and could span multiple floppies w/o losing its place. I also wrote a companion program to Jeff Potter's Colorview that printed 4096 color CV pictures on a Star NX2420 Rainboe dot matrix printer. Both programs were 100% BASIC XL or BASIC XE. (Lifelines was BXE) (CDump103 was BXL).
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

182. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <884293969.12050.2.nnrp-06.9e98ea3a@news.demon.co.uk>
Source record: 67283
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

David-Editor of Blitz Fanzine! wrote in message
<34B4A544.6E64@persona.clara.net>...
>Hello all,
>
>Just a quick posting of an event you may be interested in....
>
>The Fourth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>
>The first NSSS shows have been so popular that we've decided to
>throw the doors open to all 8-bit owners this time!

I went to one of these a couple of years ago and it was a very good day out
indeed.

Nifty machine, the SAM.

--
Brian Watson

Driving an overpowered electronic rollercoaster down the road to Hell.

183. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <693gbk$oo0$1@flood.xnet.com>
Source record: 67284

Bostone1 (bostone1@aol.com) wrote:
: And by the way, the lack of BASIC in the first Ataris was just something ahead
: of their time. Atari wanted the first computers for the home to be something
: that wasn't expected to be programmed, but ready to use with programs already
: written. Kind of like things are today.

I can only suspiciously frown at such a contention. My guess is it was more a question of economics (keeping the price of the machine down by not licensing a BASIC for shipment in all systems) than it was some "forward-thinking" on Atari's part. Note that I don't think that BASIC is necessarily the best way to boot up a computer, but I don't think they stood apart from their generation because of any great vision. (Would you also contend that they were ahead of their time in advocating that a piece of equipment costing hundreds of dollars be used as a notepad?)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

184. Atari AND CBM - Now! (Was: Atari vs. CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <693ivg$9k2@nntp02.primenet.com>
Source record: 67285
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34B50D76.4776BE06@pcpros.net>, Noah Vail <jtous@pcpros.net> wrote:
>PLEASE! I'M NOT TRYING TO START A FLAME WAR!

Flame war, advocacy, arguing the equivalence of one's computer could be construed as arguing its superiority. Flames WILL ensue, believe me.

A more useful dialogue would result from proposals of cooperation on certain fronts that one community has tackled, but another has yet to fully explore.

For example, the Atari and Commodore 64 both communicate to their disk drives using a type of serial bus. Steve Tucker's program "APE" has allowed a PC to emulate all the features of practically every known Atari I/O peripheral by the means of a simple cable with one chip in it. While there are utilities designed to connect a PC to Commodore disk drives for the purpose of copying files, there isn't much out there to reliably connect an actual Commodore 64 to a PC for the purpose of serving files. Commodore users cite fast loaders as their main obstacle. APE, however, not only emulates several variations of fastloading, but it supports better, faster access routines that have ever been possible with a real disk drives. Commodore users should be interested in how this was accomplished, and whether the methods Tucker used would apply to tackling the mystery that is the 1541.

That's one place to start. I'm sure you all can think of other things.

--
Nick Bensema <nickb@primenet.com> 98-KUPD Red Card #710563 UIN: 2135445
~~~~ ~~~~~~~ ~~~~~~~~~~~~~~~~~~~~ Prepare ship for ludicruos speed!

http://www.climatefacts.org/ - Everyone but the bad boys have to behave.
~~~~

185. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34b65092.57283072@news.pressenter.com>
Source record: 67286

Remember all... MIPS means millions of instructions per second. A MIPS rating does not track how much processing an instruction does or how complex it is. Intel chips are CISC, while the 65xxx series chips are RISC. Though many CISC instructions MAY take more than 1 machine cycle, they often do the work of many RISC instructions. There is some food for thought too.

*** Please make sure responses are also sent via email.

186. Re: Help Need Working Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34b753b4.58086077@news.pressenter.com>
Source record: 67287

On Thu, 08 Jan 1998 00:18:47 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

[Just stabbing in the dark here:
[
[The problem may be that the emulators he tried don't
[support faking bank switching on the OSS carts or
[he hasn't turned an option to enable OSS cart
[support.

Ken, Mac/65 was released in a disk based version as well. In fact, I believe OSS released it on diskette before they put it on cartridge. If the guy was trying to run some kind of cart image then your comments are perhaps insightful. If he is trying to run a disk version then it must be something else. I tend to believe it is a disk version he was trying because he mentioned DOS XL which Mac/65 disk version was distributed with.

*** Please make sure responses are also sent via email.

187. Re: Old computer books, and Atari bashing 1983 style

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19980108225601.RAA16021@ladder02.news.aol.com>
Source record: 67288

I went to high school in Miami (graduated in 1985). By far Ataris had the most overwhelming presence. Apples and IBMs were a distant second. This is what got me into Atari 8 bits in the first place.

188. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34b95823.59220689@news.pressenter.com>
Source record: 67289

On Mon, 5 Jan 1998 04:38:20 -0600, "halifax" <halifax1@usa.net> wrote:

[I would like to hear from those of you that were big fans of
Alternate
[Reality
[email me @

I was. I had the city and dungeon.

*** Please make sure responses are also sent via email.

189. FS: Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Larry Rodriguez <lr172@bellsouth.net>
Message-ID: <34B55963.70D50BC@bellsouth.net>
Source record: 67290
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

FS: Atari XE Game System.
Includes: Keyboard, Power supply, Wico joystick, Game Gun & the
following games:
Lode Runner, Davids Midnight Magic, Hardball, Archon, Desert Falcon, Bug
Hunt &
Flight Simulator II.

Make offer through E-mail!

E-mail: LR172@bellsouth.net

190. Re: Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ba59df.59664578@news.pressenter.com>
Source record: 67291

On 7 Jan 1998 16:51:21 -0800, chambera@cs.pdx.edu (Alex Chamberlain)
wrote:

[Alan Christie <94chrisv@scar.utoronto.ca> writes:
[
[>On Tue, 6 Jan 1998, Maury Markowitz wrote:
[
[>> In article <34B25B8C.DA419473@wwa.com>, atebit@wwa.com wrote:
[>>
[>> > Just wondering what everybody thought of Turbo Basic.
[>>
[>> Use it, it's a wonderful product. Likely the best BASIC on any
8-bit machine.
[>>
[>> Maury
[>very nice product but drove me crazy because it didn't like another
DOS I
[>tried except for Dos 2.5 (and equivalents) Bleah...
[
[Funny, Turbo BASIC works fine for me with MyDOS... I can boot off a
DS/DD
[floppy (with an XF551) and everything.
[
[
[--
[+---+
[Alex Chamberlain BeOS Developer
#9460
[chambera@cs.pdx.edu
http://www.cs.pdx.edu/~chambera
[+---+

Turbo Basic generally runs fine with anything that doesn't usethe RAm
under the OS ROMs. Sparta (except old 1.x and X configured not to)
uses that area and so is not compatible. Too bad the best basic and
the best dos aren't more compatible.

*** Please make sure responses are also sent via email.

191. Re: Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980108171352.17043F-100000@fissure.scar.utoronto.ca>
Source record: 67292

On 7 Jan 1998, Alex Chamberlain wrote:

> >very nice product but drove me crazy because it didn't like another DOS I
> >tried except for Dos 2.5 (and equivalents) Bleah...
>
> Funny, Turbo BASIC works fine for me with MyDOS... I can boot off a DS/DD
> floppy (with an XF551) and everything.

I guess I got so used to SpartaDos I left all the other doses (like SMART DOS, or TOP DOS, or even MyDos..) out of the bunch MyDos probably is the best on in terms of compatibility...

I dont remember testing it with MyDos, but it probably should work. I consider MyDos a Dos 2.5 derivative with some extra drive support, sub-directories, and hard drive support.

(oh yeah I think MyDos supported time and date stamping but I'm not sure.)
I guess I was destined to loved command line processing.

(look at me now.. it's not UNIX (or a derivative of Unix) its crap! YOu can tell a real programmer at school. If you are forced to used Windows 95, the real programmers ALWAYS drop to MS-DOS to do file operations.. none of this File Mangler (or whatever they call it now!) heh heh
:) <grin>

Alan
University of Toronto
Computer Science, Management and Economics

192. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980108172602.17043G-100000@fissure.scar.utoronto.ca>
Source record: 67293

On Thu, 8 Jan 1998, Kenneth Jennings wrote:

> Forcing the user to type something to get going is easier than
> autobooting software? Easier for who? Lazy programmers? Certainly
> not the user.
>
> >: Atari: Many graphics and text modes assignable on a scan-line basis.
>
> >: Commodore: Few modes, each full-screen.
>
> >This is a bit of an oversimplification. The 64 has a pretty wide variety
> >of graphical modes that have been "discovered" over time,
>
> How about some specifics here?

> Most of my friends who ended up with a C64 didn't really want
> it. Their parents bought it, because it was cheap and they
> had no other clue about computers.
>
> When the C64 came out there was virtually no support for it
> compared to the developer base built up for the Atari 8-bit
> over the previous years. The "tremendous support" only
> developed *after* a lot of people were bamboozled into buying
> a cheap computer.

"I adore my 64"
--Remember those CHEEZY commercial for Commodore.. Cheesy, but how many
Atari 400/800/XE/XL commercials did you see? I dont remember seeing any..
well I did see some Atari 2600 and Lynx commercials

No wonder Atari could never shed the video game image..

Alan
University of Toronto
Computer Science, Management and Economics

193. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980108173932.17043H-100000@fissure.scar.utoronto.ca>
Source record: 67294

One thing about that C64.. it did have some really neat games that were never really ported to the 8bit. (or at least I never got to see)

GUNSHIP
Maniac Mansion (ah man I used to waste my whole lunch hour playing that silly game in grade 4)

And some of the role playing games, (Apart from Alternate Reality, the 8bit RPGs were on the weak side..) Granted Phantasie was good, but it played SO SLOOOOOOW.

I think the old reminiscing is good for the soul. Let's us reflect where we were, and where we are now...

And the C64 had much more software support (in the later years, late 80s) As Atarians we all know what happens to Atari software in the late 80s..)

It disappeared!

Alan
University of Toronto
Computer Science, Management and Economics

194. Re: Visit WWW.WIN-SHAREWARE.COM !!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980108174318.17043I-100000@fissure.scar.utoronto.ca>
Source record: 67295

On Thu, 8 Jan 1998 wm@win-shareware.com wrote:

> Greetings,
>
> For the latest in Windows 95 Shareware, visit WWW.WIN-SHAREWARE.COM
>
> Be sure to enter our monthly drawing for a chance to win registered shareware!!
>
> Shareware Authors! Upload your windows products to the hottest new shareware
> site on the net!!!
>
>
> Regards,
>
> G. Mace
> WIN-SHAREWARE.COM

Boy, this guy must be a real rocket scientist. Either he ported Windows
95 over to the 8bit or ......

Alan
University of Toronto
Computer Science, Management and Economics

195. Re: New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: spam_this@juno.com
Message-ID: <34b55f07.10197583@news.acns.nwu.edu>
Source record: 67296

>Commie monitors were among the best matched to Atari 8-bits.

No kidding. I still use my 1702, and I made adaptors to run my S-VHS recorder through it. The best composite (separated) picture I've seen.

As I remember, the 1802s were no longer made by JVC and were nowhere near as good. Is that your recollection?

Regards,
Gavin Stokes

196. I need Miner 2049er, please!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: spam_this@juno.com
Message-ID: <34b65f9b.10345986@news.acns.nwu.edu>
Source record: 67297

Anyone out there have this game? I have a bunch of games to trade.

There was a revision of the game that fixed a defect: The early versions didn't accelerate the guy's running or increase his jumping distance at the highest levels, hence the game was impossible to finish.

The cheat to get to the highest level was to type in the phone number of the software company, and then press the number of the level you wanted to go to. In this way, you could determine if you had the fixed version. But I'll take any version.

Thanks.

Gavin Stokes
gstokes at ils.nwu.edu
(replace the anti-spamming "at" with "@")

197. Andersen Consulting using Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: spam_this@juno.com
Message-ID: <34b76219.10983533@news.acns.nwu.edu>
Source record: 67298

I just stumbled across this newsgroup and thought you all might be interested in a modern-day use of the Atari 8-bit.

As a major Atari 8-bit user and proponent since junior high, I spotted the trademark character set and fine scrolling of an 800 in the halls of Andersen Consulting's worldwide training center in St. Charles, IL. Each hallway has a monitor telling people where to go for their classes, and these schedules are all displayed by an Atari!

I left Andersen in '94, but they were still using the Atari the last time I was out there.

And you thought AC only used COBOL!

Gavin Stokes

198. C64 hard disk support

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980108174834.17043J-100000@fissure.scar.utoronto.ca>
Source record: 67299

Just out of curiousity, what was the C64 hard disk support like. Anyone knowledgable can throw out the C64 hard disk support history? Atari 8bits appeared to have HD support with the DINOSAUR ATR-8000 way back in the good old days as well as the Corvus hard disk. the MIO and Black BOx I feel revolutionized HDs on the 8bit.

Is there a device that allows a C64 to access over 100 megs of hard drive space (using MFM/RLL and EVEN SCSI or IDE hard disks?)

Someone mentioned C64s have ramdisk support? The 8bit had it with the Axlon way way back.. and what is the ramdisk size limit on the c64?

I think the EXPANDABILITY of the machine and how its being used now speak louder than original design features. While original design is important, all the add-on make the system what it is. I have always said if you are using an 8bit with a BlackBox/hard Disk/Ram Disk system you are using a crippled Atari...

And speed! How fast is the fastest C64 floppy? fastest C64 Hard disk?

And of course this is a heavily ATari 8bit biased newsgroup. I don't think the C64 can have their experts offering opinion if this post isn't read by all 8bit users.

Alan
University of Toronto
Computer Science, Management and Economics

199. More Atari Stock Added! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <693pm9$9rn$1@user1.teleport.com>
Source record: 67300
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

200. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34B581B4.650BFD98@pcpros.net>
Source record: 67301
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

If you don't have anything constructive to say, go away.

I was talking to people who actually cared.

N.V.

201. Trouble shoot....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Mike LaRue <banditNOSPAM@cdsnet.net>
Message-ID: <34B59804.64DF@cdsnet.net>
Source record: 67302

Sold all most of my service manuals last years, now have a problem
with my XE,

Green screen...

Is that ram??

--

><><><><><><><><><><><><><><><><><><><><><><><><
> 1979 Atari 400 1981 Atari 800 <
> <><> <
> St's and PC's HoHum Amiga's < Remove NOSPAM from name
> <><> < To email
> Now! Saturn-N64-PSX-3DO-Jag-MORE! <
> <><> <

202. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <694a29$1rc$1@newsd-121.bryant.webtv.net>
Source record: 67303

That would be funny, a group of people 20 years from now with their old packard bells in a newsgroup.... But, please, you are comparing apples and oranges. Yes, I think the Atari was superior to the C64. (I do wish I could run some of their programs, though.....) But they weren't THAT bad. Packard Bell IMHO is much worse....

203. Re: how to connect two atari 800 together

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Glenn R Cummings <kg7il@foxinternet.delete_this.net>
Message-ID: <34B4D756.C24E4787@foxinternet.delete_this.net>
Source record: 67304

In the mid 80's I constructed a device that allowed to 800's to share
the I/O devices. Because the data cable supported a busy line, I was
able to isolate the 800 that was not busy. The chip switched the t/r
lines.

It worked reliably and predictably. The second 800 would either retry
until the I/O was avaialable or time out. I didn't find any software
that couldn't recover and retry after the timeout.

With this device I was able to leave my 800's connected and use the
Printer, Disks and Serial Interface. I probably have it in a box
somewhere.

Thomas Grasel wrote:
>
> Want do you want to do? A connection to transmit data between the
> computers or you want to share drives between the two computer?
>
> Thomas
>
> ----------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

204. Re: Help Need Working Mac65(original poster)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34B5AA77.3ED3@sprynet.com>
Source record: 67305

Hi everybody,

thanks for your help, I finally got a working version. Thanks to
everybody who aided. :D.

Oh joy :)
danny
dalabast@sprynet.com

205. Re: Anadisk

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <34B415AA.8F07C59A@ch.twi.tudelft.nl>
Source record: 67341

Hi Ben,

> Has anyone got Anadisk to work to transfer files from Atari to IBM.
> Everytime I try to "dump" a disk I get a failed reset error.
> I'm using Anadisk 2.07. If anyone has any suggestions to help
> me out I would be most thankful. Or any other programs that would
> do the same thing.

I had exactly the same problem. The simple, yet elegant fix: use
ANADISK 2.06! You can get it from my Atari page:
http://ch.twi.tudelft.nl/~sidney/atari

Hope this helps!

Bye, Sidney Cadot

206. Re: Help Need Working Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b41ada.40132970@news.aatech.com>
Source record: 67342

On Wed, 07 Jan 1998 11:30:20 -0600, Noah Vail <jtous@pcpros.net> wrote:

>I think I have this(I have some type of MAC assembler & manual.)
>I've never tried to run it tho, but I assume it works.
>If you really need it, I can set up my old 800xl and try it out.

>Let me know if i should go to the trouble.

Mac/65 is a back switching cartridge AFAIK which means if
you have an 8-bit you must have the actual ROM to run it.
A disk image won't do.

Just stabbing in the dark here:

The problem may be that the emulators he tried don't
support faking bank switching on the OSS carts or
he hasn't turned an option to enable OSS cart
support.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

207. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b41d04.40686539@news.aatech.com>
Source record: 67343

On Wed, 07 Jan 1998 15:49:39 -0600, Noah Vail <jtous@pcpros.net> wrote:

</silly sarcasm mode on>

>AsciiRider wrote:

>> Tisk Tisk

>> Advertising for the commie company. Just whose side are you on anyway?

>I know you're joking here, but I've never understood the Atari/CBM rivalry.

>If you look at every 8-bit computer every made the Atari 800/C=64 are the closest
>related machines of all time. Each computer had advantages/disadvantages over the
>other, but these machines have so much in common that a rivalry is just plain
>counter-productive.

Did commodore make an 8-bit I know nothing about? They don't
have squat in common. Well, other than the fact that C64s make
really good, ummm, er, ahhh, matter of fact, now that I think
about it C64s really aren't good for anything.

>If comp.sys.atari.8bit and comp.sys.cbm were working together, the Atari would
>be running SLIP code right now. The same code runs on both machines with only
>minor modifications.

What planet are you coding on? Unless you're writing beginner's
assembly loops to count from 1 to 10 the code on the computers is
vastly different because graphics, sound, IO, memory locations,
expansion devices, etc. are entirely different.

>The c64 user base is huge and Atarians can't afford ignore it.

Why not? Their software doesn't run on the Atari. Except for
joysticks and monitors their peripherals don't work with the Atari.
It's not 1984 anymore; there won't be a huge 8-bit revival; this
is all just the playthings of a few hobbyists. So, who really cares
what they're doing with the C64?

>Could you see an Atari with twin SID chips for stereo sound?

Yes, I'm certainly dying to have lame, tinny sound on my Atari.
BTW, a similar hack exists to put two POKEYs into an Atari.

>An ANTIC/POKEY cartridge for C64?

Practically impossible. CPU/Video/RAM work substantially
differently on the C64. To get ANTIC to work on the C64 you
would basically have to replace everything and then all you

would have is a very clunky Atari 8-bit.

>Remember the Apple II, uppercase-only characters and a speaker that went beep?
>Or the original IBM PC? CP/M?

>Both Atari and CBM were years ahead of these guys
>with products that cost less than half the price.

Until nearly the end, the Atari 8-bit hardware and peripherals
were usually more expensive than the Commodore 64 stuff (you do
get what you pay for). Also, before the motivation to cut prices
came (the C64 appeared) Atari hardware was very expensive.
Anyone remember those $500 SS/SD 810 floppy drives?

Commodore only lead the pack in making cheap, functionally-
impaired hardware for the lowest cost. They were good at
exploiting consumer ignorance, not making powerful computers.

>The 800xl and c64 are closely related brothers, no other computers from
>the 8-bit era were so powerful or innovative, except maybe the COCO 3
>because of the 6809 CPU and OS9.

The word powerful and innovative in the same thought with the C64.
It boggles the mind. The Atari 800 came out some four years before
the C64. The C64 had fewer graphics modes, fewer sound voices,
a slower processor, and zero OS support for the graphics and sound
that it did have. Some huge advance for 4 years of Commodork R&D.
The only thing really different about the C64 was a dirt cheap price
tag. Oh, and horrendous reliability problems. All my friends always
had a computer or a floppy drive being fixed. Did someone say you get
what you pay for earlier?

>I love and use both machines.

May I call you Sybil?

>Can't we all just get along?

No. Who took my pile of bricks?

</silly sarcasm mode off>

Golly, but that was fun.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

208. Re: Help Need Working Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <FF41vcACKCt0EwhZ@signus.demon.co.uk>
Source record: 67344

In article <34AD1145.2A79@sprynet.com>, dan <dalabast@sprynet.com>
writes
>The result of running Mac65 is this: usually the disk it is on loads and
>boots. all the dos XL commands work. running MAC65, from menu or command
>prompt results in garbage; alot of large colorful letters of all
>characters and system crash, pressing the keyboard moves the screen
>garbage around and then locks up, after the keyboard buffer fills :(.
>the file shows up as a 15,000kb file under dos or a 124 block file under
>dos XL. this is the one that seems to be corrupted. And again all the
>atari sites have the same file with (different names) the same boot
>readme, refering to Fine toon engineering.
>
>Help! :)

It sounds like your running MAC65 with the Atari BASIC enabled (to
confirm this type "CAR" from DOS XL). Disable BASIC and MAC65 should
work as expected.

HTH
--
David J. Firth

209. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b42eb4.45215129@news.aatech.com>
Source record: 67345

On Wed, 07 Jan 1998 23:25:30 GMT, bryede@emi.net (Bryan Edewaard) wrote:

>On Wed, 07 Jan 1998 15:49:39 -0600, Noah Vail <jtous@pcpros.net>
>wrote:
>
>>I know you're joking here, but I've never understood the Atari/CBM rivalry.

[snippity]
> but here's a
>comparitive list of the 2 machines' features.

[snippity]

>Atari: up to 5 players (sprites) per scan line. Single color.

(Actually, if you're desperate enough to limit yourself to
two players [plus the four missiles] per scan line you can
set the priority of players so that two overlapping players
make four colors; transparent, top player pixel, bottom player
pixel, and another color where both players have overlapping
pixels [I think EOR'd from the players' colors]

>Commodore: Up to 8 sprites, multi-color.

>Note: This is where the C64 wins out. The 64's sprites generally
>looked better than Atari's.

>Anyway, I don't think that superior sprites made up for the fact that
>the 64 was harder to use:
> 1. couldn't auto-boot disk software
> 2. couldn't display upper and lower case text simultaneously
> 3. no DOS utilities provided with the 1541
> 4. unusual keyboard layout

well, in all honesty, the Atari 8-bit keyboard layout is pretty
lame, too. There are no { } characters which make C coding
really tough. ATASCII is not ASCII and that $9B instead of $0d
or $oa for end of line bugs me.

[snippity]

>>If comp.sys.atari.8bit and comp.sys.cbm were working together, the Atari would
>>be running SLIP code right now. The same code runs on both machines with only
>>minor modifications.

>I've got no problems with sharing 6502 code, and talking to 64 fans,
>but I won't pretend the machines are equal.
[snip]

Shame on you, this is the 90s. Get with the politically-
correct, relativistic standards of the age. Everyone's
computer is equal. Otherwise people who bought inferior
junk might start believing they were stupid. Then they
would have low self-esteem and it would all be your fault,
so you would have to be forced to attend computing sensitivity
and diversity training. :-)

[snippity]

>>Both Atari and CBM were years ahead of these guys
>>with products that cost less than half the price.

>And Atari was ahead of them all with a machine released in '78, not
>'82.

<... and the crowd applauds...>

[snip]

>>Can't we all just get along?

>Sure, but not if I have to call the most ahead-of-its-time micro equal
>to an inferior product designed years later.

Tsk, tsk, tsk. That wasn't very nice. Now give him a
nice, big, wet smooch and tell him his computer was always
as good as yours. Your computing diversity training begins
tomorrow at 9AM sharp. The sensitivity instructors will
pick you up. You'll recognize them by their brown shirts,
armbands, knee-high boots, and riding crops.

heh heh heh

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

210. 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: David-Editor of Blitz Fanzine! <david@persona.clara.net>
Message-ID: <34B4A544.6E64@persona.clara.net>
Source record: 67346
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

Hello all,

Just a quick posting of an event you may be interested in....

The Fourth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

The first NSSS shows have been so popular that we've decided to
throw the doors open to all 8-bit owners this time!

Whether you be an ordiary user, or any sort of support service
(magazine, software publisher, hardware creator, etc) then we'd love to
see you there. And this time, due to the success of the earlier shows,
we've managed to reduce stall costs for anyone wishing to book one!

The show is held at Wetherby, Near Leeds - within easy transport of
National Express coach, local buses etc. If you're unsure of where to
go, sending an SSAE will give you directions.

At previous shows, we've had all the top names on the SAM & Spectrym
scene; Fountain PD Library, Crashed, Impact, Quazar, Alchemist Research,
Persona, Format, Fred, Sintech, Blitz Magazine, Flexibase, SD Software
and more .... and they've all been invited for this time around too.

So don't miss out! Be there on the 28th February 1998.

For more details, call George on: 01937 583827 (after 6pm), fax 0161 476
3377 or send an SSAE to: NSSS, 32 Barleyfields Road, Wetherby, West
Yorkshire, LS22 6PW.

More information can be found on....

www.persona.clara.net/nsss/index.htm

211. Re: Antic Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <691g0f$7og$1@alexander.INS.CWRU.Edu>
Source record: 67347

(A favorite subject of mine. Following something I prepared
a while back)
A little history:
ANALOG published their first issue 1-2/81 (#1) and their
last issue was 12/89 (#79). They were supposed to be
bi-monthly at first (it took 32 months to publish the first
12 issues), then they went monthly pretty regularly until
10/87 (#58), when there was a six month gap, until 4/88
(#59) when LFP bought them.
Antic started 4/82 (Vol. 1 No. 1) and was bi-monthly for
the first year, until Vol. 2 No. 1 (4/83), when they went
monthly. Antic published monthly pretty regularly until 9/89
and went bi-monthly from 10-11/89 to 6-7/90 (Vol. 9 #2, last
issue of separate Antic.) Antic was then put as a
department in STart for four months and then STart published
their last two combined ST and 8-bit magazines 2-3/91 and
4-5/91, which was the last issue of both Antic and STart.
There were about 94 Antics, including the Antic section of
STarts.

Russ Gilbert

212. Re: Antic Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <691kv2ovv1@alexander.INS.CWRU.Edu>
Source record: 67348

(revised ANALOG paragraph)
A little history:
ANALOG published their first issue 1-2/81 (#1) and their last issue was 12/89 (#79). They were supposed to be bi-monthly at first, but were more like tri-monthly, taking 3 years to publish the first 14 issues. The months were not put on the cover of most of the first 14 issues. Then, beginning 1/84 (issue #15), they went monthly for 45 months until 10/87 (#58). There were 43 issues during that 45 month period. Then, from 10/87 to 3/88 there was a six month gap. LFP bought them and published monthly for twenty issues beginning 4/88 (#59) until the last issue #79 12/89. ANALOG then 'sold' or 'gave' their subscribers to Antic for an 'equivalent' number of remaining magazines. I'd like to know who now owns the rights to ANALOG.

Antic started 4/82 (Vol. 1 No. 1) and was bi-monthly for the first year, until Vol. 2 No. 1 (4/83), when they went monthly. Antic published monthly pretty regularly until 9/89 and went bi-monthly from 10-11/89 to 6-7/90 (Vol. 9 #2, last issue of separate Antic.) Antic was then put as a department in STart for four months and then STart published their last two combined ST and 8-bit magazines 2-3/91 and 4-5/91, which was the last issue of both Antic and STart. There were about 94 Antics, including the Antic section of STarts.
Russ G.

213. Re: FS:Atari XE Game machine

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: cyclopse@ix.netcom.com
Message-ID: <691p5e$t7i@sjx-ixn4.ix.netcom.com>
Source record: 67349
Cross-posted to:
comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari

"Mike Casey" <casey@slcnet.net> wrote:

>For sale:

>Atari XE game machine...this is a special release of the Atari 130XE
>computer built with gamers in mind. It has a detachable keyboard, cartridge
>slot on top (instead of the back) easier access to the joystick ports, and
>"Missile Command" built in. Also plays all 400/800/XL/XE carts

>Great condition, complete & ready to run.$25 + shipping

No thanks. The one I picked up at a flea market for $5 works just
fine. You forgot to mention the light gun.

214. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <691qpq$97c$1@flood.xnet.com>
Source record: 67350

Bryan Edewaard (bryede@emi.net) wrote:
:
: Actually, Atari owners do have a reason to dislike the 64. The 64 is
: inferior in just about every way.

<snort>

: >If you look at every 8-bit computer every made the Atari 800/C=64 are the closest
: >related machines of all time. Each computer had advantages/disadvantages over the
: >other, but these machines have so much in common that a rivalry is just plain
: >counter-productive.

I disagree with this contention, BTW. The 64's total lack of reliance on
an externally booted OS before the user gets real control of the machine
sets it apart in its generation. (Yes, this can be a disadvantage for
-some- things. But it makes it a hell of a lot easier to get started.)

: Atari: Many graphics and text modes assignable on a scan-line basis.
:
: Commodore: Few modes, each full-screen.

This is a bit of an oversimplification. The 64 has a pretty wide variety
of graphical modes that have been "discovered" over time, and you most
certainly can switch between them on a single screen.

: Atari: up to 5 players (sprites) per scan line. Single color.
:
: Commodore: Up to 8 sprites, multi-color.

8 sprites per scan line, you mean.

: Anyway, I don't think that superior sprites made up for the fact that
: the 64 was harder to use:
: 1. couldn't auto-boot disk software

No big deal, you learn pretty quick that LOAD"*",8,1 gets you started with
90% of all commercial software. I think that's a reasonable tradeoff for
never ever having to worry about a DOS disk.

: 2. couldn't display upper and lower case text simultaneously

This is an outright lie.

: 3. no DOS utilities provided with the 1541

I'll give you the benefit of the doubt on this one, presuming you either
never got a full 1541 package or one that somehow predated the standard
"test disk" included with every one I've ever seen. But you're still

wrong.

: 4. unusual keyboard layout

The Atari's layout is a little weird, too. Hardly a "difference" in this department.

: had fewer hardware features, and was more difficult to program for.

This is a generalization, which leads me to believe that you actually have no idea what the "hardware features" of the 64 are, nor how to program for them.

: But it was cheap. In a day when no one really understood what they
: were buying, they flew off the shelves.

People knew exactly what they were buying--a cheap, good computer for which there was tremendous support.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

215. Re: New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: The_Shadow@spnt.com
Message-ID: <691t7a$o1i$1@news.chatlink.com>
Source record: 67351

Hey, they are great monitors for the Atari!

The Shadow

AsciiRider <atebit@wwa.com> wrote in message
<34B3A945.3AAD26CC@wwa.com>:

>Tisk Tisk
>
>Advertising for the commie company. Just whose side are
you on anyway?
>
>:)
>
>The Shadow wrote:
>
>> While cruising the web I stumbled across some NEW C=
Color Monitors for
>> sale.
>>
>> If you're interested, they can be found at:
>>
>> http://www.cmdweb.com/misc/newstuff.phtml
>>
>> Happy Holidays,
>>
>> The Shadow
>
>
>
>
>

216. Re: Antic Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02408000R0801980024030001@news.northcoast.com>
Source record: 67352

In article
<Pine.GSO.3.95.980107133600.7297B-100000@fissure.scar.utoronto.ca>, Alan
Christie <94chrisv@scar.utoronto.ca> wrote:

> When was the last one published?

The final issue was volume 9, number 2: June/July 1990.

You can see all the Antic covers at http://www.atarimagazines.com/covers/

--Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com

217. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Olav Queseth <olav@radio.kth.se>
Message-ID: <34B497FC.C23B6418@radio.kth.se>
Source record: 67353

Kenneth Jennings wrote:

> Commodore only lead the pack in making cheap, functionally-
> impaired hardware for the lowest cost. They were good at
> exploiting consumer ignorance, not making powerful computers.

Replace "hardware" and "computers" with software. Then replaceCommodore with
M......t.

Gee in 20 years time someone might be trading original copies of
Windows 95... 8-) Scary thought.

Regards Olav

218. Re: FS:Atari XE Game machine

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <884252594.1968898059@dejanews.com>
Source record: 67354

In article <01bd1b95$9c69d320$4418dad0@hal>,
"Mike Casey" <casey@slcnet.net> wrote:
>
> For sale:
>
> Atari XE game machine...this is a special release of the Atari 130XE
> computer built with gamers in mind. It has a detachable keyboard, cartridge
> slot on top (instead of the back) easier access to the joystick ports, and
> "Missile Command" built in. Also plays all 400/800/XL/XE carts
>
> Great condition, complete & ready to run.$25 + shipping

Actually, it's a 64k machine like the 65XE rather than the 128k 130XE.
Still, you can get more than that for it. I suggest eBay.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

219. Re: FS:Atari XE Game machine

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <884254455.1987510278@dejanews.com>
Source record: 67355

In article <34B4166E.2781@gte.net>,
Dan Mazurowski <smedley.antispam@gte.net> wrote:
>
> Mike Casey wrote:
> >
> > For sale:
> >
> > Atari XE game machine...this is a special release of the Atari 130XE
> > computer built with gamers in mind. It has a detachable keyboard, cartridge
> > slot on top (instead of the back) easier access to the joystick ports, and
> > "Missile Command" built in. Also plays all 400/800/XL/XE carts
> >
> > Great condition, complete & ready to run.$25 + shipping
>
> Actually, the XE Game Machine is a re-packaged 65XE, not a 130XE. The
> important difference is in the amount of RAM on board (only 64K, while
> the 130XE had 128K).
>
> BTW, that's a good price if you are including the power supply.

And, by the way, complete should include the pack-ins (FS2 and Barnyard
Blasters) and the Light Gun... I've seen the gun alone go over $20 on
eBay.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

220. Star NET BBS new number

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980108112801.GAA14399@ladder02.news.aol.com>
Source record: 67356

```
Star NET BBS has a new number..

(407) 737-8704 24hrs 7days 500 megs online 300-19.2

*** Where Atari Rulez ***
```

221. new www page

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Dhor <dhor@iko.zakopane.top.pl>
Message-ID: <34b4b9c2.0@news.tpnet.pl>
Source record: 67357

```
8bits atari
Hey ! look at new page, still under construction ;)
http://dhor.zakopane.top.pl
scene news, and so on
```

222. coming soon : another CP

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Dhor <dhor@iko.zakopane.top.pl>
Message-ID: <34b4beaa.0@news.tpnet.pl>
Source record: 67358

```
There will be another Copy Party in poland
for amiga-atari-pc-c64 users.
PLace : Czestochowa
When : propably June
More information for some days...

dhor
```

223. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34B4C6FE.AC0497DB@ix.netcom.com>
Source record: 67359

Olav Queseth wrote:
>
> Kenneth Jennings wrote:
>
> > Commodore only lead the pack in making cheap, functionally-
> > impaired hardware for the lowest cost. They were good at
> > exploiting consumer ignorance, not making powerful computers.
>
> Replace "hardware" and "computers" with software. Then replaceCommodore with
> M......t.
>
> Gee in 20 years time someone might be trading original copies of
> Windows 95... 8-) Scary thought.
>
> Regards Olav

All,
When I first got into Personal Computers there only a few choices. At the time, the Atari 800 and the C64 were the best choices (1982). I had the opportunity to play with these systems days on end for free. I was selling these puppies. As you can see, I chose the Atari. It was, at least for me, the easiest to program and did so much more than any of the others. The only thing that bothered me was the price. In those days, prices were a bit prohibitive. Even to this day I have access to both systems and still lean heavily toward the Atari. I have a couple of 130XEs.
BTW, On the C64, how do you LIST a BASIC program to disk or to a printer? Hoe do you ENTER text based BASIC code into the C64 BASIC? Is there a simple way to convert PETASCII to real ACSII (or ATASCII)? Even though the Atari 8-bit uses odd EOL and back space characters it is easy to compensate for. PETASCII files are a real female dog to convert. My father has a bunch of stuff done in a Timeworks word processor (straight text no formatting) that he wants to have converted to ASCII so that it can be imported to Winword. I guess I should drop by C.S.CBM and ask there.
I'll stay with my Atari 8-bit for my fun and my PC for the work stuff (and "WORK" is the operative word here).
I like the ideas this NG is coming up with. Maybe there is a future here after all.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

224. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: eduardolella@nospam.iname.com
Message-ID: <347f7fe0.25934047@news-s01.ny.us.ibm.net>
Source record: 67360

On Tue, 25 Nov 97 23:33:31 -0500, Thomas J. Andrews
<tandrews16@delphi.com> wrote:

>I must have a bad copy of Ice-T 2.71. I d/led it from Genie about a year
>ago before I left there for Delphi, and only now am I getting to try it. I
>can't get it to work at all. Seems to be a bug in the keyboard handler or
>something. Everywhere I go to use the keyboard for anything other than
>maneuvering through menus, I get a steady stream of "j"s, like this:
>jjjjjj. Try to change the path and the blank fills in with j's. Samething
>when trying to enter filenames and on the term screen itself. If I hit a
>key, that character shows up but is quickly is drowned in j's.
>
>I'm using a 320k Ramboed 130XE with an Indus drive and an XF551, and a
>14.4k modem through an 850. (no, I'm not trying to run the modem any
>higher than 9600) It didn't matter whether I had Mydos configured with a
>RAMdisk or not, same thing.
>
>Am I doing something wrong? If not, where can I get new copy of Ice-T
>2.71? Delphi doesn't have one and I haven't progressed to the point where
>I can download through the Internet. That's what I wanted Ice-T for...
>
>TJ
>
Someone please post where I can get ICE-T 2.72.

Thanks

Eduardo

225. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b4d00b.290613@news.aatech.com>
Source record: 67361

On 8 Jan 1998 06:13:14 GMT, jcompton@typhoon.xnet.com (Jason Compton) wrote:

>Bryan Edewaard (bryede@emi.net) wrote:

>: Actually, Atari owners do have a reason to dislike the 64. The 64 is
>: inferior in just about every way.

>:>If you look at every 8-bit computer every made the Atari 800/C=64 are the closest
>:>related machines of all time. Each computer had advantages/disadvantages over the
>:>other, but these machines have so much in common that a rivalry is just plain
>:>counter-productive.

>I disagree with this contention, BTW. The 64's total lack of reliance on
>an externally booted OS before the user gets real control of the machine
>sets it apart in its generation. (Yes, this can be a disadvantage for
>-some- things. But it makes it a hell of a lot easier to get started.)

Forcing the user to type something to get going is easier than
autobooting software? Easier for who? Lazy programmers? Certainly
not the user.

>: Atari: Many graphics and text modes assignable on a scan-line basis.

>: Commodore: Few modes, each full-screen.

>This is a bit of an oversimplification. The 64 has a pretty wide variety
>of graphical modes that have been "discovered" over time,

How about some specifics here?

>and you most
>certainly can switch between them on a single screen.

It requires assembly code to service an interrupt which makes
it impossible for a BASIC programmer. On the Atari you only
have to change some bytes in the display list. There is also
support built into the OS for a text window on most graphics
modes. The Atari doesn't resort to ML interrupts until you
want to put extra color on the screen, cut up players/missiles,
use multiple character sets, etc.

>: Anyway, I don't think that superior sprites made up for the fact that
>: the 64 was harder to use:
>: 1. couldn't auto-boot disk software

>No big deal, you learn pretty quick that LOAD"*",8,1 gets you started with
>90% of all commercial software. I think that's a reasonable tradeoff for
>never ever having to worry about a DOS disk.

I don't think it's reasonable. After four years of R&D Commodore
discovers a deficient and more user-hostile interface.

It's that other 10% of the software that makes life with
a C64 irritating.

>: 2. couldn't display upper and lower case text simultaneously

>This is an outright lie.

Maybe he means graphics characters and lower case?

>: 3. no DOS utilities provided with the 1541

>I'll give you the benefit of the doubt on this one, presuming you either
>never got a full 1541 package or one that somehow predated the standard
>"test disk" included with every one I've ever seen. But you're still
>wrong.

As I recall most of my friends had to type arcane things
to do things like rename files, etc.; until one of them
bought one of those quick load cartridges. In the end,
to make their C64s behave more like Ataris most people
ended up buying enough extras to make the C64 cost more.

>: had fewer hardware features, and was more difficult to program for.

>This is a generalization, which leads me to believe that you actually have
>no idea what the "hardware features" of the 64 are, nor how to program for
>them.

He was summarizing... fewer graphics modes, fewer colors, fewer sound
channels; those are the fewer "hardware features" he references. You
think maybe these things happen by magic? I would have also added
"fewer software features." A minimalistic kernal with no support
for the hardware.

>: But it was cheap. In a day when no one really understood what they
>: were buying, they flew off the shelves.

>People knew exactly what they were buying--a cheap, good computer for
>which there was tremendous support.

Most of my friends who ended up with a C64 didn't really want
it. Their parents bought it, because it was cheap and they
had no other clue about computers.

When the C64 came out there was virtually no support for it
compared to the developer base built up for the Atari 8-bit
over the previous years. The "tremendous support" only
developed *after* a lot of people were bamboozled into buying
a cheap computer.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

226. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1c3c$db5f18e0$4ac2accf@asharkis.erols.com>
Source record: 67362

Noah Vail <jtous@pcpros.net> wrote in article
<34B3F873.F14F1A4@pcpros.net>...
> AsciiRider wrote:
> >
ETC., ETC., AND SO FORTH

My, my, my! Machine Wars among adults? Takes me back a few years.

While there may be only very limited direct hardware, programming, user-interface, pricing, etc. similarities between Atari 8-bits and C-64s, I think the fact that the Commodores can do things that Atari 8-bits are not doing at present should serve as an incentive to try harder. Note that I'm not a programmer or hardware hacker by any means, just a gatherer and disseminator of news and some history.

But, doggone it, both communities have lasted longer than they were "supposed to." Who knows how long they can continue to last if each continues to challenge the other in this way?

227. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b4e5be.5846671@news.aatech.com>
Source record: 67363

On 8 Jan 1998 13:55:53 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:

>Noah Vail <jtous@pcpros.net> wrote in article
><34B3F873.F14F1A4@pcpros.net>...
>> AsciiRider wrote:

>ETC., ETC., AND SO FORTH

>My, my, my! Machine Wars among adults? Takes me back a few years.

Ain't it fun? :-)

>While there may be only very limited direct hardware, programming,
>user-interface, pricing, etc. similarities between Atari 8-bits and C-64s,
>I think the fact that the Commodores can do things that Atari 8-bits are
>not doing at present should serve as an incentive to try harder.

Such as? These are just glorified toys we're talking about. I don't
really care if someone has managed to turn a C64 with a bunch of
extra hardware into a network web server.

>Note that
>I'm not a programmer or hardware hacker by any means, just a gatherer and
>disseminator of news and some history.

>But, doggone it, both communities have lasted longer than they were
>"supposed to." Who knows how long they can continue to last if each
>continues to challenge the other in this way?

It depends; which camp has the most zealots? :-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

228. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <692po4$hg7$1@flood.xnet.com>
Source record: 67364

Robert S Ely (rely@ix.netcom.com) wrote:
: BTW, On the C64, how do you LIST a BASIC program to disk or to a
: printer? Hoe do you ENTER text based BASIC code into the C64 BASIC? Is
: there a simple way to convert PETASCII to real ACSII (or ATASCII)? Even

Listing to printer:

CMD 4 (or 5, depending on which device your printer is.)
LIST

As for converting the text, I'm a lousy programmer and I wrote a program
years ago to make the switch. It's not THAT hard. It's just a matter of
shifting most things by the same amount.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

229. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <692qnkhvg1@flood.xnet.com>
Source record: 67365

Kenneth Jennings (kenneth@spam.not.sayeth.i) wrote:
: >I disagree with this contention, BTW. The 64's total lack of reliance on
: >an externally booted OS before the user gets real control of the machine
: >sets it apart in its generation. (Yes, this can be a disadvantage for
: >-some- things. But it makes it a hell of a lot easier to get started.)
:
: Forcing the user to type something to get going is easier than
: autobooting software? Easier for who? Lazy programmers? Certainly
: not the user.

I think you guys are missing the point--what you give up in autobooting,
you gain in having instantaneous access to BASIC. No cartridge required.
THAT was the reason, not some deficiency in the R&D or outright malice. A
bit more useful than booting into a notepad, methinks.

: >This is a bit of an oversimplification. The 64 has a pretty wide variety
: >of graphical modes that have been "discovered" over time,
:
: How about some specifics here?

I'll see what I can do about working up a list. No, it's not likely to be
the massive tome Atari computers since the 400 to the Falcon have enjoyed
putting up. But people have found ways to interlace the display which
leads to some very interesting results. The 16 color barrier has also
been broken. You see, you can trick the 64's VIC chip into generating
colors beyond its normal set because of the way it stores and displays
them. It in effect tries to display one color on top of another.

: >and you most
: >certainly can switch between them on a single screen.
:
: It requires assembly code to service an interrupt which makes
: it impossible for a BASIC programmer. On the Atari you only
: have to change some bytes in the display list. There is also
: support built into the OS for a text window on most graphics
: modes. The Atari doesn't resort to ML interrupts until you
: want to put extra color on the screen, cut up players/missiles,
: use multiple character sets, etc.

Ok, fair enough. However, the method was very well documented for
assembly programmers (wasn't there some issue of Atari keeping all of its
developer material secret for a very long time?)

: >No big deal, you learn pretty quick that LOAD"*",8,1 gets you started with
: >90% of all commercial software. I think that's a reasonable tradeoff for
: >never ever having to worry about a DOS disk.

:
: I don't think it's reasonable. After four years of R&D Commodore
: discovers a deficient and more user-hostile interface.

I think it's reasonable, you don't. This is hardly going to go much
further. Let me just say that I -greatly- preferred the process of typing
in a load command to creating a boot disk on another computer.

: It's that other 10% of the software that makes life with
: a C64 irritating.

That all comes with booting instructions. Probably right on the label,
too.

: >: 2. couldn't display upper and lower case text simultaneously
:
: >This is an outright lie.
:
: Maybe he means graphics characters and lower case?

Maybe you mean that, he quite clearly said "upper and lower case," but
it's -still- not 100% true, only in default mode. You can do all sorts of
impressive things with remapping the character set.

: As I recall most of my friends had to type arcane things
: to do things like rename files, etc.; until one of them
: bought one of those quick load cartridges. In the end,
: to make their C64s behave more like Ataris most people
: ended up buying enough extras to make the C64 cost more.

As a 64 user who bought some of those things, I can assure you that the
goal was not to make my machine act more like an Atari. I like the Atari
I have (got it a couple of years ago), and while it's very neat I have no
regrets about having a 64 as my primary computer during those formative
years.

The DOS wedge was standard on the 1541 disk. There were also plenty of
programs you could use (much like booting into a DOS) to automate the
process of formatting, deleting, etc.

(And tacking on an extra $40-$50 bucks was often well worth it, as the
later cartridges did things I've never heard a stock Atari coming close
to.)

: >People knew exactly what they were buying--a cheap, good computer for
: >which there was tremendous support.
:
: Most of my friends who ended up with a C64 didn't really want
: it. Their parents bought it, because it was cheap and they
: had no other clue about computers.
:
: When the C64 came out there was virtually no support for it
: compared to the developer base built up for the Atari 8-bit

: over the previous years. The "tremendous support" only
: developed *after* a lot of people were bamboozled into buying
: a cheap computer.

I guess I grew up on a different block than you. We all welcomed our 64s.
I hardly feel "bamboozled." And it didn't take very long for that support
to emerge--by 1983, most major software companies were putting out 64
versions side-by-side everything else.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

230. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980108175501.MAA11585@ladder01.news.aol.com>
Source record: 67366

OK, my 2 bits...

I, too, am a Jay Miner fan. I went from Atari 8 bits to Amiga because I wanted to follow his designs. When I looked for the first computer I could afford, the prices narrowed the choice down to an Atari 400 with that awful membrane keyboard, and a Vic 20. I read Compute and Byte magazines all the time and decided on the 400. Yes, the Vic had a much better keyboard and I had been programming my father's PET, so you'd think I'd have gone with the Vic. But when I found out about the huge choice of playfield graphics modes, the Antic and GTIA, the color indirection, and the priorities you could place on player-missles, I had to have an Atari. A series of articles in Byte was what really got be going.
So even though I had a lot of fun with that old PET computer, Atari won my heart.
And by the way, the lack of BASIC in the first Ataris was just something ahead of their time. Atari wanted the first computers for the home to be something that wasn't expected to be programmed, but ready to use with programs already written. Kind of like things are today.

Bob Stone

Bostone1@aol.com

231. games in ATR for my PC via french

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34B5112C.3F22@wanadoo.fr>
Source record: 67367

THANKS
Alain
french

232. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34B50D76.4776BE06@pcpros.net>
Source record: 67368
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

PLEASE! I'M NOT TRYING TO START A FLAME WAR!

I'm cross-posting this in hopes of opening up a dialog.
Maybe it's a big foolish mistake, but as an owner and
lover of several 6502 boxes, I figure, it's worth a shot.

If u want to argue about your machine, please do it thru private email.

Noah Vail wrote:
>
> AsciiRider wrote:
> >
> > Tisk Tisk
> >
> > Advertising for the commie company. Just whose side are you on anyway?
> >
> > :)
> >
>
> I know you're joking here, but I've never understood the Atari/CBM rivalry.
>
> If you look at every 8-bit computer every made the Atari 800/C=64 are the closest
> related machines of all time. Each computer had advantages/disadvantages over the
> other, but these machines have so much in common that a rivalry is just plain
> counter-productive.
>
> If comp.sys.atari.8bit and comp.sys.cbm were working together, the Atari would
> be running SLIP code right now. The same code runs on both machines with only
> minor modifications.
>
> The c64 user base is huge and Atarians can't afford ignore it.
>
> Could you see an Atari with twin SID chips for stereo sound?
>
> An ANTIC/POKEY cartridge for C64?
>
> Remember the Apple II, uppercase-only characters and a speaker that went beep?
> Or the original IBM PC? CP/M?
>
> Both Atari and CBM were years ahead of these guys
> with products that cost less than half the price.
>
> The 800xl and c64 are closely related brothers, no other computers from
> the 8-bit era were so powerful or innovative, except maybe the COCO 3

> because of the 6809 CPU and OS9.
>
> I love and use both machines.
>
> Can't we all just get along?
>
> N.V.

Bryan Edewaard wrote,

>>Actually, Atari owners do have a reason to dislike the 64. The 64 is
>>inferior in just about every way.

(whew) - You Atarians are a mellow bunch, aren't you?

My entire point seems to have been lost.

The c64, Atari, and Apple II boxes are the only
6502 machines standing, i.e., still have a user base.

I wanted to avoid a flame war(which is why I didn't crosspost to comp.sys.cbm)
but it seems you guys are extremely bitter about the market success of the c64.

I wanted to get beyond the "my machine can beat-up your machine" mentality.

I guess I'll play CBM advocate respond...

>>These machines have a 65XX in common, and it pretty much stops there.

Nope, how about these simularities: Player Missles - Sprites, Joystick/Paddles,
320x192 screen - 320x200 screen, Intelligent Peripherals, etc.

>>I own a 64 and play with it from time to time, but here's a
>>comparitive list of the 2 machines' features.

>>Atari: Full extendable OS with device virtualization and auto boot
>>capability.

The old "Only Atari has a true OS" argument doesn't fly. Just 'cause
you due everything through one call, that doesn't make it superior.
The c64 has plenty virtual devices like ramdisks.

If I want autoboot, I'll start up in 128 mode.
What's that you say? The 128 isn't a true c64?
Thats another thing, CBM line continued to advance and improve.
Atari's are essentially unchanged since the old 800.

>>Commodore: "Kernel" containing start-up code, and a library of
>>dedicated hardware routines.

Nope, hardly dedicated. CBM uses a jump table of calls, many of them
vectored thru RAM - very extensible. The same 'CHROUT' call will work
on all CBM machines from the PET to the 128.

>>Atari: Unified serial interface for chained IO expansion.

And that's where Atari's IO ends(discounting joysticks)

The c64 had a "dedicated serial interface for chained IO expansion"
- what's your point? - that the Atari is better because it only has one port?
You had to pay big bucks just to get a serial connection.

>>Commodore: Several different dedicated ports.

Well let's take em one at a time...
User Port, hardly dedicated, it was used for modems, data acquisition,
printer interfaces, RS-232, etc.

The c64 device bus was a serial version of the IEEE interface
(although admittedly slow at first.)

The cartridge port allows DMA, for accelerators (4MHz 65C02, 20MHz 65816, etc),
for foreign CPUs like the Z-80, etc.

>>Atari: 4 voice sound chip, square wave
Wow, just like the Vic-20.

>>with poly-pattern generators, 8-bit pitch resolution (optional 16-bit mode)
Sure you can do stuff, if you want to eat up CPU cycles.

>>Commodore: 3 voice sound chip with waveform and envelope control.
>>12-bit pitch resolution.

You left out the programmable filter, ring modulation, external audio
input, white-noise/random number generator and synchronization.

I could go on here, but we could argue features back and fourth
for eternity.

Face it, these machines are brothers and the differences are petty
and insignifigant.

It's like arguing Catholic/Protestant or Democrat/Republican.

In the mean time, where is Atari development going?

You can piss & moan about commies all you want, but in terms
of modern development, the CBMers are blowing you guys away.

Period.

In the old days of Compute magazine, many Atarians/CBMers worked together,
why can't we revive that spirit?

Or you can sit back and watch your platform shrivel because,
"c64's don't autoboot!"

Stupid.

N.V.

233. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B51973.544FC853@atari.nu>
Source record: 67369

I wish I had the programming skills, because I keep reading about TCPIP for the Commodore and using GEOS and some utils to do newsgroup reading and mail and such on the C64, and here we are with a far superior 8-bit system and noone has written a TCPIP handler, damn I wish I could do it!!!!

Curt

234. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <34B51B05.2A4B384E@onet.net>
Source record: 67370

Trammiel succeeded first at Commodore selling low priced calculators. He repeated this successful "sell 'em cheap" formula with the Commodore 64 and 128, running out his other 8-bit competitors by being the least expensive and using market leverage to monopolize retail outlets (boy, that sounds like Internet Explorer!). He attempted to do the same with the Atari ST, but cheap PC clones, Atari's unfortunate "video game machine" image, and lingering resentment of both Atari's and Trammiel's earlier hardball tactics with developers and retailers doomed Atari as a computer company.

John Hale

235. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B52081.76027CD1@wwa.com>
Source record: 67371

Jesus, Somebody needs to sendt that over to commie group.

Ascii

Kenneth Jennings wrote:

> On Wed, 07 Jan 1998 15:49:39 -0600, Noah Vail <jtous@pcpros.net> wrote:
>
> </silly sarcasm mode on>
>
> >AsciiRider wrote:
>
> >> Tisk Tisk
>
> >> Advertising for the commie company. Just whose side are you on anyway?
>
> >I know you're joking here, but I've never understood the Atari/CBM rivalry.
>
> >If you look at every 8-bit computer every made the Atari 800/C=64 are the closest
> >related machines of all time. Each computer had advantages/disadvantages over the
> >other, but these machines have so much in common that a rivalry is just plain
> >counter-productive.
>
> Did commodore make an 8-bit I know nothing about? They don't
> have squat in common. Well, other than the fact that C64s make
> really good, ummm, er, ahhh, matter of fact, now that I think
> about it C64s really aren't good for anything.
>
> >If comp.sys.atari.8bit and comp.sys.cbm were working together, the Atari would
> >be running SLIP code right now. The same code runs on both machines with only
> >minor modifications.
>
> What planet are you coding on? Unless you're writing beginner's
> assembly loops to count from 1 to 10 the code on the computers is
> vastly different because graphics, sound, IO, memory locations,
> expansion devices, etc. are entirely different.
>
> >The c64 user base is huge and Atarians can't afford ignore it.
>
> Why not? Their software doesn't run on the Atari. Except for
> joysticks and monitors their peripherals don't work with the Atari.
> It's not 1984 anymore; there won't be a huge 8-bit revival; this
> is all just the playthings of a few hobbyists. So, who really cares
> what they're doing with the C64?
>

> >Could you see an Atari with twin SID chips for stereo sound?
>
> Yes, I'm certainly dying to have lame, tinny sound on my Atari.
> BTW, a similar hack exists to put two POKEYs into an Atari.
>
> >An ANTIC/POKEY cartridge for C64?
>
> Practically impossible. CPU/Video/RAM work substantially
> differently on the C64. To get ANTIC to work on the C64 you
> would basically have to replace everything and then all you
> would have is a very clunky Atari 8-bit.
>
> >Remember the Apple II, uppercase-only characters and a speaker that went beep?
> >Or the original IBM PC? CP/M?
>
> >Both Atari and CBM were years ahead of these guys
> >with products that cost less than half the price.
>
> Until nearly the end, the Atari 8-bit hardware and peripherals
> were usually more expensive than the Commodore 64 stuff (you do
> get what you pay for). Also, before the motivation to cut prices
> came (the C64 appeared) Atari hardware was very expensive.
> Anyone remember those $500 SS/SD 810 floppy drives?
>
> Commodore only lead the pack in making cheap, functionally-
> impaired hardware for the lowest cost. They were good at
> exploiting consumer ignorance, not making powerful computers.
>
> >The 800xl and c64 are closely related brothers, no other computers from
> >the 8-bit era were so powerful or innovative, except maybe the COCO 3
> >because of the 6809 CPU and OS9.
>
> The word powerful and innovative in the same thought with the C64.
> It boggles the mind. The Atari 800 came out some four years before
> the C64. The C64 had fewer graphics modes, fewer sound voices,
> a slower processor, and zero OS support for the graphics and sound
> that it did have. Some huge advance for 4 years of Commodork R&D.
> The only thing really different about the C64 was a dirt cheap price
> tag. Oh, and horrendous reliability problems. All my friends always
> had a computer or a floppy drive being fixed. Did someone say you get
> what you pay for earlier?
>
> >I love and use both machines.
>
> May I call you Sybil?
>
> >Can't we all just get along?
>
> No. Who took my pile of bricks?
>

> </silly sarcasm mode off>
>
> Golly, but that was fun.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

236. Re: XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B51AF8.268EEB78@atari.nu>
Source record: 67372

Tom,

You could go RF to VGA, there are several commercial stand alone converter boxes, they are beginning to drop in price to about $79 or so, you'll have to look around, all it does it take RF coax signal and seperate it to VGA output, then you could go out and buy a low end VGA monitor (I'm seeing NEC 2a monitors selling for $99 and less in many places) which is benefitial because Composite monitors are becomming more and more scarce these days.

Curt

237. 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B51C8B.FCCC3955@atari.nu>
Source record: 67373

Apple][slots were specialized, they had one slot that only took a parallel, another for serial, another for mem/video and so forth, the Apple][is a remarkably simple machine. The problem with the Atari's is that they are more advanced, then you run into the fact that the ANTIC itself is a CPU and basically is a major headache. Hey Bob, I'm sure you'll read this, what would it take to create a new "Enhanced Antic"? with better resolution to finally solve the 80 column shortcomming of the 8bits? A duaghter card plug-in for the Antic with its own seperate memory and perhaps its own Freddie to handle MMU operations, called it "FrAntic" ? Somewhere out there are the specs to the ANTIC, you more then most seem to know the 8-bit intimately, what would it take, who would be needed and what type of cost are we talking?

Curt
www.atari.nu

238. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B51CD9.C583365F@atari.nu>
Source record: 67374

A guy in europe has a beautiful external PBI IDE interface and is working on CD-ROM drivers. The board is $65 USD

Curt

239. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B51D29.F8B26E92@atari.nu>
Source record: 67375

More linear memory would be wonderful, TCP-IP and better graphics are a must, better graphics could mean a web browser (perhaps 640 X 200 or 400 at 256 colors) Now that I would pay for without a doubt!!!

Curt

240. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: martijnb@mud.stack.nl
Message-ID: <slrn6ba83f.75d.martijnb@mud.stack.nl>
Source record: 67376
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Noah Vail wrote:
> PLEASE! I'M NOT TRYING TO START A FLAME WAR!
>
Neither am I.
> I'm cross-posting this in hopes of opening up a dialog.
> Maybe it's a big foolish mistake, but as an owner and
> lover of several 6502 boxes, I figure, it's worth a shot.
>
> If u want to argue about your machine, please do it thru private email.
>
> The c64, Atari, and Apple II boxes are the only
> 6502 machines standing, i.e., still have a user base.
double on that. I'm proud of using a C64. The only reason I once chose
for the C64 was the fact that all my friends and nephews had a C64. The
Apple was out of the question anyway, since it was too expensive.

I never regretted my choice, and, probably, I never will. But, that
doesn't mean I see the "atari-crew" as The Big Enemy.

>
> I wanted to avoid a flame war(which is why I didn't crosspost to comp.sys.cbm)
You did :P

<snipped quite a lot of arguments why a insert_brand_here is better than...>

> I could go on here, but we could argue features back and fourth
> for eternity.

I'll be the last one to say I don't love my C64 (or any other Commodore
computer I have). I truly do. However, I do think that both platforms
might be better off cooperating a bit more (Like Noah stated).

>
> Face it, these machines are brothers and the differences are petty
> and insignifigant.
>
> It's like arguing Catholic/Protestant or Democrat/Republican.
>
Well.. It's fine with me that Atari- and CBM-folks argue, but I'd truly
like to see both groups shake hands when dealing with 'the external
world.'

> In the old days of Compute magazine, many Atarians/CBMers worked together,
> why can't we revive that spirit?
Well, for what's worth, I don't have any 'personal problems' with Atari

users.

Martijn (Owning a Commodore :P)
--
Martijn van Buul, martijnb@stack.nl

241. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: Liam Busey <Liam1@ix.netcom.com>
Message-ID: <34B52822.7EEF@ix.netcom.com>
Source record: 67377

John Hale wrote:
>
> Trammiel succeeded first at Commodore selling low priced calculators.
> He repeated this successful "sell 'em cheap" formula with the
> Commodore 64 and 128, running out his other 8-bit competitors by being > the least expensive and using market leverage to monopolize retail
> outlets (boy,that sounds like Internet Explorer!).

The C128 was released after Trammiel left. Also, why do you dislike
Trammiel so much? He brought computers in general into the price range
of ordinary people. Other platforms had to lower their prices to compete
with him. Why is everybody so negative about him?

-Liam Busey

242. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <693a24$mp5$1@flood.xnet.com>
Source record: 67378

Bryan Edewaard (bryede@emi.net) wrote:
: On 8 Jan 1998 06:13:14 GMT, jcompton@typhoon.xnet.com (Jason Compton)
: wrote:
:
: >I disagree with this contention, BTW. The 64's total lack of reliance on
: >an externally booted OS before the user gets real control of the machine
: >sets it apart in its generation. (Yes, this can be a disadvantage for
: >-some- things. But it makes it a hell of a lot easier to get started.)
:
: Actually, putting in a game having it load for you makes it a lot
: easier to get started. The Commodore does rely on an externally
: booted OS, but it gets from ROM in the 1541 pretty much setting your
: DOS in stone (until things like Fastload came along).

Sorry, I was referring to "started" as in "if you just got this computer and have absolutely nothing, no clue, you have a power supply and a TV and you turned it on." (I still say booting to BASIC rather than a notepad is more helpful and useful).

: Well, people have discovered manipulation tricks as they do on any
: platform, but the hardware spec is pretty simple. I'll get my book
: out and quote them if you want. The screen is ALWAYS arranged as
: cells which complicates anything other than tile-based graphics. (Not
: as bad as the ST's bitplanes which made pixel manipulation slow as
: mud).

Sure, you can basically say there's a 320x200 hi res or a multicolor mode that's half as wide.

: >: Commodore: Up to 8 sprites, multi-color.
: >
: >8 sprites per scan line, you mean.
:
: Well, if you use code (say, using the RASTER IRQ), then yes, you can
: make more sprites further down the screen. The Atari re-fetches data
: for all 5 players on each scan-line, so 5 per scan line is actually
: correct.

(Which I think the original post said.) My expansion was to make sure people didn't get the wrong idea about what you can do with those 8 sprites.

: > 2. couldn't display upper and lower case text simultaneously
: >This is an outright lie.
:
: Okay, "Didn't". The default screen handler actually swaps character

: sets when you hit the caps lock key changing all text on the screen.
: Kinda quirky.

Are you thinking of "shift-commodore"? That's what swaps the character sets. Hitting caps lock doesn't do anything except act as a caps lock key. (and actually it's a shift lock key) And you're STILL not getting the point--in its most basic (and BASIC, for that matter) and default state, you could choose from upper-case and "shift-graphics", or upper-case and lower case, selectable either by a simple call in a program or by shift-commodore as a user. (and in both modes you have access to the "commodore-shifted" graphics.)

: I knew many people with 64's who got their first 1541 and then had no
: simple way to manage files. I am not familiar with the test disk, but
: I never bought a new 1541, and never got this disk with collections I
: got from other people.

Ok. Well, I am pretty sure every new 1541 shipped with one. So, yes, from BASIC entering DOS commands is somewhat annoying, but you got a disk with utilities to automate most of it anyway. Or, you slap in a $40 cartridge (which you probably want anyway because of how damn slow the 1541 can be) and make it all a lot easier.

: >The Atari's layout is a little weird, too. Hardly a "difference" in this
: >department.
:
: Okay, but who said, "We need a big dedicated Pound key!" and how about
: a big one one called "Restore."

1. People who (quite rightly!) felt that the machine would sell well in the UK.
2. Why is restore particularly different than a reset key as found on the Atari? Restore is actually extremely useful from a programming standpoint. I always found it interesting that Commodore dropped the restore key from their later 8-bits (the +4, the 16, the planned 364 and LCD)

: Interesting. I'm in the position of having been a life-long Atari
: supporter who now favors the Amiga and feels the ST was an unnecessary
: complication in the 16-bit market. I no longer play the brand loyalty
: game, and as a hardware engineer familiar with each system, I'm a
: greater supporter of the actual computer makers: the engineers. Did
: you know that J. Miner and several other engineers left Atari because
: they wouldn't let him build his new 68000 based computer? The Amiga
: owes a great deal to the Atari 800, and practically nothing to the 64.
: Those people went and bought Atari and produced the next generation 64
: and sold it for less. I wish I'd been smart enough back then to buy
: an Amiga.

I'm very well aware of Jay Miner and the entire history of the Amiga, yes, including the fact that Atari came fairly close to buying Amiga Inc. And yes, I fully appreciate that the Amiga's custom chip design is a logical extension of the work Miner did on the chips for the 8-bit Ataris, and

that the 64 and Amiga are cousins basically in name alone.

I'm not saying the Atari isn't a very neat computer. All I came into
this saying was that the 64 is a lot better than you guys are giving it
credit for.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

243. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <693a7n$mp5$2@flood.xnet.com>
Source record: 67379

John Hale (hale@onet.net) wrote:
: Trammiel succeeded first at Commodore selling low priced calculators.
: He repeated this successful "sell 'em cheap" formula with the Commodore
: 64 and 128, running out his other 8-bit competitors by being the least
: expensive and using market leverage to monopolize retail outlets (boy,
: that sounds like Internet Explorer!). He attempted to do the same with

Tramiel's tactics were less Microsoftish--he was more direct. (For
example, selling 64s to Toys 'R Us at prices that allowed them to easily
undercut dedicated dealers.) Toys 'R Us seems to constantly be involved
in these sorts of things.

Microsoft's monopoly comes at the manufacture level, not the retail level.
But that's a different argument...

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

244. Re: Old computer books, and Atari bashing 1983 style

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <693arj$hpa@panix3.panix.com>
Source record: 67380
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In article <34affbc8.1516309@158.75.33.142>,
The Wraith <vairxpert@killspam.hotmail.com> wrote:
>
>Did any schools use Atari computers?
>

Stevens Institute of Technology (Hoboken, NJ) was one of the first colleges to require that engineering students buy a computer. At one point the required computer was an Atari 800. By the time that I applied there (1983) they had just switched to DEC Rainbows (or one of the other DEC PDP-in-a-box machines, before DEC made PC clones). There was also a school in Virginia (Virginia Institue of Technology?) that required students to buy Atari 800s.

--
Brian Reynolds | "Humans explore the Universe with five
reynolds@panix.com | senses and call the adventure science."
http://www.panix.com/~reynolds/ | - Edwin P. Hubble

245. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b53616.26417490@news.aatech.com>
Source record: 67381

On Thu, 08 Jan 1998 13:29:25 -0500, John Hale <hale@onet.net> wrote:

>Trammiel succeeded first at Commodore selling low priced calculators.
>He repeated this successful "sell 'em cheap" formula with the Commodore
>64 and 128, running out his other 8-bit competitors by being the least
>expensive and using market leverage to monopolize retail outlets (boy,
>that sounds like Internet Explorer!).

AFAIK, the 128 was done by Commodore AFTER Jack was tossed out.

With Jack T gone, Commodore rewarded the loyal 64 people with a
machine that had real color 80 column text, higher resolution
graphics, a faster processor, 128K memory, a new BASIC that
supported the extra memory, and to top it all off it was the most
reliable 8-bit that Commodore made.

What we got from Jack after he moved to Atari was a 800XL with
an extra 64 K slapped onto it (with no additional support from
BASIC), cheap keyboards, cheaper peripherals, and nothing else.
Our 80 column text is a silly monochrome terminal that connects
to the joystick port. I'm almost embarrassed to mention it.
At least he didn't make it mostly incompatible with the preceeding
8-bits which seemed to be the normal design requirements for
Commodore's computers under his reign.

Sometimes I wonder if Jack T wasn't just purposely trying to
make the 8-bits die as soon as possible. He spent years at
Commodore trying to plow them into the ground. Hmmm, kinda
like the Remington shaver commercials in reverse; "I hated the
company so much I had to buy it to kill it."

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

246. Re: Old computer books, and Atari bashing 1983 style

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b539d1.27372459@news.aatech.com>
Source record: 67382
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

On 8 Jan 1998 14:53:23 -0500, reynolds@panix.com (Brian Reynolds) wrote:

>In article <34affbc8.1516309@158.75.33.142>,
>The Wraith <vairxpert@killspam.hotmail.com> wrote:

>>Did any schools use Atari computers?

>Stevens Institute of Technology (Hoboken, NJ) was one of the first
>colleges to require that engineering students buy a computer. At one
>point the required computer was an Atari 800. By the time that I
>applied there (1983) they had just switched to DEC Rainbows (or one of
>the other DEC PDP-in-a-box machines, before DEC made PC clones).
>There was also a school in Virginia (Virginia Institue of Technology?)
>that required students to buy Atari 800s.

I think the Dade county (miami area) school system was using
Atari 800s exclusively some years ago. I think I read that
in an old Atari Connection magazine.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

247. Re: Boot Disk/Boot Tape

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b63f57.11493284@news.aatech.com>
Source record: 67233

On Fri, 09 Jan 1998 08:25:58 -0600, Craig Henrichs <ralph@cts1.internetwis.com> wrote:

>I have an Atari 800. How do you load a boot tape and/or a boot disk? I
>have a game on a boot tape and on a boot disk, but I have been unable to
>load either one. E-mail me if you know how to load a boot tape and/or
>boot disk.

Boot tape: Put the tape in the tape player
press down the play button on the tapr player
Hold down the Start key when you turn on the 800.
The computer should beep once.
Let go of start and hit any regulat key on the keyboard.

Boot disk: Turn on the floppy drive
Put the disk in the floppy drive.
Turn on the 800.

If these are really boot disk/tapes they probably don't require
BASIC, so you should have no cartridge in the left slot.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

248. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1d16$d2ebd9c0$adc2accf@asharkis.erols.com>
Source record: 67234

Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote in article
<34b4e5be.5846671@news.aatech.com>...
> On 8 Jan 1998 13:55:53 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:
>
> >Noah Vail <jtous@pcpros.net> wrote in article
> ><34B3F873.F14F1A4@pcpros.net>...
> >> AsciiRider wrote:
>
> >ETC., ETC., AND SO FORTH
>
> >My, my, my! Machine Wars among adults? Takes me back a few years.
>
> Ain't it fun? :-)
>
> >While there may be only very limited direct hardware, programming,
> >user-interface, pricing, etc. similarities between Atari 8-bits and
C-64s,
> >I think the fact that the Commodores can do things that Atari 8-bits are
> >not doing at present should serve as an incentive to try harder.
>
> Such as? These are just glorified toys we're talking about. I don't
> really care if someone has managed to turn a C64 with a bunch of
> extra hardware into a network web server.

Well, take this as an example. I stood on my head for years trying to get
some of the guys in my 8-bit user group to use their modems for ANYTHING.
Now that the library system in my county is going to provide free Internet
service to its patrons some time in the spring, they're suddenly
interested. And they're not about to go out and buy PCs or Macs. They
want to access the Internet with their 8-bits, and I'd like to help them.
I'm sure the process will be repeated many times around the country. As
for glorified toys, just try pulling a toy gun on a cop and see what
happens (well, that's a little extreme, but I I think I'm making a point
here.)

> >Note that
> >I'm not a programmer or hardware hacker by any means, just a gatherer
and
> >disseminator of news and some history.
>
> >But, doggone it, both communities have lasted longer than they were
> >"supposed to." Who knows how long they can continue to last if each
> >continues to challenge the other in this way?
>
> It depends; which camp has the most zealots? :-)

I see. (And yes, it's a funny line.)

The community that dies with the most zealots wins?

I'm very happy that there are zealots around. Long may they live and keep
their computer communites alive in the process!

>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com
>

249. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <695ht3$hbp@examiner.concentric.net>
Source record: 67235
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

kenneth@spam.not.sayeth.i (Kenneth Jennings) writes:

>Nobody cares about your 8-bit delusions.

Uh, so why are you posting this to not one, but two 8-bit groups?
Nobody cares about your argumentative wastes of bandwidth either.

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

250. Re: Deleting posts that are not your own.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b65037.15813787@news.aatech.com>
Source record: 67236

On 9 Jan 1998 15:00:09 GMT, "Austin Franklin" <dark7room@ix.netcom.com> wrote:

>Hi,

>It has been claimed that someone is intentionally, and at their own
>discretion, deleting posts in this group. Here is the claim:

>>"I deleted them (posts) all, but I think there were more than that... AND
>>he changed the titles a few times so his 1115 lines came up as at
>>least three different threads."

>I do not believe this is a moderated group, and as such, deleting posts
>that are not your own is something someone should not be doing. It should
>NOT be up to one individual (or a few individuals) to determine what it is
>that gets posted in this news group.

What I meant is that I deleted the downloaded messages from my
local computer, so they no longer show up in MY newsreader.
If the messages are gone, then someone with moderator/admin
priviledges on a news server nuked them. Not me.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

251. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b650e8.15991114@news.aatech.com>
Source record: 67237
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 9 Jan 1998 16:05:55 GMT, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net>
wrote:

>kenneth@spam.not.sayeth.i (Kenneth Jennings) writes:

>>Nobody cares about your 8-bit delusions.

>Uh, so why are you posting this to not one, but two 8-bit groups?
>Nobody cares about your argumentative wastes of bandwidth either.

You can blame Noah Dial who is the lunatic who thought this
thread (which he started on c.s.a.8bit) should start being
crossposted to c.s.cbm.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

252. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b65164.16114824@news.aatech.com>
Source record: 67238

On 9 Jan 1998 15:56:22 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:

>Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote:
>> On 8 Jan 1998 13:55:53 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:
>> >Noah Vail <jtous@pcpros.net> wrote:
>> >> AsciiRider wrote:

>>>I think the fact that the Commodores can do things that Atari 8-bits are
>>>not doing at present should serve as an incentive to try harder.

>> Such as? These are just glorified toys we're talking about. I don't
>> really care if someone has managed to turn a C64 with a bunch of
>> extra hardware into a network web server.

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>some of the guys in my 8-bit user group to use their modems for ANYTHING.
>Now that the library system in my county is going to provide free Internet
>service to its patrons some time in the spring, they're suddenly
>interested. And they're not about to go out and buy PCs or Macs. They
>want to access the Internet with their 8-bits, and I'd like to help them.
>I'm sure the process will be repeated many times around the country. As
>for glorified toys, just try pulling a toy gun on a cop and see what
>happens (well, that's a little extreme, but I I think I'm making a point
>here.)

A thread just started on c.s.cbm about connecting to the internet
with a C64. So far the only response has described simply using
a BBS-like dial-in to an ISP who provides accounts to use lynx,
telnet, etc (at a hideous 1200 baud no less.). This same method
has already been desribed for the Ataris and isn't really a big
deal or very complicated. I haven't actually seen any one on
c.s.cbm write about a real PPP/SLIP/TCP-IP stack yet. I'm beginning
to think that it's more hype than something practical or usable.

>>>But, doggone it, both communities have lasted longer than they were
>>>"supposed to." Who knows how long they can continue to last if each
>>>continues to challenge the other in this way?

>> It depends; which camp has the most zealots? :-)

>I see. (And yes, it's a funny line.)

>The community that dies with the most zealots wins?

>I'm very happy that there are zealots around. Long may they live and keep
>their computer communites alive in the process!

I think we've got the most zealots left standing. Supposedly,
the C64 had an installed base of some millions of users, but the
traffic on c.s.cbm is pretty sparse compared to c.s.a.8bit.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

253. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b65367.16629842@news.aatech.com>
Source record: 67239

On Fri, 09 Jan 1998 15:20:45 GMT, bryede@emi.net (Bryan Edewaard) wrote:

>On Thu, 8 Jan 1998 23:46:01 -0500, Mknzy@webtv.net (Lorne Hunsberger)
>wrote:

>>That would be funny, a group of people 20 years from now with their old
>>packard bells in a newsgroup.... But, please, you are comparing apples
>>and oranges. Yes, I think the Atari was superior to the C64. (I do
>>wish I could run some of their programs, though.....) But they weren't
>>THAT bad. Packard Bell IMHO is much worse....

>Now I can see getting some Apple II fanatic in here telling us we're
>all crazy because the Apple had far more software and support..da de
>da de da...

>I think the 64 does deserve 2nd place, with machines like the Apple II
>being far behind for being the 6502 equivalent to the IBM PC -
>designed for expansion, but far underpowered/underfeatured and
>expensive. The 64 could do a lot more with 1MHz than the Apple could
>dream of.

Well, there were real graphics cards (a few with sprite support)
and 80 column cards for the Apples. The floppies weren't the
Atari/C64 funky serial beasts, so they were pretty fast without
any tricks. Having an ML monitor built in (albeit a simple one)
was useful for programming. The apple users even got a 65816
upgraded model with nice sound and decent graphics out of Apple.
But even though it was expensive I would put the Apples before
the C64.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

254. Re: Deleting posts that are not your own.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd1d1e$224eb5d0$2dcab7c7@drt3>
Source record: 67240

```
Thanks for clarifying that.... yet it still remains, they are
disappearing...

Austin

Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote in article
<34b65037.15813787@news.aatech.com>...
> On 9 Jan 1998 15:00:09 GMT, "Austin Franklin" <dark7room@ix.netcom.com>
wrote:
>
> >Hi,
>
> >It has been claimed that someone is intentionally, and at their own
> >discretion, deleting posts in this group. Here is the claim:
>
> >>"I deleted them (posts) all, but I think there were more than that...
AND
> >>he changed the titles a few times so his 1115 lines came up as at
> >>least three different threads."
>
> >I do not believe this is a moderated group, and as such, deleting posts
> >that are not your own is something someone should not be doing. It
should
> >NOT be up to one individual (or a few individuals) to determine what it
is
> >that gets posted in this news group.
>
> What I meant is that I deleted the downloaded messages from my
> local computer, so they no longer show up in MY newsreader.
> If the messages are gone, then someone with moderator/admin
> priviledges on a news server nuked them. Not me.
>
>
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com
>
```

255. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Jim MacKenzie <dusyk&barlow@cableregina.com>
Message-ID: <695i0d$f68$1@news.chatlink.com>
Source record: 67241
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings wrote in message <34b5704a.41319569@news.aatech.com>...

>You mean I can hook up our fiber-optic line to the C64
>and FTP files at a Gigabyte per second? Can I hook up
>a 23G ultra-wide SCSI III drive to the C64? Can I edit
>non-linear video with D2 quality on the C64? I didn't
>think so. So, you may park that "modern development"
>fantasy on the front lawn, jack it up on blocks and
>wait until plants start growing on the roof.

Actually, you can hook up that 23G SCSI III drive - all SCSI drives are downward
compatible, and there are SCSI controllers for the C64. Why you would want such
a drive is beyond me, but you could do it if you had no life. :)

14 years ago, I used to love arguing Commodore vs. Atari (I will confess now that
I argued for the former camp). In retrospect, the obvious story is that each system
had some advantages over the other: the Atari had faster I/O, four-channel sound,
four joystick ports (on the 400 and 800), and the C64 had higher disk capacity
(on standard drives at least), superior quality sound (albeit with one less channel)
and a lot more support in the marketplace (hardware and software). To say that
one was inherently superior over the other is kind of stupid.

Jim

256. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <695m6nigg1@flood.xnet.com>
Source record: 67242

Bryan Edewaard (bryede@emi.net) wrote:
:
: Now I can see getting some Apple II fanatic in here telling us we're
: all crazy because the Apple had far more software and support..da de
: da de da...

The Apple II newsgroup denizens are almost all positively certifiable.
It's nothing to do with platform advocacy--it's that they spend all their
time yelling at each other for various trespasses, real and imagined, and
very little time actually talking about the Apple II. No, I don't think
there's much to worry about from that quarter.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

257. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b6626b.20475248@news.aatech.com>
Source record: 67243
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 9 Jan 1998 10:09:47 -0600, "Jim MacKenzie" <dusyk&barlow@cableregina.com> wrote:

>Kenneth Jennings wrote in message <34b5704a.41319569@news.aatech.com>...

>>You mean I can hook up our fiber-optic line to the C64
>>and FTP files at a Gigabyte per second? Can I hook up
>>a 23G ultra-wide SCSI III drive to the C64? Can I edit
>>non-linear video with D2 quality on the C64? I didn't
>>think so. So, you may park that "modern development"
>>fantasy on the front lawn, jack it up on blocks and
>>wait until plants start growing on the roof.

>Actually, you can hook up that 23G SCSI III drive - all SCSI drives are
>downward compatible,

Not necessarily. I have a Quantum 4.3G SCSI II drive that
doesn't work well (sometimes not at all) with many plain
SCSI interfaces. And Ultra-Wide requires more than a
50 pin cable AFAIK. Also, partitioning something like that
could be a problem on an 8-bit. Until recently, even the
Amiga could only handle 4.0G drives due to 32-bit limitations
in the file system. (this has been upgraded to 64-bit now.)

>and there are SCSI controllers for the C64. Why you
>would want such a drive is beyond me, but you could do it if you had no
>life. :)

I watched Jason boot his XL from one of my old Amiga's
80M SCSI drives yesterday. Impressive. It's about the
same as if DOS were in ROM.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

258. Sidplay95 or STsound95 -esque proggie for Atari 8-bit sound?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Robert Hagenstr&#65533;m <rob@ksk.sala.se>
Message-ID: <01bd1d25$077140a0$9f2611c2@freja>
Source record: 67244

Greetings!

I was just wondering if there exists a music player like ST Sound 95 or Sidplay 95 on the PC that can play Atari 8-bit music extracted from the games (preferably from disk images).

My guess is it doesn't since I haven't even heard of it, but pherhaps if demand for it would make it loud on the net, such a program would be made availible by some kind programmer?

Yours Sincerely, Robert Hagenstr&#65533;m

Ps. If someone decides to do one, please send all the Alternate Reality tunes with the player over here! :)

259. How do you use cart (?) .exe files with emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Robert Hagenstr&#65533;m <rob@ksk.sala.se>
Message-ID: <01bd1d27$d9507260$942611c2@freja>
Source record: 67245

Greetings!

I've been searching for Montezuma's Revenge on an .atr or .xfd disk image
for ages, but I haven't been able to find one. I know there should exist
one, cause I'm damn sure I got a disk with it in my garage somewhere!

I have found, however, alot of .exe files of the game, which supposedly is
the cartridge version.

Now, if no one knows where I can find a disk image of it (no, not
jellystone or one of it's mirrors have it, atleast not one I could find)
coud someone please tell me how I can use the .exe file with an emulator
(if it's possible, that is).

Yours Sincerely, Robert Hagenstr&#65533;m

260. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd1d2e$1f736800$df374382@hawks-pentium>
Source record: 67246

Yes, it was released on cart, disk and tape. I am sorry, but my cart
version is not for sale. I might have a couple of tapes, but I'll have to
check! The tapes are a compilation with four platform games (can't remember
which) Take Atarian care

Jay Colen <jandc@ccnet.com> wrote in article <34B5DA39.4AF3@ccnet.com>...
> Was Bounty Bob Strikes Back ever produced for the Atari 8-bit.And if
> it was,was it on disk or cartridge?Does anyone have a copy for sale
> on cart?I have the 5200 version on cart.
>

261. Re: I need Miner 2049er, please!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd1d2d$c3e15420$df374382@hawks-pentium>
Source record: 67247

If you leave the game on the title screen, it will go to a 'demo' mode and
the copyrights and info is coming up. The phone # too! Take Atarian care

Austin Franklin <dark7room@ix.netcom.com> wrote in article
<01bd1d0b$fb380440$2dcab7c7@drt3>...
> What's the phone number?
>
> > The cheat to get to the highest level was to type in the phone number
> > of the software company, and then press the number of the level you
> > wanted to go to. In this way, you could determine if you had the
> > fixed version.
>
>

262. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0901981251300001@macmcurrent.library.carleton.edu>
Source record: 67248

In article <347f7fe0.25934047@news-s01.ny.us.ibm.net>,
eduardolella@nospam.iname.com wrote:

>Someone please post where I can get ICE-T 2.72.

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

263. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0901981256200001@macmcurrent.library.carleton.edu>
Source record: 67249

In article <34B5DA39.4AF3@ccnet.com>, jandc@ccnet.com wrote:

>Was Bounty Bob Strikes Back ever produced for the Atari 8-bit.And if
>it was,was it on disk or cartridge?Does anyone have a copy for sale
>on cart?

I have BBSB on cart for the 8-bit Atari.

I'm keeping it though.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

264. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34B6712F.3998CAF4@pcpros.net>
Source record: 67250
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

What's the frequency Kenneth Jennings wrote:
>
>
> >>>I think the fact that the Commodores can do things that Atari 8-bits are
> >>>not doing at present should serve as an incentive to try harder.
>
> >> Such as? These are just glorified toys we're talking about. I don't
> >> really care if someone has managed to turn a C64 with a bunch of
> >> extra hardware into a network web server.

Then what are you doing here? If you consider 8-bits toys, get a NES
and go and play.

Hardly a toy - the 8-bit computer piloting Voyager, or the computer on the
Apollo missions were hardly toys. Military versions of the 6502/6510 exist,
what's the army doing, playing games? 6502's (Rockwell's) are still used
on the space shuttle. In many third world countries, c64's are all they
can afford.

Sure, if I want to do major word processing, I'll use TeX in Linux, but
there are alot of simple tasks I still use my "toy" for.

Sometimes a big OS just gets in the way.

> I haven't actually seen any one on
> c.s.cbm write about a real PPP/SLIP/TCP-IP stack yet. I'm beginning
> to think that it's more hype than something practical or usable.
>

Of course, brand-bigot like you would form an opinion from one USENET response.

Have you even bothered to look?

Check out Andre Fachet's OS/A65 which runs on the C64 - I'm sure it
can be ported to the Atari by anyone who knows what he's doing.

http://www.tu-chemnitz.de/~fachat/8bit/osa/v2.0/index.html

Although hte SLIP stuff is alpha code, it's not vaporware,
here's a bit of the README.slip file...

" The TCP/SLIP implementation will someday be used for telneting to and
from an OS/A65 computer. Now it's used to transfer files between an
OS/A65 computer and a (Unix) computer. It can also be used as a simple
WWW server now.

I use it on a C64, to transfer files between a PC and a VC1541 disk.

The lowest level you can see is the icmp (internet control message
protocol) level. If you "ping" the OS/A65 computer, it replies.
See "man ping" on a Unix machine.
"

So we actually have a c64 transfering files by IP and the ability to act as
a simple web server.

Imagine that.

N.V.

265. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34B5E078.E6A719ED@wwa.com>
Source record: 67251
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

If somebody already said this I apologize:

All the technical stuff is really interesting. We can argue about that all day.
I thought I would throw something out that we can all agree upon:

The commodore 64 was BUTT UGLY.

AsciiRider

266. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B6AFB7.6C1A5196@atari.nu>
Source record: 67252

Actually Kenneth,

Jack T. DID want the 8-bits to die quickly, all he cared about were is precious ST's, the Atari 7800 was done, packaged and ready to ship, but he shelved it for 2 years until Nintendo was doing so well and making so much money he said, gee I want some of that, lets sell those silly little video games again, too little too late. The 8-bits survived only from our constant nagging to Atari Corp for more, all the Tramiel cared about were their crippled ST's, it wasn't until 1992 with the Falcon030 that the ST's finally had the type of features they should have had from the start. I'll be the first 1 raise my hand that I'm a C= ommodore hater, but the fact is that the Amiga was designed by ex-Atari engineers, back by Atari, Inc money (over $500,000) and was already in the works as an Atari super advanced console and computer inside R&D right up to the day Atari was sold to the Tramiels, the Amiga was an Atari from day one and sometimes I wish Warner had held out a few more months, go the 1090XL out, the 7800 out and the "Mickey" Atari version of the Amiga. Atari would have held a strong position in the video game area, the XL line would have finally had expansion slots which would have lead to a lot more advancement then there are today and the Amiga would have brought in a super video game console and also Atari's new business class computer series. Commodore would then have closed its doors in 1985, with no new technology and new future system to use it would have gone bye-bye.

Curt
www.atari.nu

267. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1d58$1a2b1300$cbc2accf@asharkis.erols.com>
Source record: 67253

Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote in article
<34b65164.16114824@news.aatech.com>...
> On 9 Jan 1998 15:56:22 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:
>
> >Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote:
> >> On 8 Jan 1998 13:55:53 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:
> >> >Noah Vail <jtous@pcpros.net> wrote:
> >> >> AsciiRider wrote:
>
> A thread just started on c.s.cbm about connecting to the internet
> with a C64. So far the only response has described simply using
> a BBS-like dial-in to an ISP who provides accounts to use lynx,
> telnet, etc (at a hideous 1200 baud no less.). This same method
> has already been desribed for the Ataris and isn't really a big
> deal or very complicated. I haven't actually seen any one on
> c.s.cbm write about a real PPP/SLIP/TCP-IP stack yet. I'm beginning
> to think that it's more hype than something practical or usable.

It could be that the stuff doesn't exist, or it does but the word hasn't
gone out, or it does but nobody is paying any attention to it in the C64
camp because it's too expensive or too hard to get. I don't log on to
their newsgroup, so I have to trust what you guys say.

> >>>But, doggone it, both communities have lasted longer than they were
> >>>"supposed to." Who knows how long they can continue to last if each
> >>>continues to challenge the other in this way?
>
> I think we've got the most zealots left standing. Supposedly,
> the C64 had an installed base of some millions of users, but the
> traffic on c.s.cbm is pretty sparse compared to c.s.a.8bit.
>

Could be. How many people own Ataris and are only isolated users, with no
sense of community? How many people put their Ataris to use playing games
from floppies alone, or carts alone or (choke) tape alone? We don't really
know. I suspect that an even greater proportion of C64 owners fall into
that category, and that accounts for the high
installed-base-to-traffic-on-c.s.cbm ratio you've described.

> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com
>

268. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B6B2F5.75C85C95@atari.nu>
Source record: 67254

Hi Jason,

If I had my choice: Amiga or ST, I would have gone Amiga.
Kenneth; actually the Amiga is a 4th generation of the Jay Minor
engineering genius. Jay Minor was given the project of creating the
Atari 2600 TIA/RIOT chipset, then his team worked on the
ANTIC/GTIA/POKEY/PIA chipset (actually it was intended for an new arcade
game/high end home console system.... which became the ill-fated 5200),
then came the MindSet computer, many don't know about this system which
was truly unbelievable, JVC bought it up and used it in-house mostly,
then the work on the Lorraine started, Jay need money, went to Atari and
Atari gave them a loan in exchange for exclusive rights to the chipset
which for the 1st year would be used as a video game console, and after
that a full blown computer system. However Amiga went to Commodore
when it needed more money, Commodore payed back the Atari loan and
bought Amiga, Atari took Amiga to court for violating its exclusive
rights clause, Atari won the suit and won an undisclosed royalty for
each chipset sold, I have the court dates and I'm working on seeing if I
can get a hold of the discission papers, for those who are doubters
about the Atari Amiga agreement, please visit my website at :
www.atari.nu, goto the Atari Archives and go to
the Atari Articles section and read: TOP SECRET: Confidential
Atari-Amiga Agreement

Curt
www.atari.nu

269. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34B6B594.E40C0C07@atari.nu>
Source record: 67255

>My point was that the 800 and 64 are not "brothers" or equal as was
>claimed. The 800 was the most inspired 6502 computer but lost out to
>Jack T. who saw a hole in the marketplace for a cheap color computer.
>There's cool stuff on both machines, but Atari deserves first place in
>the design category.
>
> -Bry
>
It was the intro of the Vic-20 and C64 that caused Atari to persue the "lets make it as cheap as possible to compete policy" and caused the Atari 800 design with its more open architecture to depreciate into the "Atari Edsil" The 1200XL, Atari fixed things by only a tiny bit when it introduced the 800XL, the 1090XL would have helped, but the PBI is plagued by timing issues, the 1400XL/1450XLD were actually a WASTE of Atari's time and resources, they should have simply created a large box and merged the 800XL and 1090XL into one, got rid of the voice synthesiser, floppy controller and modem and relied on expansion cards instead and had a detachable keyboard. I think people would have respected the Atari computer more if it had been released in that kind of configuration. That might have happened if the VIC and C64 weren't introduced (perhaps thats where the root of my hate of them comes from)

Then Atari could have sold a line of expansion cards like the 80 column card, a new graphics card, Z-80 card, 8088 card, parallel/serial, modem cards and 3rd party company's like ICD could have introduced HD controllers to mount internal HD's, even network cards could have been introduced. These were all outlined in the Atari 1090XL specs, if you want to see more about the 1090XL and its cards go to www.atari.nu, goto Atari Computers, Atari 8-bit systems, Atari XL series and then select Atari 1090XL and then Atari 1090 expansion cards.

Sorry to keep plugging my website, I just want people to see some of the items Atari HAD planned to intro if the King of Cheap: jack Tramiel hadn't of stepped in.

Curt
www.atari.nu

270. Moving Sale - ATARI STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: CStadler@mgpi.com
Message-ID: <6940fk$dnc1@vision1.vision.com>
Source record: 67256

```
The following is for Sale to a good home.
Im moving in a few weeks and am going to throw this stuff away unless omebody
out there wants it.
Dont be afraid to make me an offer on any and or all of it.

Please make me an offer on each "bunch".

CStadler@mgpi.com
TrmnlRott@aol.com

Atari 810 Disk Drive With Poer Supply and Data Cable

Atari 8Bit (Cartridges Only)
--------------------------------
AtariWriter, Basic, Centipede, Computer Chess, Eagles Nest (XE)
Eastern Front, Frogger II, Gorf, James Bond 007, Miner 2049er
Pac Man, Pitstop, Qbert, Qix, Star Wars, Super Breakout, Star Raiders

Atari 8Bit (Disk/Box/Instructions)
-------------------------------------
Ace of Aces, Bill Budge Pinball Construction Set, The Eidolon
Flight Simulator II, Gauntlet, Infiltrator, Snooper Troops
Spitfire 40, Super Huey, Temple of Apshai

Atari 8Bit (Disk/Instructions)
---------------------------------
F15 Strike Eagle, Fight Night, Gambler
Leader Board, Silent Service
Summer Games, World Karate Championship

Atari 8Bit Books :
--------------------
Atari In Wonderland
Basic Betting
Big Computer Games
Computes First Book Of Atari Games
Computes First Book of Atari Graphics
Computers For People
Games For Your Atari Computer
Writing Strategy Games for Your Atari
```

271. MOVING SALE : MAGAZINES

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: CStadler@mgpi.com
Message-ID: <6940k2$dnc2@vision1.vision.com>
Source record: 67257

FOR SALE IN BUNCHES BY YEAR :
Offer anything you want because in two weeks im moving and will have to throw them away anyway.

COMPUTE! Magazines from 1983
June Issue 37
July Issue 38
August Issue 39
September Issue 40
October Issue 41
November Issue 42
December Issue 43

COMPUTE! Magazines from 1984
January Issue 44
February Issue 45
March Issue 46
May Issue 48
July Issue 50
August Issue 51
September Issue 52
October Issue 53
November Issue 54
December Issue 55

COMPUTE! Magazines from 1985
January Issue 56
February Issue 57
April Issue59
May Issue 60
June Issue 61
July Issue 62
August Issue 63
September Issue 64
October Issue 65
November Issue 66
December Issue 67

COMPUTE! Magazines from 1986
January Issue 68
February Issue 69
March Issue 70
April Issue 71
June Issue 73

ANTIC MAGAZINES
November 1983
December 1984
August 1985
November 1985
December 1985
January 1986
February 1986
March 1986
April 1986
September 1986
January 1987

CStadler@mgpi.com
Trmnlrott@aol.com

272. Re: C64 hard disk support

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: "/\/\/\/\/\--VoRTeX--/\/\/\/\/\" <jonart@ix.netcom.com>
Message-ID: <34B6DEB6.2023B50@ix.netcom.com>
Source record: 67258

Alan Christie wrote:
>
> Just out of curiousity, what was the C64 hard disk support like. Anyone
> knowledgable can throw out the C64 hard disk support history? Atari 8bits
> appeared to have HD support with the DINOSAUR ATR-8000 way back in the
> good old days as well as the Corvus hard disk. the MIO and Black BOx I
> feel revolutionized HDs on the 8bit.
>
> Is there a device that allows a C64 to access over 100 megs of hard drive
> space (using MFM/RLL and EVEN SCSI or IDE hard disks?)

Yes a company called CMD makes several hardrives for the Commodore 64.
Any where from a 40 meg Scsi drive to a 2 gig Scsi drive. you can also
use other scsi devices with the hardrive such as a Zip drive.

There is also a person who will be releasing an IDE controller for the
C64 in a cartridge.
>
> Someone mentioned C64s have ramdisk support? The 8bit had it with the
> Axlon way way back.. and what is the ramdisk size limit on the c64?

I think the largest ramdisk for the c64 is a Ramlink made by CMD, that
can use a max of 16 megs.
>
> I think the EXPANDABILITY of the machine and how its being used now speak
> louder than original design features. While original design is important,
> all the add-on make the system what it is. I have always said if you are
> using an 8bit with a BlackBox/hard Disk/Ram Disk system you are using a
> crippled Atari...
>
> And speed! How fast is the fastest C64 floppy? fastest C64 Hard disk?

Hmmm... Not sure! but you can get a mod dos rom chip from CMD to make
the drives many times faster than stock.
>
> And of course this is a heavily ATari 8bit biased newsgroup. I don't
> think the C64 can have their experts offering opinion if this post isn't
> read by all 8bit users.

I love 8 bit machines!
>
> Alan
> University of Toronto
> Computer Science, Management and Economics

273. rambo xl 256kb question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34B676A5.5788@sprynet.com>
Source record: 67259

hi,

where can i find info on how to program for this memory upgrade?
anyone have any info? Please e-mail me,

thanks,
danny
dalabast@sprynet.com

274. rambo xl question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34B6768C.10DA@sprynet.com>
Source record: 67260

hi,

where can i find info on how to program for this upgrade?
anyone have any info? Please e-mail me,

thanks,
danny
dalabast@sprynet.com

275. Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <6969agsom1@news02.btx.dtag.de>
Source record: 67261

>Because he'd have cut half the keys from the keyboard if he could have
>to keep costs down. He never used any of the machines he built (at
>shows, the T's could barely demo their own machines), and never
>understood that in this market sometimes you _have_ to spend some
>money.

Atari had it's most successful time with Mr. Tramiel.
The ST was a success (mainly in Europe). I still use
it, it's a very reliable machine.
The Falcon was one of the last amazing computers.
The Jaguar is a great piece of hardware.

I do agree that Mr. Tramiel is a buisnessman first.
But he always managed to have some great developers
around him.
They developed outstanding machines, the F030 is
still ahead of time in some points I think.

Sometimes I feel that Mr. Tramiel didn't catch up with
the spirit of selling computers in 90's.
It's hard to say, but I always felt his time was over when
guys like Mr. Gates entered the scene.

I understand many people's arguments here.
I know the development of the 8-bit's were much better
before Tramiel came to Atari.
But remember, the time for 8-bits had already come when he
took over Atari. Atari was nearly dead.
The ST was the right way to go, I think.
--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

276. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <6969alsom2@news02.btx.dtag.de>
Source record: 67262

>You don't remember the adverts with Alan Alda?

Her rulez! I didn't know that. Thanks :)
--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

277. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b56df6.40723138@news.aatech.com>
Source record: 67306

On Thu, 8 Jan 1998 17:29:09 -0500, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>On Thu, 8 Jan 1998, Kenneth Jennings wrote:
[snip]

>> When the C64 came out there was virtually no support for it
>> compared to the developer base built up for the Atari 8-bit
>> over the previous years. The "tremendous support" only
>> developed *after* a lot of people were bamboozled into buying
>> a cheap computer.

>"I adore my 64"
>--Remember those CHEEZY commercial for Commodore.. Cheesy, but how many
>Atari 400/800/XE/XL commercials did you see? I dont remember seeing any..
>well I did see some Atari 2600 and Lynx commercials

>No wonder Atari could never shed the video game image..

You don't remember the adverts with Alan Alda? I remember the
one where he is proving how easy an atari 800xl is to set up
by taking one out of a box, and plugging it all together and
turning it on all in the space of the commercial. That was
pretty good marketing hype.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

278. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b56e93.40880332@news.aatech.com>
Source record: 67307

On 8 Jan 1998 21:27:16 GMT, jcompton@typhoon.xnet.com (Jason Compton) wrote:

>Bostone1 (bostone1@aol.com) wrote:
>: And by the way, the lack of BASIC in the first Ataris was just something ahead
>: of their time. Atari wanted the first computers for the home to be something
>: that wasn't expected to be programmed, but ready to use with programs already
>: written. Kind of like things are today.

>I can only suspiciously frown at such a contention. My guess is it was
>more a question of economics (keeping the price of the machine down by not
>licensing a BASIC for shipment in all systems) than it was some
>"forward-thinking" on Atari's part.

Are you sure about this? The BASIC cart came with my first
Atari 800.

>Note that I don't think that BASIC is
>necessarily the best way to boot up a computer, but I don't think they
>stood apart from their generation because of any great vision. (Would you
>also contend that they were ahead of their time in advocating that a piece
>of equipment costing hundreds of dollars be used as a notepad?)

I remember seeing the notepad get lots of play time at dealers
in malls when they left Atari 800s turned on near the door
where the traffic walked by. Don't ask about some of the things
the "creative" people typed on the notepad.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

279. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b5704a.41319569@news.aatech.com>
Source record: 67308
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Thu, 08 Jan 1998 11:31:34 -0600, Noah Vail <jtous@pcpros.net> wrote:

>PLEASE! I'M NOT TRYING TO START A FLAME WAR!

Ohyeahright

>I'm cross-posting this in hopes of opening up a dialog.
>Maybe it's a big foolish mistake, but as an owner and
>lover of several 6502 boxes, I figure, it's worth a shot.

[snip]

>I wanted to get beyond the "my machine can beat-up your machine" mentality.

>I guess I'll play CBM advocate respond...

>>>These machines have a 65XX in common, and it pretty much stops there.

>Nope, how about these simularities: Player Missles - Sprites, Joystick/Paddles,
>320x192 screen - 320x200 screen, Intelligent Peripherals, etc.

Lots of computers (in fact, just about all) have graphics.
I've even heard that more than a few have peripherals and
can use game controllers. None of these rather broad
generalizations makes the computers comparable or equal.

BTW, the Atari isn't limited to 320x192. It supports a
wide screen format for real overscan, in theory up to 384
pixels on a horizontal line. Also, the number of scan lines
is not limited to 192 scan lines. Display lists can be
created to go into the overscan area for 230+ scan lines.
(A thought just flashed by; Can any of the Atari 8-bit
emulators handle displays like this?)

>>>Atari: 4 voice sound chip, square wave
>Wow, just like the Vic-20.

>>>with poly-pattern generators, 8-bit pitch resolution (optional 16-bit mode)
>Sure you can do stuff, if you want to eat up CPU cycles.

None of the above features consume any CPU time.

>>>Commodore: 3 voice sound chip with waveform and envelope control.
>>>12-bit pitch resolution.

>You left out the programmable filter, ring modulation, external audio
>input, white-noise/random number generator and synchronization.

He also forgot the random number generator, multiple clocking, and the
3 interrupt-timers in the Atari POKEY.

[snip]

>Face it, these machines are brothers and the differences are petty
>and insignifigant.

Dream on.

>It's like arguing Catholic/Protestant or Democrat/Republican.

We all know Democrats eat babies, so what's your point? ;-)

>In the mean time, where is Atari development going?

About the same place the C64 is going. Nowhere.
The computers ceased to be supported by their
parent companies ages ago. They are nothing more
than hobbyist toys.

>You can piss & moan about commies all you want, but in terms
>of modern development, the CBMers are blowing you guys away.

You mean I can hook up our fiber-optic line to the C64
and FTP files at a Gigabyte per second? Can I hook up
a 23G ultra-wide SCSI III drive to the C64? Can I edit
non-linear video with D2 quality on the C64? I didn't
think so. So, you may park that "modern development"
fantasy on the front lawn, jack it up on blocks and
wait until plants start growing on the roof.

>In the old days of Compute magazine, many Atarians/CBMers worked together,
>why can't we revive that spirit?

Funny, but I don't remember that at all. And the Atari
versions of games they printed were usually better than
the C64 version, too.

>Or you can sit back and watch your platform shrivel because,
>"c64's don't autoboot!"

Both platforms shriveled up years ago. How did
you manage to miss this?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

280. Re: C64 hard disk support

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b5774c.43113486@news.aatech.com>
Source record: 67309

On Thu, 8 Jan 1998 17:53:53 -0500, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>Just out of curiousity, what was the C64 hard disk support like. Anyone
>knowledgable can throw out the C64 hard disk support history?

[snip]

> I have always said if you are
>using an 8bit with a BlackBox/hard Disk/Ram Disk system you are using a
>crippled Atari...

You really did mean to say "without" right?

[snip]

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

281. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b57806.43300014@news.aatech.com>
Source record: 67310

On 8 Jan 1998 21:27:16 GMT, jcompton@typhoon.xnet.com (Jason Compton) wrote:

>Bostone1 (bostone1@aol.com) wrote:
>: And by the way, the lack of BASIC in the first Ataris was just something ahead
>: of their time. Atari wanted the first computers for the home to be something
>: that wasn't expected to be programmed, but ready to use with programs already
>: written. Kind of like things are today.

>I can only suspiciously frown at such a contention. My guess is it was
>more a question of economics (keeping the price of the machine down by not
>licensing a BASIC for shipment in all systems) than it was some
>"forward-thinking" on Atari's part. Note that I don't think that BASIC is
>necessarily the best way to boot up a computer, but I don't think they
>stood apart from their generation because of any great vision. (Would you
>also contend that they were ahead of their time in advocating that a piece
>of equipment costing hundreds of dollars be used as a notepad?)

I thought of something else relating to the notepad. Not
having BASIC with the autbooting capability meant a dealer could
leave an Atari 8-bit relatively unattended with a autobooting
game on a floppy.

Because the C64 goes straight to BASIC anyone with half a clue
could mess up the dealers' day by typing the command to reformat
a disk. (This is just theory, really, I never did that [very
often] ;-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

282. MOVING SALE! Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: trmnlrott@aol.com
Message-ID: <19980109020101.VAA15266@ladder01.news.aol.com>
Source record: 67311

```
The following is for Sale to a good home.
Im moving in a few weeks and am going to throw this stuff away unless omebody
out there wants it.
Dont be afraid to make me an offer on any and or all of it.

Please make me an offer on each "bunch".

CStadler@mgpi.com
TrmnlRott@aol.com

Atari 810 Disk Drive With Poer Supply and Data Cable

Atari 8Bit (Cartridges Only)
--------------------------------
AtariWriter, Basic, Centipede, Computer Chess, Eagles Nest (XE)
Eastern Front, Frogger II, Gorf, James Bond 007, Miner 2049er
Pac Man, Pitstop, Qbert, Qix, Star Wars, Super Breakout, Star Raiders

Atari 8Bit (Disk/Box/Instructions)
-------------------------------------
Ace of Aces, Bill Budge Pinball Construction Set, The Eidolon
Flight Simulator II, Gauntlet, Infiltrator, Snooper Troops
Spitfire 40, Super Huey, Temple of Apshai

Atari 8Bit (Disk/Instructions)
--------------------------------
F15 Strike Eagle, Fight Night, Gambler
Leader Board, Silent Service
Summer Games, World Karate Championship

Atari 8Bit Books :
--------------------
Atari In Wonderland
Basic Betting
Big Computer Games
Computes First Book Of Atari Games
Computes First Book of Atari Graphics
Computers For People
Games For Your Atari Computer
Writing Strategy Games for Your Atari
```

283. MOVING SALE! ATARI/MAGAZINES FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: trmnlrott@aol.com
Message-ID: <19980109020201.VAA14501@ladder02.news.aol.com>
Source record: 67312

FOR SALE IN BUNCHES BY YEAR :
Offer anything you want because in two weeks im moving and will have to throw them away anyway.

COMPUTE! Magazines from 1983
June Issue 37
July Issue 38
August Issue 39
September Issue 40
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COMPUTE! Magazines from 1986
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February 1986
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April 1986
September 1986
January 1987

CStadler@mgpi.com
Trmnlrott@aol.com

284. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6942d6$30c$1@flood.xnet.com>
Source record: 67313

Kenneth Jennings (kenneth@spam.not.sayeth.i) wrote:
:
: >I can only suspiciously frown at such a contention. My guess is it was
: >more a question of economics (keeping the price of the machine down by not
: >licensing a BASIC for shipment in all systems) than it was some
: >"forward-thinking" on Atari's part.
:
: Are you sure about this? The BASIC cart came with my first
: Atari 800.

It may have been more favorable in terms of a license fee to make it an
external product.

I could, of course, be wrong, but that still doesn't mean I think its
exclusion as a built-in feature was "forward thinking."

: I remember seeing the notepad get lots of play time at dealers
: in malls when they left Atari 800s turned on near the door
: where the traffic walked by. Don't ask about some of the things
: the "creative" people typed on the notepad.

I'm sure...K-Mart 64's got similar results.

```
10 PRINT "<NAUGHTY MESSAGE HERE>"
20 GOTO 10
RUN
```

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

285. Pharoah's Curse

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Ambrosine <ambrosine@mindspring.com>
Message-ID: <34B5A950.705D@mindspring.com>
Source record: 67314

Does anyone have an .atr of Pharoah's Curse. I'd love to play that game again,but sadly my Atari disk drive no longer works.

TIA.

286. Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Jake Metsys <nospam.jake.metsys@dial.pipex.com>
Message-ID: <6949mg$l8p$1@plug.news.pipex.net>
Source record: 67315

I have been going through all my old(er) and found my old 800XL.

I am having trouble getting the software to load. I go through all the load stuff, CLOAD, OPTION+SELECT+RESET etc. but it refuses to load anything. I hear all the tape noise but it is just noise, it's not the distinctive loading noise. I think that it maybe the tape drive + the cable.

Ideas and where I can get a new cable and tape?

Better still, an emulator for the PC that would enable me to load the software through the soundcard like the Spectrum emulator.

Thanks,

Jake

287. Re: C64 hard disk support

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <694bha$5t6$1@flood.xnet.com>
Source record: 67316

Alan Christie (94chrisv@scar.utoronto.ca) wrote:
: Just out of curiousity, what was the C64 hard disk support like. Anyone
: knowledgable can throw out the C64 hard disk support history? Atari 8bits
: appeared to have HD support with the DINOSAUR ATR-8000 way back in the
: good old days as well as the Corvus hard disk. the MIO and Black BOx I
: feel revolutionized HDs on the 8bit.

There have been more (and more continue to be developed) but there are a couple of notables.

The Lt. Kernal was a SCSI host adapter that interfaced through the 64's cartridge port. It also offered a freezer utility, although (so I've heard) you could only use the frozen programs off of the HD (you couldn't use it to pirate software--again, in theory.) Most 64 BBSes I was on with hard drives in the late 80s used one of these--first with 20 megs, then as people discovered falling SCSI HD prices and the ability to chain them, 200 or more megs.

The CMD HD is still manufactured by CMD today. It interfaces through the regular serial disk drive interface on all 64s, or (optionally) the CMD RamLink, the ramdisk expansion device (see below for more info.) It, too, is SCSI based.

There are other solutions--a new IDE controller has just come around, so I've heard.

: Is there a device that allows a C64 to access over 100 megs of hard drive
: space (using MFM/RLL and EVEN SCSI or IDE hard disks?)

Yes, both the LTK and the CMD allow quite a lot of space. CMD will sell you a 2 gig HD. You have to allocate partitions of no larger than 16 megs, though.

: Someone mentioned C64s have ramdisk support? The 8bit had it with the
: Axlon way way back.. and what is the ramdisk size limit on the c64?

64 RAM expansion can get confusing because it's never regular system memory. If you want RAM expansion for ramdisk use, you'd get a CMD RamLink, which plugs into the cartridge port (with a passthrough). The Ramlink effectively acts like a superfast CMD hard drive, it's partitionable, can simulate 1541/1571/1581 floppy images, etc. 16 meg limit.

: And speed! How fast is the fastest C64 floppy? fastest C64 Hard disk?

I've seen programs off of a 1541 load quite fast, probably around 6-8k/sec when used with the Warp*25 loader (software only). I don't know what the

fastest HD is--with the parallel access the RamLink affords, the CMD HD
can load at 50k/s, I believe.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

288. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <694bk4$2du@examiner.concentric.net>
Source record: 67317
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Noah Vail <jtous@pcpros.net> writes:

>If you don't have anything constructive to say, go away.
>I was talking to people who actually cared.
>N.V.

Well, FWIW, I have no truck with Atari users either. <rant>And I had no truck with Speccy users until that crosspost war a few months ago told me just how many wretched fools in the Spectrum community are wrangled up that the Spectrum sucked wind outside of the UK.</rant>

I agree with you. There are a lot of similarities in a general sense between the Atari 8-bits and the Commodore 8-bits. Hell, there's a lot of superficial similarity between the ST and the Amiga too. But most of us hobbyists who have hung on to our machines for years (over 13 years in my case) aren't here so we can play pacifist with the other people who are equally nostalgic. We're here to keep it alive. Somehow people read into that that you need to say 'your computer sucks by virtue of it not being an [x]' -- no opinion volunteered.

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

289. K-Products (Bob and Steve?!?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: gAry chisHolm <mud@mail.com>
Message-ID: <01bd1cc3$7fc29160$3eddacce@default>
Source record: 67318

What happen to them anyone know......

also the guy from hmmm FTe still didn't give me my money back for that
MIO-II

Any words on his company?

Thanx...

Gary

290. Re: I need Miner 2049er, please!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Videogame Man <videogame_man@yahoo.com>
Message-ID: <01bd1ca9$d1969780$f1c3e4cd@default>
Source record: 67319

what do you have to trade i have the game

Don't bother. <spam_this@juno.com> wrote in article
<34b65f9b.10345986@news.acns.nwu.edu>...
> Anyone out there have this game? I have a bunch of games to trade.
>
> There was a revision of the game that fixed a defect: The early
> versions didn't accelerate the guy's running or increase his jumping
> distance at the highest levels, hence the game was impossible to
> finish.
>
> The cheat to get to the highest level was to type in the phone number
> of the software company, and then press the number of the level you
> wanted to go to. In this way, you could determine if you had the
> fixed version. But I'll take any version.
>
> Thanks.
>
> Gavin Stokes
> gstokes at ils.nwu.edu
> (replace the anti-spamming "at" with "@")
>

291. Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34B5DA39.4AF3@ccnet.com>
Source record: 67320

Was Bounty Bob Strikes Back ever produced for the Atari 8-bit.And if it was,was it on disk or cartridge?Does anyone have a copy for sale on cart?I have the 5200 version on cart.

292. 800XL Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34B5DB79.7F75@ccnet.com>
Source record: 67321

Anyone know where i can find a schematic of the 800XL on the web?

293. WTB:atari stuntcycle game from early 80's

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: eveleye1@webtv.net
Message-ID: <884333492.1122238481@dejanews.com>
Source record: 67322

WANTED:ATARI STUNTCYCLE GAME FROM THE EARLY 80'S.ANYONE THE HAS ONE THAT WORKS FOR SALE PLEASE E-MAIL ME WITH THE PRICE.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

294. WTB:ATARI STUNTCYCLE GAME.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: eveleye1@webtv.net
Message-ID: <884333776.1154613253@dejanews.com>
Source record: 67323

LOOKING FOR THE ATARI STUNTCYCLE GAME FROM THE 80'S,IF YOU HAVE ONE THAT IS WORKING AN YOU WANT TO SELL IT PLEASE E-MAIL ME WITH THE PRICE.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

295. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <Pine.GSO.3.93.980109053107.7599A-100000@coli-gate>
Source record: 67324
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I remember the German magazine "Happy Computer" (The best multi-platform magazine I have known, sadly it went into the dumps a few months after it was converted into a PC magazine, only the "Power Play" part survived as independent Mag) at least once, and I think more often, published Machine Code (!) Programs that would work on both Atari and Commodore with small modifications. Alright, they were nothing overly fancy, but hey, it worked. Why not do that again ?

Linards Ticmanis

296. Looking for Smack vs. Bricks

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Andreas Pratter <a.pratter@mcwsm.at>
Message-ID: <01bd1d02$2a551100$2b00a8c0@AP>
Source record: 67325

I am searching for an old Atari XL game called "Smack vs. Bricks". It was
the first game I got for my Atari 600XL and I liked it very much.
Unfortunately I've sold my Atari many years ago.

Does anyone knows where to get a copy of the cassette or a file
representing it which can be used with one of the emulators ?
I've looked for it in a lot of the known archives, but could not find it.
Please send me an email if you can help me.

Best regards,

Andreas.

297. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1d03$478be5e0$8dc2accf@asharkis.erols.com>
Source record: 67326

Curt Vendel <webmaster@atari.nu> wrote in article
<34B51C8B.FCCC3955@atari.nu>...
A duaghter card plug-in for the Antic with
> its own seperate memory and perhaps its own Freddie to handle MMU
> operations, called it "FrAntic" ?
>
>
I doubt that we could do that, Curt. There's am 8-bit user group, AAAUA
in San Antonio TX, and (FR)ANTIC is the name of their newsletter <G!>

Actually, the concepts are good. I'll let the hardware hacker types answer
your questions.

298. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b629a1.5934924@news.aatech.com>
Source record: 67327
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Thu, 08 Jan 1998 19:47:32 -0600, Noah Vail <jtous@pcpros.net> wrote:

>If you don't have anything constructive to say, go away.

Take your own advice, because your fantasies about the
imaginary brotherhood between the C64 and the Ataris
is not constructive in the Atari conference.

>I was talking to people who actually cared.

Nobody cares about your 8-bit delusions.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

299. Boot Disk/Boot Tape

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <34B63376.3C9D@cts1.internetwis.com>
Source record: 67328

I have an Atari 800. How do you load a boot tape and/or a boot disk? I have a game on a boot tape and on a boot disk, but I have been unable to load either one. E-mail me if you know how to load a boot tape and/or boot disk.

Craig Henrichs

300. Re: I need Miner 2049er, please!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd1d0b$fb380440$2dcab7c7@drt3>
Source record: 67329

What's the phone number?

> The cheat to get to the highest level was to type in the phone number
> of the software company, and then press the number of the level you
> wanted to go to. In this way, you could determine if you had the
> fixed version.

301. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <34B639CC.8C46DE59@bright.net>
Source record: 67330

Can't we all just get along?

302. Deleting posts that are not your own.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd1d0e$fbb8c5a0$2dcab7c7@drt3>
Source record: 67331

Hi,

It has been claimed that someone is intentionally, and at their own discretion, deleting posts in this group. Here is the claim:

"I deleted them (posts) all, but I think there were more than that... AND he changed the titles a few times so his 1115 lines came up as at least three different threads."

I do not believe this is a moderated group, and as such, deleting posts that are not your own is something someone should not be doing. It should NOT be up to one individual (or a few individuals) to determine what it is that gets posted in this news group.

Austin Franklin
darkroom@ix.netcom.com

303. Re: Wanted:Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-09 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <34B63AAD.AAD566C4@bright.net>
Source record: 67332

What do you consider top dollar?

Miles Gore wrote:

> Looking for Ultima for the Atari computer. Top dollar offered.
> milesgore@compuserve.com
>
> --
>

304. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b79918.10401649@news.mindspring.com>
Source record: 67183

On Fri, 02 Jan 1998 22:24:58 -0800 Bob Woolley <rwoolley@pacbell.net>
wrote:

>The problem is not so much the cycle stealing from the video but the
>interrupts. Unless you disable the VBLANK, you may lose data. I had in
>mind using the AP for other things also - like a serial mouse, floppy
>and that kind of thing. These also suffer from interrupt latency.
>The Atari can do 115,200 if you turn off everything but the idea was not
>to do so.

Using one of the PC Super I/O chips would offer a lot in one package
(twin RS-232's with 16-bit FIFO buffers, EPP/ECP printer port, IDE,
and hi-density floppy controller). The problem with using such a chip,
from what I understand, stems from its orientation to be interfaced to
an 8Mhz (or faster) 16-bit x86 CPU bus, vs. the 8-bit, 1.79Mhz 65xx
bus the Atari offers.

Still, if you would be using a second CPU as a controller, why not go
with an x86 compatible CPU (a low end x86 CPU or x86-based
micrcontroller or embedded processor) as the controller instead, which
would apparently solve the interfacing issues?

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lmcclure1@mindspring.com

305. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b78e79.7682564@news.mindspring.com>
Source record: 67184

On 2 Jan 1998 06:05:46 GMT jason@linux.aatech.com (Jason Duerstock) wrote:

>I am unsure how Apple II cards work but:
>1) I doubt they memory map into any space that is compatible with the 800.

Off the top of my head, I do not know how much address space they take up, but they almost certainly map the I/O hardware into somewhere in the upper 16K, as they did not interfere or subtract from the maximum 48K of RAM available on the original Apple II/II+.

Keep in mind that just because an Apple II series machine maps a slot in a specific location, an Atari implementation need not do the same. Keeping in mind that such an expansion was proposed in conjuction with a 65816-based machine, which offers a 16-megabyte address space, the small amount of memory space consuming for addressing the slots should not be an issue.

>2) Even if they do, chances are their driver ROMS are incompatible with
>the Atari.

For those cards that do actually use driver ROMs, simply do not utilize the code, or replace the ROM with one coded for the Atari. The point here is to cut down on the the amount of hardware that has to specifically be engineered and created.

>3) There is already an existing standard for the XL/XE. There's no reason
>not to use the PBI, except maybe for the fact that there are not the extended
>A16-A23 address lines on it.

How much hardware exists for this "existing standard"? Even if the new bus used the same pinouts and provided a form factor that would allow, for example, a Black Box board to plug into it, as well as an 800XL, the percentage increase in the number of PBI-equipped machines would in reality, be small. How many new boards do you see being designed for the PBI?

The fact is, engineering devices and laying out PCB's are talents very few people interested in the A8 seem to have. Then you have to have the money to get a large enough run of the PC boards done so that the cost per device is semi-reasonable.

Simply but, you get more "bang for the buck" if you go with off-the-shelf devices. For that matter, some times you get no bang at all if you don't. (Seen anyone offering SVGA cards for the PBI bus lately)?

Regarding emulating an Atari 8-bit on an Apple IIgs:

>Unless there is some sort of memory protection mechanism in the 65816 I
>am unaware of, there is no way to trap the custom hardware accesses.

While an MMU would certainly help, the ST 8-bit emulators seem to
manage well without it.

My main point in bringing this up was that no one has apparently even
attempted an A8 emulator for the IIgs. Without the need for CPU
emulation, one would think a rather BASIC emulator (i.e, supporting
most non-game applications and some of the more basic games) would
fly, especially on an accelerated GS.

It must be that GS owners (other than myself <grin>) have no interest
in seeing an Atari 8-bit emulated on their machine. This would be
strange considering PC, ST, Amiga, and Mac owners have, but still, I
could believe it.

>I'd kinda like to see either a PCI bridge for the 6502 or a Atari on a card.
>It's still more hardware work than my pea-sized brain is capable of though.

Mine too...not to mention the funds to create the first run of the
hardware, even if I did have the know-how to design it.

I have long been puzzled, however, why none of these emulators have
packaged a card with a high-speed version of the CPU for the machine
they are emulating. With the burden of emulating the CPU taken off the
emulating machine's CPU, it could work specifically on emulating the
custom components better, and the end result could be a very
compatible emulator that runs faster than the original machine.

As to an Atari 8-bit on a PCI (or even an ISA) card, I think this is a
good idea. One could even offer the card with empty sockets for the
Atari custom chips, so those with an 8-bit with socketed chips, or
other on-hand source of them would save a few bucks. Software packaged
with the board could support using the PC's display keyboard, joyports
and/or drives, as well as still supporting the standard SIO, video
connections, and joystick connections off the back of the board for
those who preferred it. (Due to the width limitations of the backplate
on PC slots, the SIO would need to use custom cable, going from a
smaller form factor connection, to a standard SIO connector on at the
other end. Video would either need to use the same approach, or go
with RCA jacks for composite video and audio, and a S-video jack for
chroma/luma).

Since the connection would be over a high speed bus, rather than a
relatively low-speed SIO-to-RS232 connection, emulating PBI devices
such as the MIO or Blackbox using the PC's resources would become a
realistic propostion, greatly enhancing the value of such a "Atari on
a card". I can see the ad copy now: "Buy our $99 PCAtari card, and get
all the functionality of a Transkey + Black Box + Floppy Board for
free". (Of course, you would need a SCSI interface on your PC to get
the direct equivalent of the SCSI interface, but IDE would make an

acceptable substitute for many folks).

For those folks who would prefer to use the Atari native video output rather than emulate it, and do not want a second montor on their desk (and do not already have a video-to-SVGA solution), offer a TV/tuner video daughtercard. If the specs of another existing solution were used, designed and manufacturing such a card could be avoided, as an existing card could be offered. Another alternative would be to simply advertise a variety of such solutions (ATI All-in-Wonder, Rainbow Runner, stand alone TV tuners, etc.) alongside the PCAtari card.

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lmcclure1@mindspring.com

306. Re: XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b79b02.10891641@news.mindspring.com>
Source record: 67185

On Thu, 08 Jan 1998 13:29:12 -0500 Curt Vendel <webmaster@atari.nu>
wrote:

> You could go RF to VGA, there are several commercial stand alone
>converter boxes, they are beginning to drop in price to about $79 or so,

Why mess around with RF (unless you have an 600XL or 400)? All of
these external TV-to-VGA boxes I have seen offer composite video
inputs in addition to the RF tuner input (and all but one offer
S-video, which is chroma/luma input).

>...then you could go out and buy a low end VGA monitor (I'm seeing
>NEC 2a monitors selling for $99 and less in many places) which is
>benefitial because Composite monitors are becomming more and
>more scarce these days.

If you are buying used, it is not too difficult to find a VGA (not
SVGA) monitor for even less then $99. Around $65 seems to be a good
price.

I have even seen used SVGA and multiscans for less, but most of those
bargains do not pop up every day. One exception is Advanced Recovery,
which regularly posts refurbished 13" SVGA for sale for $49 each in
the misc.forsale.computers.monitors newsgroup.

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lmcclure1@mindspring.com

307. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b79d45.11470620@news.mindspring.com>
Source record: 67186

On 6 Jan 1998 17:16:13 GMT ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

>I have heard of commercially available 8-bit DAC's. I once built one myself
>(eight resistors and a capacitor (sp?)) which connected to two joystick
>ports. Not very useful for games (no joystick port available), but it worked.

Tandy used a similar resistor network setup in their Orchestra-90 cart
for the Color Computer 3. Essentially, it was simple TTL chip with 8
outputs, mapped into a specific location, with resistors of different
values on each of the 8 outputs, and the outputs from the resistors
tied together to the audio output. (The cart also included a ROM with
a music composer/player application).

Certainly this is a workable solution, but from what I understand, D/A
convertors give better results, and are relatively cheap nowadays. One
could also look into using an 8-bit (or even 16-bit) codec, which
would offer both playback and digitizing capabilities.

>>I did some sampling on my PC, to record Cd quality 44khz sound for like 10
>>seconds takes nearly a meg of RAM. Perhap WAV is a space waster file
>>format.. i dont know.. but It would be very cool if it could be done.

WAV is a raw format, with no compression. On a PC, various software
codecs are available, but most are more suitable for voice than music.

MPEG audio layer-3 is the hot thing for PC music now. It essentially
offers the same quality as 16-bit 44.1Khz stereo WAV files, but takes
up MUCH less space. The problem with using such a scheme on the Atari,
however, is that it takes serious CPU power to decode in real time.
One solution would be to use a co-processor, either a DSP or a chips
specifically designed for decoding (and possibly encoding?) MPEG layer
3 audio.

There are, as you might suspect, MPEG layer 1 & 2 audio schemes, but I
am not certain what their capabilities are, or the amount of CPU power
they require for decoding and encoding.

The problem with high-quality digitized audio on any 8-bit machines
comes down to limited address space, and at least one the vast
majority of machines in the user base, slow drive transfer rates.
(Most MIO or Black Box users with a SCSI drive could likely spool
8-bit or perhaps even 16-bit audio digitized at high rates from disk
fast enough for playback, but those of use with a 1050 or XF551
probably would not do as well <grin>).

The data rates would range from just under 22K per second for a single
channel of 8-bit sound sampled at 22Khz, to 16 times that for

CD-quality 44.1Khz-sampled 16-bit sound in stereo. (The "1x" data rate
for CD's is around 150K/second, to put is another way, although due to
less space used for error checking and correction, audio data is
actually at a slightly higher rate; by my calculations, about
172.26562 bytes per second).

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lmcclure1@mindspring.com

308. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b7a424.13229929@news.mindspring.com>
Source record: 67187

On Sat, 03 Jan 1998 13:33:15 -0800 Bob Woolley <rwoolley@pacbell.net>
wrote:

Yeah, Bob, but how many of we ordinary folks can go out and buy this
stuff and install it on our Ataris? <grin>

As to the 100MB/second DOS, I suspect that was supposed to be either a
small "b" (bits, not bytes), and "K" instead of "MB". Even then, if
they really stated that, it was probably a reference to the rate at
which it can transfer data between the C64 or C-128 and their RAMLink
device (think of the memory in a MIO for comparison, although the
RAMLink is has a larger capacity, and has a relatively inexpensive
battery backup option available), or possibly even between the RAMLink
and their 20Mhz SuperCPU add-on.

I will have to say I never recall seeing CMD make any 100MB/second
claims for JiffyDOS.

As to GEOS, unless you wrote something like it for your own machine, I
sincerely doubt anything like it exists for the Atari. Some folks
might mistake it for as a simple GUI, when nothing could be further
from the truth. It is an alternative, fully-developed graphical OS,
utilizing a bitmapped screen and virtual memory techniques (which is
why it is a real pig if you try to run it without a RAM expander of
some type). I have seen nothing that compares to it on the Atari
8-bit. Even is, and I am not aware of it, it certainly would appear to
lack the number of GEOS-specific applications available on the
Commodore, which range from Commercial (the apps that came with it,
those commercial apps sold separately [two notables are GeoPublish
and GeoFax], to even even larger quanity of shareware and freeware
applications and utitilies.

I can phone up CMD (or one of the admittedly few Commodore 8-bit
dealers), and order the following:

A 20Mhz 65816-based accelerator for $199

A RAMdisk device that can have up to 16 megabytes of RAM (using up to
four 30-pin SIMMs). $189 w/1meg installed. Optional battery backup
unit available for $24.95

High density 3.5" floppy drive (1.6MB for Commodore); $179

57.6Kbps (faster speeds available for C-128 or SuperCPU owners) RS-232
port cartridge: $39.95

What do you have on your 8-bit that compares? Better yet, and more along the lines of the point I believe the person to whom you replied was trying to make, how many of these items can your average Joe Atarian call up and order from someplace ready-made, ready to plug and go, no soldering iron required?

The only device above that I am aware of that has an close off-the-shelf equivalent for the Atari is the hi-density drive, which requires a Black Box, floppy board, and of course, a standard high-density drive, which certainly totals more than $179 (but to be fair, the Black Box offers more than just a high density floppy interface, which is why it costs more).

I have heard hi-density 3.5" drive solutions exist in Europe, but I am not certain if any are available as "off-the-shelf" items, or simply as kits or just instructions. Certainly I have never seen any available from anyone in the US that you could call up and order one from.

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lmcclure1@mindspring.com

309. Re: 20 Mhz 65xx

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b7ab1b.15013505@news.mindspring.com>
Source record: 67188

On Mon, 05 Jan 1998 10:42:45 -0800 dan <dalabast@sprynet.com> wrote:

>Andre Fachat wrote:
>
>Humm, would it be possible to modify a CMD Supercpu for a C64 to run on
>a Atari 8bit? possibly pluging it into the paralle port?
>Hey rip out Jiffydos and plug in WarpOS :)

In theory, it might be possible, but along with rewiring the connector
to be compatible with the Atari 8-bit (and only a 130XE's ECI port has
all the lines available externally), one would have to reprogram the
CLPD (custom logic programmble device, I believe) to be compatible
with the Atari's memory map and I/O locations, as well as supplying a
new ROM. In other words, you would almost have to redesign it. <grin>

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lmcclure1@mindspring.com

310. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b7aca0.15402299@news.mindspring.com>
Source record: 67189

On Sun, 04 Jan 1998 11:26:51 -0500 "Jay N. Yepuri"
<jnyepuz1@ulkyvm.louisville.edu> wrote:

>1. They have TCP/IP. Does the Atari 8bit? Does anyone know if/when we
>will get this ability, or if it's even possible?

As a person who owns a C-128 (in addition to my 1200XL and other
computers, both Atari and not), I have been following this. From what
I understand, this software is still in what some would refer to as
"beta" form, and currently supports only SLIP, not the more common
PPP.

Still, I have to admit that even this is more than seems to be
available for the Atari.

>2. The graphical interface (GEOS). Someone mentioned a German written
>GUI for the A8bit a little while back, and I was wondering where I could
>get more info on the thing, where to get it, etc. Correct me if I'm
>wrong, but does DGS also have a GUI for sale?

Actually, GEOS is a lot more than simply a graphical user interface,
but rather an alternative operating system that happens to utilize a
graphical user interface.

It would be interesting to see if an adaptation of GEOS for the Atari
8-bits could be created that would run 64 GEOS applications, without
requiring modifications to the applications themselves. As GEOS is
supposed to provide enough OS support that hitting the hardware
directly is rarely necessary, this might be feasible.

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lmcclure1@mindspring.com

311. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b7ae93.15901564@news.mindspring.com>
Source record: 67190

On Thu, 08 Jan 1998 13:35:55 -0500 Curt Vendel <webmaster@atari.nu>
wrote:

>Apple][slots were specialized, they had one slot that only took a
>parallel, another for serial, another for mem/video and so forth, the
>Apple][is a remarkably simple machine.

The slots themselves were not specialized (except for the "auxillary"
slot in the IIe or the memory slot in the IIgs, which were not
comatible with even II-series boards designed for the other slots).
Rather, certain functions were assigned by convention to specific
slots. Nothing in the hardware, for example, limits you to putting the
floppy disk controller in a slot other than #6, but since most
software expects it to be there, and providing no method of choosing
another option, it was best to put it there. Using such slots in
hardware in an Atari-compatible machine would mean using our own
software to address those cards, therefore such limitations of
convention would not apply.

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lmcclure1@mindspring.com

312. Re: Atari AND CBM - Now! (Was: Atari vs. CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b7b039.16323895@news.mindspring.com>
Source record: 67191
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 8 Jan 1998 15:12:00 -0700 nickb@primenet.com (Nick S Bensema)
wrote:

>For example, the Atari and Commodore 64 both communicate to their disk
>drives using a type of serial bus. Steve Tucker's program "APE" has
>allowed a PC to emulate all the features of practically every known
>Atari I/O peripheral by the means of a simple cable with one chip in it.
>While there are utilities designed to connect a PC to Commodore disk
>drives for the purpose of copying files, there isn't much out there
>to reliably connect an actual Commodore 64 to a PC for the purpose of
>serving files. Commodore users cite fast loaders as their main obstacle.
>APE, however, not only emulates several variations of fastloading, but
>it supports better, faster access routines that have ever been possible
>with a real disk drives. Commodore users should be interested in how
>this was accomplished, and whether the methods Tucker used would apply
>to tackling the mystery that is the 1541.

There is a program (called "Star Commander" as I recall) for the
Commodore 64 that supports using the PC as a fileserver of this type.
I have also heard of another program called "Server64". These programs
seem to be less well known and less widely used among Commodore owners
than SIO2PC or APE among Atari owners, however. Whether this is due to
the software being inferior, or for other reasons, I do not yet know.

It could be that neither of these solutions support common fast
loading shemes and/or JiffyDOS, which would certainly explain part of
their lack of popularity.

Part of the problem in supporting such a setup on the Commodore is
that is its serial chaining port for perhipheral connections is a
synchronous (clocked) port, wheras the Atari SIO is apparently an
asynchonous port interally clocked at RS-232 compatible rates. This
greatly simplifies connection to an RS-232 port, wheras the Commodore
solutions connect to a parallel port, where a lot of bit-banging has
to take place for the serial data transfer and clocking, complicating
matters. While the RS-232 specs originally supported the provision of
external clocks, I do not believe that most modern PC serial hardware
supports this, meaning a C64-to-PC disk drive emulation that wanted to
avoid the parallel port route would have to resort to a PC card
specifically designed for the purpose of providing an interface.

==========
lmcclure1@mindspring.com

313. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Mark Ormerod <rmo@valeofdreams.demon.co.uk>
Message-ID: <NpMawCBwb7t0EwTf@demon.net>
Source record: 67192

>le?
>
>As a person who owns a C-128 (in addition to my 1200XL and other
>computers, both Atari and not), I have been following this. From what
>I understand, this software is still in what some would refer to as
>"beta" form, and currently supports only SLIP, not the more common
>PPP.

SLIP is actually a better form of connection than TCP/IP. A RISC
PC running a slip connection generally achieves a much more stable
connection than a windows box running tcp/ip. It also allows much
reliable sockets to be achieved than via a winsock. Using an Archimedes
with a 14.4 modem, 4 sockets are spawned to the news/mail server. As
soon as one drops, another is connected giving what appears to be a
continuous connection, the same for browsing. WINSOCKs are supposed
to achieve this but rarely do, with only one socket actually working.
Hence, our wonderful RISC PC on a 14.4 outperforms a pentium mmx using
a 33.6

One in the eye for wintel methinks.
--
Mark Ormerod atari@valeofdreams.demon.co.uk

314. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <698dav$mi2$1@kohl.informatik.uni-bremen.de>
Source record: 67193

Mark Ormerod wrote in message ...
>SLIP is actually a better form of connection than TCP/IP.

Aren't you comparing apples and oranges? SLIP should be compared with PPP -
both allow TCP/IP to be run over a serial line.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

315. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Mark Ormerod <rmo@valeofdreams.demon.co.uk>
Message-ID: <+5wW0FBBp7t0EwVL@demon.net>
Source record: 67194

In article <698dav$mi2$1@kohl.informatik.uni-bremen.de>, Thomas Meyer
<i03a@zfn.uni-bremen.de> writes
>Mark Ormerod wrote in message ...
>>SLIP is actually a better form of connection than TCP/IP.
>
>Aren't you comparing apples and oranges? SLIP should be compared with PPP -
>both allow TCP/IP to be run over a serial line.
>

Fair comment . . . I missed out the PPP part (which is of course
your standard windows method). The point is still the same though,
that SLIP is much a better way of achieving the connection :)

--
Mark Ormerod, atari@valeofdreams.demon.co.uk

316. Re: Wanted: Activision's Shanghai for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: dhugdahl1@isd.net
Message-ID: <34b7bbf4.221622@news.isd.net>
Source record: 67195

On Sun, 04 Jan 1998 17:20:09 GMT, dhugdahl1@isd.net (Dag Hugdahl)
wrote:

>I'm looking for an original or copy of Activision's Shanghai for the
>Atari 8-bit. I know this was released in Europe, so if anyone can
>point me in the right direction, that would be great! Please reply to
>me by email, since I haven't been able to read this group as much as I
>would like lately.
>

As luck would have it, I happened to locate a copy of it on the Closer
To Home website - http://closertohome.dyn.ml.org. It was in the ATR
section.

-Dag- ---> dhugdahl1@isd.net
(Remove 'one' for correct address)

317. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34b7c2d1.0@news3.paonline.com>
Source record: 67196

well, we could rig to ANTICs in SMP, dunno though, definitely one for Bob,
he probably still remembers all the 8-bit hardware tricks I forgot.

--
NateGrey AKA Joseph Gerth==========
==========
== Atari 130XE/1040STE Amiga 500/3000UX/4000 ==
==========
== Never, never,never try to sneak-up on a telepath, twice!!! ==
==========

nospam.baron_harkkonen@hotmail.com

318. Re: JTS A.K.A. Atari takes a sucker punch to the gut

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Corporal Kirschner <spike_dog@hotmail.com>
Message-ID: <34B7C4AF.D22F42BA@hotmail.com>
Source record: 67197
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.8bit,comp.sys.atari.st

AntiSpam.Jeff.Colbert@mci.com wrote:

> JTS Reports Third Quarter Loss, Drops
> 3-Inch Portable Drives

They are predicting their first profitable quarter in the quarter to come. Not bloody likely I say.

Check out http://www3.techstocks.com/~wsapi/investor/Subject-7088 for an on-line discussion of this dog of a stock.

They should have stuck to computers. I loved my Atari. =(

319. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34b7c517.0@news3.paonline.com>
Source record: 67198

heh, we should consider ourselves fortunate, in the Atari 8-bit/c64 rivalry, we had the better machines. ST users weren't so fortunate. But ole' Jack ran the commies before he bought Atari, says something eh?

--
NateGrey

nospam.baron_harkkonen@hotmail.com

320. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34b7c702.0@news3.paonline.com>
Source record: 67199

For a very good reason, both companies he touched, died.

--
NateGrey AKA Joseph Gerth

nospam.baron_harkkonen@hotmail.com
Liam Busey wrote in message <34B52822.7EEF@ix.netcom.com>...
>John Hale wrote:
>>
>> Trammiel succeeded first at Commodore selling low priced calculators.
>> He repeated this successful "sell 'em cheap" formula with the
>> Commodore 64 and 128, running out his other 8-bit competitors by being >
the least expensive and using market leverage to monopolize retail
>> outlets (boy,that sounds like Internet Explorer!).
>
>The C128 was released after Trammiel left. Also, why do you dislike
>Trammiel so much? He brought computers in general into the price range
>of ordinary people. Other platforms had to lower their prices to compete
>with him. Why is everybody so negative about him?
>
> -Liam Busey

321. Re: 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: dhugdahl1@isd.net
Message-ID: <34b7c723.3084258@news.isd.net>
Source record: 67200

On 06 Jan 1998 17:36:00 -0700, Brent Buescher <buesch@srv.net> wrote:

>It was printed in the December '93 Atari Classics magazine.
>Not sure where you'd find a back issue.
>
>Brent

Also, there were some corrections in the Feb '94 and April '94 issues
in order for it to work correctly. Something I would like to do to my
XL someday, when I work up the confidence to do so!

-Dag- ---> dhugdahl1@isd.net
(Remove 'one' for correct address)

322. How to run .bas files (XL-It!)???

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: prominus@geocities.com
Message-ID: <34b7c4a2.11783016@news.pacbell.net>
Source record: 67201

I know how to run .atr files on XL-It!, but don't know how to run .bas files. Can someone help me with this? Thank you.

323. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: rbthomas@freenet.edmonton.ab.ca
Message-ID: <698hhd$3mq$1@news.sas.ab.ca>
Source record: 67202
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings (kenneth@spam.not.sayeth.i) wrote:

: You mean I can hook up our fiber-optic line to the C64
: and FTP files at a Gigabyte per second? Can I hook up

For what it is worth this article appeared in the June/July 1983 Midnite Software Gazette:

Fiber Network Focuses on Personal Computers
The first fiber-optic network designed to integrate personal computers into local nets is taking dead-on aim at the twisted-pair and coaxial-cable-based versions that have been available. Claiming that at $300 per connection its active-star fiber network built with 50 micrometer graded-index glass is competitive, American Photonic, Inc of Brewster, NY, introduced its 64Net at this week's Interface Show in Miami. The first version of the network, which comprises a remote terminal, a node, and network operating-system software, is geared for up to 32 Commodore 64 personal computers; other machines will be accomodated in the future, says the developer.

Not bad for an 8-bit 1 MHz computer. It even has FAX software these days. For a lot of people it is all they need for a home computer. If you want a GUI there is even one of those. New hardware and software development, in spite of the demise of Commodore, keep the machine running better than ever. If it doesn't meet your needs then don't use one but don't slam people who find that it still does meet their needs. Is the fellow driving a Model T a fool or a genius for making do with a machine that does what he wants? I couldn't begin to count the thousands of dollars I have likely saved by using my C-64 for the past 14 years and avoiding the 'buy the latest hardware to run your new software' treadmill so many PC users are on. That, however, is their choice. I have better things to do with my money.

--
Bruce Thomas
Edmonton, Alberta, CANADA
NAIT - '96-'98 Network Engineering Technology
I enGEOy my C-64 & LOVE my BB Writer! C-64: an original Plug & Play system.

324. Re: Wanted: Activision's Shanghai for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: prominus@geocities.com
Message-ID: <34b7d165.15050314@news.pacbell.net>
Source record: 67203

On Sat, 10 Jan 1998 18:22:15 GMT, dhugdahl1@isd.net (Dag Hugdahl)
wrote:

>On Sun, 04 Jan 1998 17:20:09 GMT, dhugdahl1@isd.net (Dag Hugdahl)
>wrote:
>
>>I'm looking for an original or copy of Activision's Shanghai for the
>>Atari 8-bit. I know this was released in Europe, so if anyone can
>>point me in the right direction, that would be great! Please reply to
>>me by email, since I haven't been able to read this group as much as I
>>would like lately.
>>
>
>As luck would have it, I happened to locate a copy of it on the Closer
>To Home website - http://closertohome.dyn.ml.org. It was in the ATR
>section.
>
>
>
>-Dag- ---> dhugdahl1@isd.net
>(Remove 'one' for correct address)

How do you run the Shanghai .atr file? I know how to load
most .atr files (using a DOS disk in drive 1, etc.). But once I have
Shanghai in Drive 2, what do I load? I am unable to load
Adventure2600 (.atr) as well. I can't seem to run any of the files
listed. I am using XL-It!, by the way. Does anyone know what I'm
talking about?

325. Re: Andersen Consulting using Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34B7DBB2.1C01836D@sisna.com>
Source record: 67204

That's not unusual, as there is a company here in Utah still using them
to create video clips
and trailers for TV-Commercials..Why buy something more expensive when
they still do what
the user has imagination to modify it to their needs....

There are some innovated programers still around attempting to push them
even further beyond
what Atari Corp. said they could do in the beginning.

Hackers keep up with hardware modifications, just because someone said
it couldn't be done,
have they ever proved Atari Corp. (second generation wrong!). Same old
adage Support
those that support you..?

One of the Killers on upgrades for the Atari 8-bit computer is Time, a
person thinks that a
product can be produced over night but later finds snags that slows the
whole project down.
Not to the fault of the person attempting to bring greater things along
for our computer users
but normal every day living prohibits many from completing what they
started or delays the
project as other items have a higher priority. Know that for a fact
been there done that and
have it done to me many times. I don't blame anyone for taking care of
a higher priority
first. Family comes first, we pushers for development, and users have
to come second.
Sooner or later they will get back and finish the project.

bob

326. Re: Trouble shoot....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34B7DDB1.EFEFDA99@sisna.com>
Source record: 67205

Don't think it is your Ram, one of them defective genetates a Black
Screen, go for the
14805 or the 14806, could also be the Rom.
bob

327. Re: 800XL Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34B7E165.42D58141@sisna.com>
Source record: 67206

I don't think you are going to find them on the WEB, but if you do good luck.. You can
purchase them from Best Electronics.

bob

328. Re: Boot Disk/Boot Tape

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34B7E345.60863106@sisna.com>
Source record: 67207

Let me stick my feble mind out here, been so long can't exactly
remember, on a Tape I believe
you hold down the Start Key, (don't worry if I am wrong as I said that
is so far back my
feble mind can't remember) but some one will delight in correcting me
and you get your
information.

On a Boot Disk, you do nothing if it is a basic disk just turn on the
drive and then the computer
800 and below you remove the cartridge if it is not a Basic type disk,
on 800Xl and above you
hold down the Option key to eliminate basic, on the 400, 800 and 1200XL
you remove the
Basic Cartridge prior to turning on the computer. Now if it doesn't
boot the disk does not
have an auto loader.. you may have to remove the carts if applicable and
go to dos and load
the game individualy. Clear as Mud?

Hope it helps
bob

329. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34dce784.9161524@news.earthlink.net>
Source record: 67208
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

On Sat, 10 Jan 1998 12:52:00 +0000, Gareth Davies
<garethd_@dial.pipex.com> wrote:

>Well, buying via usenet contacts is tricky at the best of times.
>Especially so if you're buying from an overseas contact. I guess you
>know this which suggests that you must *really* have wanted the games,
>especially at the price you paid - thus your disappointment. Under no
>circumstances send disks by surface mail. I know, from personal
>experience, that US and British customs are bastards for opening
>packages: they usually put a green sticker on the package when it's been
>opened - how well they repackage them I don't know.
These packages were not opened. His idea of shipping expensive
collectable games was to wrap them in newspaper and tie a string
around them.
>
>Well, I can definitely say that in terms of disk format there's no
>difference between PAL and NTSC games - the games are the same. There
>were some problems with compatibility between different models of Atari
>drives - I remember this being the case with a couple of games (I think
>one may have been an Infocom adventure.) I suppose also that the labels
>could, somewhere in the life of the disks, have been taken off: what
>brand are the disks? As for Infocom producing games without labels -
>never heard of that. Sure, home made games producers would but Infocom.
>Stranger things have happened though.
So have you ever seen a commercial floppy sold with no label on the
disk?
>
>If the goods you bought were not as advertised then you have a case
>against the person you bought them from: this *is* the case for
>'private' sales as well as sales from shops (in the UK.) It's going to
>cost you quite a bit of money to put it right though.
You must be a lawyer.
>
>I think you're going to have to put this down to experience and kiss
>goodbye to the money you spent.
Yea, I figured that out already.
>
>Also, the reply of Geoff Wallis does seem pretty sincere - maybe his
>*intentions* were good.
My money was good too. Funny how when his part wasn't up to par, how
his "intentions" were good, but I was suddenly a jerk. What a laugh
when he said I didn't have the curtousy to tell him my name. Did you
think he sent this order to "ZZyzx"? Of coure he knows my name and

address, and the color of my money.

ZZyzx

"Me, indecisive? I'm not so sure about that."

330. xf551 power input

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <698pp0$7fr$1@gte2.gte.net>
Source record: 67209

Can anyone tell me the power input for the Xf551?
I bought it at a thrift store and didnt get teh power supply with it.

331. Re: I need 1050!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34B7F205.23E36A1A@sisna.com>
Source record: 67210

I have several Atari 1050 disk drives, they were used at a School
District, may have a name
engraved in the case ect..Guranteed from me to you for 30 days..$20.00
ea. Shipped..comes
with SIO cable and Power Supply..pre-tested before being sent.

If interested send copy of this message to
Bob Klaas or K-Products
4267 W. Midway Dr.
Salt Lake City, Ut 84120

have several..
bob

332. Re: Games CD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34B7F2C7.382AC799@sisna.com>
Source record: 67211

I am not sure about all the games on Jelley Stone ect as from what I heard (not seen) they are
Copyrighted Games, putting out a CD with this type games leaves one open to Copyright
violation and extreemly high fines. I do have a CD-Rom for the Atari 8-bit has to be read on the IBM Rom Drive that does have Public Domain Games and Shareware games for the
price of $20.00 plus $3.00 s/h..

bob

333. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34B7EA0F.57D4AB93@pcpros.net>
Source record: 67212
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:

>What's the frequency Kenneth Jennings wrote:

>> Such as? These are just glorified toys we're talking about. I don't
>> really care if someone has managed to turn a C64 with a bunch of
>> extra hardware into a network web server.

>>>Then what are you doing here? If you consider 8-bits toys, get a NES
>>>and go and play.

>>Nintendo 64. And neither the NES, N64, OR the C64 have a Donkey Kong,
>>Defender, Missile Command, Millipede, etc. etc. etc. to compare with
>>the Atari's.

Nah...do what I do - use an Amiga, still the best game machine. (IMO)

If you're into the pioneer games, that's great - you're one type of
classic computer hobbiest.

But some of us like to get under the hood and tinker & tweak,
Sure, a stock C64 will never run practically as a web server, but it's
an incredible personal challenge to try.

>>>Hardly a toy - the 8-bit computer piloting Voyager, or the computer on the
>>>Apollo missions were hardly toys. Military versions of the 6502/6510 exist,
>>>what's the army doing, playing games? 6502's (Rockwell's) are still used
>>>on the space shuttle.

>Oh, really? Which one of these say "Commodore" or "Atari" on them?

Well, some of them have "MOS Technology" on them, which was owned by CBM. :)

You're missing my point entirely - some people don't look at these old
machines as toys, but as machines that can still perform useful services.

>>Then why are you bothering us with this? Make yourself a

Oh, I didn't realize that you had appointed yourself spokesperson,
guardian and censor of the Atari 8bit newgroup, it wasn't in the FAQs.

If I bother you, well, that's what killfiles are for.

>>comp.sys.nasa.6502 conference and have a ball -- talking to yourself.

Other people have resonded to this thread besides you, so someone's
listening. You seem to be the only one foaming at the mouth.

>>Hey, the printer up the hallway has a 68020 in it, so it must be an
>>Amiga. Let's go talk about it in c.s.amiga.hardware. Duh.

Really - where can I get one of these printers? I'd like to add a Blitter,
Copper, Agnus.....

Maybe you've hit on something here, maybe we need a "comp.sys.65xx" -
a place where we can leave our brand biases at the door and just get
to the heart of soft/hardware hacking.

>> I haven't actually seen any one on
>> c.s.cbm write about a real PPP/SLIP/TCP-IP stack yet. I'm beginning
>> to think that it's more hype than something practical or usable.

>>>Of course, brand-bigot like you would form an opinion from one USENET response.

>>>Have you even bothered to look?

>>Look where, since c.s.cbm seems to be devoid of any real
>>information? And where's your consideration of your

I don't think so.

>>poor C64 pals? For an entire day I didn't see you respond
>>to the request asking how to put a C64 in the net. You

An entire day? I'm sorry - how selfish of me. I should just
forget about the wife, kids, job, sleeping and scan the
all the newsgroups 24 hours a day.

64 Pals?, like we're a gang or something?
Can't you just drop you confrontational, devisive attitide?

I'm not a regular poster to either group, just an occasional lurker.
Users in each group are doing some great things, an exchange
would be profitable to both sides. But if you represent the
typical Atari user, there's no chance of that.

>>Check out Andre Fachet's OS/A65 which runs on the C64 - I'm sure it
>>can be ported to the Atari by anyone who knows what he's doing.

>> http://www.tu-chemnitz.de/~fachat/8bit/osa/v2.0/index.html

>>Although hte SLIP stuff is alpha code, it's not vaporware,
>>here's a bit of the README.slip file...

>>" The TCP/SLIP implementation will someday be used for telneting to and
>> from an OS/A65 computer.

>Two big words here. Alpha means breaks often. (And I saw the

No - really? Wow, you're smart! - can I be like you when I grow up?

>>words "very buggy" on the web pages; did you miss that?)
>>Someday means doesn't do much at the moment.

Well, he's transfering files back & forth, that's doing something.
Look at the amount of work he's done, we'll be looking at beta code
very soon.

If you would bother to look at the source code, you wouldn't be
saying that. I stated what it could already do - file transfer
and simple web server.

Mr. Fachet tends to be too humble in his efforts. He's done an
incredible job with his OS and his SLIP code.

I have no doubt that I'll be telneting into my Linux box someday.

>Also, if you actually bothered reading the web pages you'd see
>that he's completely replaced the C64 OS. In effect, to get

Just like many games and languages do.

How many DOSes and BASICs are there for the Atari?

>it to work it isn't a C64 anymore

Really, I took ALL the Bill Gates out of my Pentium box and
installed Linux, and guess what? It's still a Pentium. \
Imagine that.

>(I knew the existing computer was deficient.)

Why are there things like SpartaDos and Indus GT drives?
By your logic, that would make the stock Ataris defecient.

>So, congratulations; you've discovered that
>you can get a C64 on the internet if you throw away its
>personality and make it run an OS for which there is a software
>base of maybe a dozen programs.

You don't don't what you're talking about. Nothing stops me from
lifting the SLIP code out and using it as a program on the C64
with its native OS, or using it as a program on the Atari with
it's native OS.

SLIP is just a serial protocol, it can be ported to other OS's.

>I guess years of Commodore introducing new computer models
>mostly incompatible with previous computer has numbed Commodore

Let's see PETs, CBMs, VICs, C64's, C16/+4's, 128's, C65's.

All have compatable BASIC's even though the hardware advanced.

Incompatabilty with a previous generation is a fact of computer life.

The Atari hasn't really changed much since the original 800.

And that's sad.

>users to yet more incompatible stuff. I imagine most Atari users
>expect that running TCP/IP on an Atari means running it on
>something that still runs Atari software at the same time.

See above.

N.V.

334. Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B802A7.3A04EA87@dial.pipex.com>
Source record: 67213

Oh, how I loved that game..... Don't suppose anyone has a copy for sale?
No, didn't thinks so. You seldom get games that show that level thought
in design and execution: the graphics were designed that they took so
much advantage of the strenghts of Atari 8bit it was incredible. What a
game.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

335. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_884427796@rtfm.mit.edu>
Source record: 67214
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

336. Re: Atari vs CBM - Part 2: Practicality & Availability

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Dopple <dopple@earthlink.net>
Message-ID: <34B80B43.840FF027@earthlink.net>
Source record: 67215
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

A couple of thingies here... SCSI Hard drives... easy. 20MB to whatever the biggest 7 drives you can chain together. I Kinda wish they went with IDE, for price reasons, but since I upgraded my HD-20 with a 100MB IBM SCSI drive, i don't think i'm gonna run outa room.

Fiber optic links... Impressive. Very impractical. A 28.9/33.6/56K/ISDN works just fine. Actually, anything with an RS-232 type interface. The latest UART cart from CMD can do 230.4Kbps. Twice as fast as any serial port in ANY peecee motherboard i've ever seen. That should do for a while.

Overscan... Neato. I've seen that kida stuff on a C64 for more than a decade. The game that comes to mind is Turbo Outrun. But, i know there are pleanty of others.

Now... as to the availability of power-hardware. Very easy to get for me. Accelerators, UART Carts, Hard Drives, RAM Expansion, even NEW hardware. http://www.cmdweb.com is the proof.

True, it's just one company, but they've been doing an excellent job for quite a while now, and i'm proud to own hardware/software from them.

PLEASE... let me know of any places on the web (or otherwise) selling Atari hardware of the like. I would be interesting in checking it out.

-Jay
http://home.earthlink.net/~dopple/

337. 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <699d1hbce1@gte1.gte.net>
Source record: 67216

I am using basic and would like to poke pixels directly to the screen.
Is this possible? is there an address I can POKE to? My intention is to
draw pixels faster than the plot/drawto command.

338. FA: PowerStar (1 of 60 made) for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2199.006A8BDB@cet.com>
Source record: 67217

http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=4135684

Power Star by Pandora -one of only 600 made-

This CARTRIDGE was obtain directly from the games programmer
He is the one that puts the count at exactly 600 made,
making this Cartridge almost impossible to find today

But this item also comes COMPLETE with BOX, and Instructions
Both are in Mint/Excellent Condition,

The game itself is a graphic adventure game for the Atari 130/400/600/800/XL/XE

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

339. Re: New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <34B8629E.4092@goldrush.com>
Source record: 67218

Bostone1 wrote:
>
> Commie monitors were among the best matched to Atari 8-bits. They are among the
> few that allow the Atari's separate chroma and lumina outputs to be used.
>
> Bob Stone
>
> Bostone1@aol.com

I remember seeing one of the few MSX coputer ads in COMPUTE! magazine in
the 80s, it was for the Yamaha MSX computer, and there in a big bold
photo was the model name (clearly visible) of the monitor it was hooked
up to, "Commodore 1702". I guess the competition knows a good monitor
when it sees one. The guts of the 1702 is either JVC or Toshiba.

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

340. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <697l34mgs1@news01.btx.dtag.de>
Source record: 67219

```
>The commodore 64 was BUTT UGLY.

Yes, I agree.
The C64 II was ok.
--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy
```

341. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Budd Cochran <ctrekker@ris.net>
Message-ID: <698o2l$5gu$1@usenet85.supernews.com>
Source record: 67220
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

IMHO, I won't do business with a person using an obvious alias. I suggest that if you don't trust each other enough to use your real names then back away from the deal.

Budd (nickname from my Dad) C.

zzyzx wrote in message <34c8ee94.4075523@news.earthlink.net>...
:In November I bought 4 computer games from Geoff Wallis
:from London. He accepted my offer of 40 UK pounds plus 10 pounds
:shipping. The games were LOST TREASURES OF INFOCOM I and II,
:CORRUPTION AND JINXTER.
:
:Before I made an offer I asked about condition:
::
:> What about condition and missing props, items?
:
:"The packaging is in good condition and all props are present. I've
:just loaded the game and it works perfectly."
:
:He said shipping air mail was too expensive so he sent them by boat
:and they just arrived yesterday. Instead of boxing them, he wrapped
:several layers of newspaper around them and then a layer of wrapping
:paper and then string around that. By the time they got here.....
:
:We'll you read my letter to him and his answer. Why I'm airing this
:publically is this seems to be a common response everytime I voice my
:displeasure for either dishonest, or idiotic behavior. They never say
:"tough luck chump, You've been had." They always make it all my fault.
:
:Please post your comments pubically for all to read. What I want to
:know mostly is it really possible that the blank disks were legit? I
:know these are the U.S. not British versions of the two Magnetic
:Scrolls games. I also know I have been involved with computer games
:since 1980 when I was a programmer at Atari. I have NEVER seen a
:commercial game that came on a completely blank disk (no label).
:
:Anyway, here is the letter I wrote to him along with his answer:
:
:
:
:
:> I got both packages today, but I am extremely disappointed.
:>
:> 1st of all, why didn't you protect them in a cardboard box? Surely you

:> must realize the prices I was paying meant the condition was the most
:> important part?
:>
:> You didn't save any weight using all that paper. Cardboard boxes are
:> made to protect from getting squished which is what happened to
:> Corruption. I was lucky to get that package as the wrapping paper and
:> address were torn to shreads.
:>
:> And what about the disks to Corruption and Jinxter? No labels means
:> copied software means no collector value. I can get copies for free on
:> the internet.
:>
:> I must insist you take these back, as you made no mention of things
:> being not original.
:>
:> Lost treasures of Infocom II is supposed to have 5 disks. You sent
:> only 4. Again, I must ask for a refund.
:>
:> The only thind delivered as stated was Lost treasures I which is ok.
:>
:To: zzyzx97@earthlink.net (zzyzx)
:Subject: Re: FS: Lost Treasures of Infocom 1 & 2 plus....
:From: "Geoff" <geoff.wallis@ndirect.co.uk>
:Date: Thu, 8 Jan 1998 18:23:10 +0000
:
:Dear Zzyzx,
:
:I too am disappointed that one of your packages has arrived in poor
:condition. However, I am even more concerned by the aggressive and
:impolite tone of your message and especially by your insinuations
:about my honesty.
:
:Firstly, both parcels were packaged more than adequately and I
:confirmed their suitability for posting to the USA with the Post
:Office before dispatching them to you. If one package has arrived in
:a poor state, I suggest that it has been mistreated or tampered with
:and advise you to contact your mail service to seek redress for the
:damage caused. It is possible that the damaged package was opened by
:US Customs and poorly repackaged.
:
:Secondly, I strongly resent your suggestion that I have deliberately
:sent you copies of the disks for 'Corruption' and 'Jinxter'. I assure
:you that these are the original disks as purchased in sealed packages
:from a
:reputable London retailer. Home-produced adventures were often
:released on unlabelled disks and I have a number where this is the
:case.
:
:Implicit in your message is the idea that I would send you the
:entire original contents of each game, but somehow

:decide to include an unoriginal disk. The idea in itself is
:nonsensical. You may be able to download the games from the Net, but
:the original disks I have sent you have a built-in copy-protect
:system which requires the rest of the package. I am sorry, but the
:games ARE original and I will not take them back.
:
:Thirdly, you say that a disk is missing from the 'Lost Treasures of
:Infocom Volume II'. I am extremely surprised by this as I
:double-checked the contents of the game box before packing it. I had
:previously also loaded all the adventures to ensure that everything
:was present. I certainly do not have a disk from this package here. I
:can only assume that one of the following has happened: 1) you have
:not loaded the four disks you have and compared the games loaded to
:those listed on the box; or 2) the package has been tampered with and
:a disk removed, in which case you should again seek redress from the
:US Mail.
:
:Finally, might I suggest that in future, before you give vent to your
:anger, you consider some of the benefits of civility and politeness.
:I have noted from your previous messages that you never
:begin nor end with a friendly greeting or remark nor have you ever
:informed me of your name (hence the lack of a proper greeting in this
:message). You might like to consider also whether implying dishonesty
:in others (especially someone who is as straight as a die) is likely
:to be the most productive form of action in the long run Had you
:sent me a friendly, but concerned, message, I would probably have
:refunded you some of your money as a good will gesture. As the matter
:stands, however, I am unable to do so.
:
:Yours sincerely,
:
:
:Geoff Wallis
:.
:
:
:
:
:
: ZZyzx
:
:"Me, indecisive? I'm not so sure about that."
:
:
:
:
: ZZyzx
:
:"Me, indecisive? I'm not so sure about that."

342. WTT: Astrochase (8-bit) for Astrochase (5200)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Mark Androvich <mandrovi@mail2.quiknet.com>
Message-ID: <01bd1d5e$de0d8040$24f0b7cf@rjiredff>
Source record: 67263

I recently received a boxed Astrochase for the Atari 8-bit computers.
Unfortunately, it does not appear to work on the 800XL computer I have. I
know that many carts that worked on the 400/800 computers had difficulty
with the XL line so I assume that this is one of them.

I really want this game for the 5200 instead. Does anyone want to trade?

Thanks,

Mark
--
MARK ANDROVICH
Videogame Enthusiast & Collector

2600(288); Intellivision(32); Colecovision(9); Vectrex(1); 5200(8);
7800(49);
NES(37); Atari 8-bit (36); Lynx(32); SNES(25); VirtualBoy(4); Jaguar(8);
PlayStation(36/25 demos); N64(5)...I know, where is Sega?

343. 850 Interface Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: atebit@wwa.com
Message-ID: <696h7m$l1r$1@hirame.wwa.com>
Source record: 67264

I need to build a cable for my 850 Interface.

Which pins on a DB25 need to go to which pins on the 850? It's only 4
right?

I'm assuming I can't just use a regular serial cable, I tried a couple
different modem/cable combinations, and they just don't work out right.

Thanks

AsciiRider
S.C.A.T. 8bit PD Librarian
atebit@wwa.com

344. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <9801100149.AA00lft@cosine.demon.co.uk>
Source record: 67265
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings:
> You mean I can hook up our fiber-optic line to the C64 and FTP files at
> a Gigabyte per second?

Well, someone did manage to make a C64 act as an FTP server, will that do?
Why would you need to download files for a C64 that fast *anyway*?! =-)

> Can I hook up a 23G ultra-wide SCSI III drive to the C64? Can I edit
> non-linear video with D2 quality on the C64? I didn't think so. So,
> you may park that "modern development" fantasy on the front lawn, jack
> it up on blocks and wait until plants start growing on the roof.

Well, it sort of depends on your definition of "modern development" doesn't
it? For example, I expect that Noah means "current development" and there
is a lot of the that in the C64 scene, CMD are still releasing new hardware,
such as their HDD interfaces, RAM expansions and the SuperCPU accellerator
and a few European developers are still running businesses based at least
partially around C64 software.

As for the Atari side of things, I've been out of the loop for a long time
(thirteen years) are people still manufacturing new hardware for the Atari
8bit machines? (This is, I hasten to add, a serious question and I'd be
interested to know.)

Jim MacKenzie:
> Actually, you can hook up that 23G SCSI III drive - all SCSI drives are
> downward compatible, and there are SCSI controllers for the C64. Why
> you would want such a drive is beyond me, but you could do it if you had
> no life. :)

If I admit to having no life will you give me the drive to try doing it? =-)

> 14 years ago, I used to love arguing Commodore vs. Atari (I will confess
> now that I argued for the former camp). In retrospect, the obvious story
> is that each system had some advantages over the other: the Atari had
> faster I/O, four-channel sound, four joystick ports (on the 400 and 800),
> and the C64 had higher disk capacity (on standard drives at least),
> superior quality sound (albeit with one less channel)...

That *can* be rectified and no, I'm not talking digi here and again, no,
I don't mean with any kind of loss of CPU time or sound quality... =-)

> ...and a lot more support in the marketplace (hardware and software).
> To say that one was inherently superior over the other is kind of stupid.

I've got both machines. Sadly, since I never managed to get any software
for my Atari 800XL over here and none of the shops seemed to even know
where I could get a disk drive it's remained unused since I got my first
C64 in 1985...

I did like my Atari, but the music to Thrust wasn't as good as the C64
version and bugger did it take some time to load off tape...
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

345. Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34c8ee94.4075523@news.earthlink.net>
Source record: 67266
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

In November I bought 4 computer games from Geoff Wallis
from London. He accepted my offer of 40 UK pounds plus 10 pounds
shipping. The games were LOST TREASURES OF INFOCOM I and II,
CORRUPTION AND JINXTER.

Before I made an offer I asked about condition:
:
> What about condition and missing props, items?

"The packaging is in good condition and all props are present. I've
just loaded the game and it works perfectly."

He said shipping air mail was too expensive so he sent them by boat
and they just arrived yesterday. Instead of boxing them, he wrapped
several layers of newspaper around them and then a layer of wrapping
paper and then string around that. By the time they got here.....

We'll you read my letter to him and his answer. Why I'm airing this
publically is this seems to be a common response everytime I voice my
displeasure for either dishonest, or idiotic behavior. They never say
"tough luck chump, You've been had." They always make it all my fault.

Please post your comments pubically for all to read. What I want to
know mostly is it really possible that the blank disks were legit? I
know these are the U.S. not British versions of the two Magnetic
Scrolls games. I also know I have been involved with computer games
since 1980 when I was a programmer at Atari. I have NEVER seen a
commercial game that came on a completely blank disk (no label).

Anyway, here is the letter I wrote to him along with his answer:

> I got both packages today, but I am extremely disappointed.
>
> 1st of all, why didn't you protect them in a cardboard box? Surely you
> must realize the prices I was paying meant the condition was the most
> important part?
>
> You didn't save any weight using all that paper. Cardboard boxes are
> made to protect from getting squished which is what happened to
> Corruption. I was lucky to get that package as the wrapping paper and
> address were torn to shreads.
>
> And what about the disks to Corruption and Jinxter? No labels means
> copied software means no collector value. I can get copies for free on

> the internet.
>
> I must insist you take these back, as you made no mention of things
> being not original.
>
> Lost treasures of Infocom II is supposed to have 5 disks. You sent
> only 4. Again, I must ask for a refund.
>
> The only thind delivered as stated was Lost treasures I which is ok.
>
To: zzyzx97@earthlink.net (zzyzx)
Subject: Re: FS: Lost Treasures of Infocom 1 & 2 plus....
From: "Geoff" <geoff.wallis@ndirect.co.uk>
Date: Thu, 8 Jan 1998 18:23:10 +0000

Dear Zzyzx,

I too am disappointed that one of your packages has arrived in poor condition. However, I am even more concerned by the aggressive and impolite tone of your message and especially by your insinuations about my honesty.

Firstly, both parcels were packaged more than adequately and I confirmed their suitability for posting to the USA with the Post Office before dispatching them to you. If one package has arrived in a poor state, I suggest that it has been mistreated or tampered with and advise you to contact your mail service to seek redress for the damage caused. It is possible that the damaged package was opened by US Customs and poorly repackaged.

Secondly, I strongly resent your suggestion that I have deliberately sent you copies of the disks for 'Corruption' and 'Jinxter'. I assure you that these are the original disks as purchased in sealed packages from a
reputable London retailer. Home-produced adventures were often released on unlabelled disks and I have a number where this is the case.

Implicit in your message is the idea that I would send you the entire original contents of each game, but somehow
decide to include an unoriginal disk. The idea in itself is nonsensical. You may be able to download the games from the Net, but the original disks I have sent you have a built-in copy-protect system which requires the rest of the package. I am sorry, but the games ARE original and I will not take them back.

Thirdly, you say that a disk is missing from the 'Lost Treasures of Infocom Volume II'. I am extremely surprised by this as I
double-checked the contents of the game box before packing it. I had previously also loaded all the adventures to ensure that everything was present. I certainly do not have a disk from this package here. I can only assume that one of the following has happened: 1) you have

not loaded the four disks you have and compared the games loaded to those listed on the box; or 2) the package has been tampered with and a disk removed, in which case you should again seek redress from the US Mail.

Finally, might I suggest that in future, before you give vent to your anger, you consider some of the benefits of civility and politeness. I have noted from your previous messages that you never begin nor end with a friendly greeting or remark nor have you ever informed me of your name (hence the lack of a proper greeting in this message). You might like to consider also whether implying dishonesty in others (especially someone who is as straight as a die) is likely to be the most productive form of action in the long run Had you sent me a friendly, but concerned, message, I would probably have refunded you some of your money as a good will gesture. As the matter stands, however, I am unable to do so.

Yours sincerely,

Geoff Wallis
.

ZZyzx

"Me, indecisive? I'm not so sure about that."

ZZyzx

"Me, indecisive? I'm not so sure about that."

346. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: MCi <Jim.Dennis@umcsc.org>
Message-ID: <01bd1d7d$3d0076c0$2a3337a6@jim-s-bachs>
Source record: 67267

I have tons of Atari stuff, 1050 drives, xep 80, 130xe, Atari 300 baud modem, cartridges out the wazoo and a couple of 800xls. All working.

And a 1 meg mio board and PR: connecter with cables.

Someone make me an offer. Will ship anywhere.

Jim.Dennis@umcsc.org

347. Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Peter Perpetua III <news@usaor.net>
Message-ID: <01bd1d5d$93d4c200$889272d1@pppiii>
Source record: 67268

Bounty Bob was released on cart for the 8-Bit. It is however very rare!
I have which I purchased several years ago.

Pete

348. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b6fdbe.60243911@news.aatech.com>
Source record: 67269
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:

>What's the frequency Kenneth Jennings wrote:

>>>>>I think the fact that the Commodores can do things that Atari 8-bits are
>>>>>not doing at present should serve as an incentive to try harder.

>>>> Such as? These are just glorified toys we're talking about. I don't
>>>> really care if someone has managed to turn a C64 with a bunch of
>>>> extra hardware into a network web server.

>Then what are you doing here? If you consider 8-bits toys, get a NES
>and go and play.

Nintendo 64. And neither the NES, N64, OR the C64 have a Donkey Kong,
Defender, Missile Command, Millipede, etc. etc. etc. to compare with
the Atari's.

>Hardly a toy - the 8-bit computer piloting Voyager, or the computer on the
>Apollo missions were hardly toys. Military versions of the 6502/6510 exist,
>what's the army doing, playing games? 6502's (Rockwell's) are still used
>on the space shuttle.

Oh, really? Which one of these say "Commodore" or "Atari" on them?
Then why are you bothering us with this? Make yourself a
comp.sys.nasa.6502 conference and have a ball -- talking to yourself.
Hey, the printer up the hallway has a 68020 in it, so it must be an
Amiga. Let's go talk about it in c.s.amiga.hardware. Duh.

>> I haven't actually seen any one on
>> c.s.cbm write about a real PPP/SLIP/TCP-IP stack yet. I'm beginning
>> to think that it's more hype than something practical or usable.

>Of course, brand-bigot like you would form an opinion from one USENET response.

>Have you even bothered to look?

Look where, since c.s.cbm seems to be devoid of any real
information? And where's your consideration of your
poor C64 pals? For an entire day I didn't see you respond
to the request asking how to put a C64 in the net. You
only posted the information about alleged C64 TCP/IP in
this thread that you started cross-posting which probably
isn't the most intuitive place for the poor guy to look
for C64 networking information.

>Check out Andre Fachet's OS/A65 which runs on the C64 - I'm sure it
>can be ported to the Atari by anyone who knows what he's doing.

> http://www.tu-chemnitz.de/~fachat/8bit/osa/v2.0/index.html

>Although hte SLIP stuff is alpha code, it's not vaporware,
>here's a bit of the README.slip file...

>" The TCP/SLIP implementation will someday be used for telneting to and
> from an OS/A65 computer.

Two big words here. Alpha means breaks often. (And I saw the
words "very buggy" on the web pages; did you miss that?)
Someday means doesn't do much at the moment.

Also, if you actually bothered reading the web pages you'd see
that he's completely replaced the C64 OS. In effect, to get
it to work it isn't a C64 anymore (I knew the existing computer
was deficient.) So, congratulations; you've discovered that
you can get a C64 on the internet if you throw away its
personality and make it run an OS for which there is a software
base of maybe a dozen programs.

[etc. etc.]

>So we actually have a c64 transfering files by IP and the ability to act as
>a simple web server.

No you don't. You have a C64 shell running a different OS
in order to transfer files by TCP and the ability to act
as a VERY simple web server (if you read the web pages).

I guess years of Commodore introducing new computer models
mostly incompatible with previous computer has numbed Commodore
users to yet more incompatible stuff. I imagine most Atari users
expect that running TCP/IP on an Atari means running it on
something that still runs Atari software at the same time.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

349. I need 1050!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: william odonnell <odo2k@earthlink.net>
Message-ID: <34B70C95.27AF89B0@student.vill.edu>
Source record: 67270

if anyone has a 1050 drive for sale, i could really use it!

seï¿½n

350. Games CD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Paul Welbourn <donnahw@ix.netcom.com>
Message-ID: <6974vg$kje@dfw-ixnews3.ix.netcom.com>
Source record: 67271

Does anyone know if there's a CD available containing all the games from the Hackerz.com or Jellystone Park archives?

351. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980110070301.CAA23789@ladder02.news.aol.com>
Source record: 67272

>On Fri, 2 Jan 1998, Bob Woolley wrote:

>during file transfers? Currently, I get
>speeds of 1100 cps using a 19,200 modem connecting to a 19,200 8bit BBS
>PRO board. I was told that is the best you are going to get.

My Callers are getting 1300 - 1400 cps on My Pro BBS "Star Net" Thats with a
MIO and a 14.4 modem running Len Spencers HYPERSPEED handler, The cps will
even go a bit higher if the users uses Y-modem-G .

352. Wanted: Atari Mega ST with external HD

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: jregan@idirect.com
Message-ID: <jregan-1001980221330001@ns.compulink.com>
Source record: 67273

Looking for a Mega ST with an external drive(at least 80 meg).

Please include the make and model of external drive along with shipping costs to Brampton, Ontario Canada.

Thanks in advance.
James

353. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Greg Miller <gmiller@iswt.com>
Message-ID: <34B741EC.4F034A48@iswt.com>
Source record: 67274

Jay Colen wrote:
>
> Was Bounty Bob Strikes Back ever produced for the Atari 8-bit.And if
> it was,was it on disk or cartridge?Does anyone have a copy for sale
> on cart?I have the 5200 version on cart.

It was indeed, and I have it. It's part of my collection, but I'd part
with it if offered a good enough sum... I prefer $$$ or Vectrex stuff.

--
Video games: http://www.angelfire.com/tn/squirrels
TW (online game): http://www.geocities.com/SiliconValley/Bay/1367
Magic cards: http://www.angelfire.com/tn/squirrels/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

354. Re: Deleting posts that are not your own.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B769FB.8DE3C705@dial.pipex.com>
Source record: 67275

It is possible to do but you have to forge headers to do it - in many
countries it's illegal to forge headers: to portray yourself as someone
else in data.
--

Gareth Davies.

To reply remove the _ character from the reply to address.

355. Re: Boot Disk/Boot Tape

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B76A91.69971338@dial.pipex.com>
Source record: 67276

If it's 800 XL hold down start and option when turing on to load (most)
boot tapes.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

356. PAL / NTSC carts.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B76B34.5E2DEECD@dial.pipex.com>
Source record: 67277

I have a PAL 800XL. What I'ld like to know is this: is there *any*
(simple) way of using NTSC carts on it? Most of the carts for sale seem
to be NTSC and it's bloody frustrating that I can't just buy and use
them. Any suggestions? Perhaps buying a NTSC 800XL? But how easy would
it be to use without an NTSC TV? Impossible I guess.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

357. Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B768EF.E8DBBA3A@dial.pipex.com>
Source record: 67278
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Would there be any interest in chapters of this book being made
available via Web Page? If so I'll try and do it.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

358. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B76EF0.E0EDB8F@dial.pipex.com>
Source record: 67279
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

Well, buying via usenet contacts is tricky at the best of times. Especially so if you're buying from an overseas contact. I guess you know this which suggests that you must *really* have wanted the games, especially at the price you paid - thus your disappointment. Under no circumstances send disks by surface mail. I know, from personal experience, that US and British customs are bastards for opening packages: they usually put a green sticker on the package when it's been opened - how well they repackage them I don't know.

Well, I can definitely say that in terms of disk format there's no difference between PAL and NTSC games - the games are the same. There were some problems with compatibility between different models of Atari drives - I remember this being the case with a couple of games (I think one may have been an Infocom adventure.) I suppose also that the labels could, somewhere in the life of the disks, have been taken off: what brand are the disks? As for Infocom producing games without labels - never heard of that. Sure, home made games producers would but Infocom. Stranger things have happened though.

If the goods you bought were not as advertised then you have a case against the person you bought them from: this *is* the case for 'private' sales as well as sales from shops (in the UK.) It's going to cost you quite a bit of money to put it right though.

I think you're going to have to put this down to experience and kiss goodbye to the money you spent.

Also, the reply of Geoff Wallis does seem pretty sincere - maybe his *intentions* were good.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

359. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <69837v$1p2@mtinsc03.worldnet.att.net>
Source record: 67280
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

```
Gareth Davies wrote:
>
> Would there be any interest in chapters of this book being made
> available via Web Page? If so I'll try and do it.
>
> --
>
> Gareth Davies.
>
> To reply remove the _ character from the reply to address.

Absofragginlutely! It would be a nice resource to have.
--
Remove the extra "h" if you wish to reply.
```

360. Help with Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: Mark Ormerod <rmo@valeofdreams.demon.co.uk>
Message-ID: <ar6$QnAoV5t0EwwG@demon.net>
Source record: 67281

My trusty Atari 800 has long since died, so having downloaded the Atari800win emulator and spent about 4 hours with a stupid grin on my face writing a basic ascii
version version of pacman (it works too!) and probably about the same playing it I'm sitting here bemused. I used to use a tape drive with my Atari, yes, I've got
DOS working but I have no idea how to work it and hence save my programme, or even worse, to load any of the emulator software/programmes in either machine
code or basic eg. .atr and for example, necromancer.exe If anyone could point me to either a helpful document for help within Atari800win, I would be -very- grateful!
--
Mark Ormerod,
Dabbling back into the happy days of
Atari youth....

361. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34b78d0b.7316417@news.mindspring.com>
Source record: 67282

On Mon, 05 Jan 1998 17:16:51 GMT bryede@emi.net (Bryan Edewaard)
wrote:

>It would be cool to see a 100MHz 6502 core at work (what would you use
>for 0WS RAM??). :)

How about 150Mhz?

In a discussion over in comp.sys.cbm, Doug at CMD noted that Western
Design Center (creators of the 65816), have a 150Mhz 6502 core
available for incorporation into ASICs. (Meaning no discrete 150Mhz
6502 CPU is available, but you can buy the design to incorporate into,
for example, a high-speed microcontroller).

As to the RAM question, he stated such designs typically include a
small amount of very high speed Static RAM on the ASIC.

He did not mention how much WDC charges to license the 150Mhz core.

==========
lmcclure1@mindspring.com

362. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B8EEA1.3F6720C5@dial.pipex.com>
Source record: 67133

Mark Ormerod wrote:

> SO what exactly is in an .exe file then? When you fun them on xl-it
> they sound very like the sound from a 410 tape drive when loading.
>
> Could you explain then how to run .xfd and .atr files? It all seems
> very different from my old Atari 8 bit> Basic is fine, but I'm getting
>
> very frustrated with trying to us dos etc on the emulator. Argh!
> --
> Mark Ormerod, atari@valeofdreams.demon.co.uk

Well, some xfd and atr file seem to work and others don't. You need to disable basic - different emus have different ways of doing this - some ask you to press a key when reseting; with others you just state the xfd file on the command line without asking the emu to load basic. Try using the same files with different emus. With XL-it you need to load the files as virtual disks from the dos menu.

To be honest the best emu I've found - for ease of use and compatibility - is VSS (5200 emu.) At least you know where you stand with it - it only plays .bin files but there's a decentish list of these at dave's classics (which you probably know about anyway.) It also plays Bounty Bob Strikes Back almost perfectly.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

363. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <SdxdtFBIFPu0EwKB@demon.net>
Source record: 67134

>Well, some xfd and atr file seem to work and others don't. You need to
>disable basic - different emus have different ways of doing this - some
>ask you to press a key when reseting; with others you just state the xfd
>file on the command line without asking the emu to load basic. Try using
>the same files with different emus. With XL-it you need to load the
>files as virtual disks from the dos menu.
>
>To be honest the best emu I've found - for ease of use and compatibility
>- is VSS (5200 emu.) At least you know where you stand with it - it only
>plays .bin files but there's a decentish list of these at dave's
>classics (which you probably know about anyway.) It also plays Bounty
>Bob Strikes Back almost perfectly.
>
Definitely a good thing then :)

Not seen 'Daves Classics' Cudl you post the url of it, and also where to
grab a 5200 emu? Hopefully I'll figure out to save basic files over the
next few days :)
With running non basic .xfd and .atr's does having dos in D1 help at
all? If I can get enough info on all this together I'll try and put
together a doc with step by step instructions for newbies to the
emus like me... All I want is Fort Apocalypse and Nercomancer back
(oh, and Blue Max, Rally Speedway etc etc)
The .exe files seem frustrating if you have a look at some of the stuff
(Ballblazer, Rescue on Fractalus and Mercernary) thats on them. No doubt
there are a few happy people out there in paradise who know how to run
them. With the total lack of anyone able to sell me an old 8 bit here in
the UK, emus seem my only recourse now.

--
Mark Ormerod, atari@valeofdreams.demo.co.uk

364. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd1eb0$f7f8d880$aa49bacd@drt3>
Source record: 67135
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit
,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

<snip>

> I too am disappointed that one of your packages has arrived in poor
> condition. However, I am even more concerned by the aggressive and
> impolite tone of your message and especially by your insinuations
> about my honesty.

You seem to be the aggressive and impolite one here. I did not feel his
e-mail to you could at all be characterized as such. Sounds to me like you
may feel you have done something wrong, and are being defensive.

> Firstly, both parcels were packaged more than adequately and I
> confirmed their suitability for posting to the USA with the Post
> Office before dispatching them to you. If one package has arrived in
> a poor state, I suggest that it has been mistreated or tampered with
> and advise you to contact your mail service to seek redress for the
> damage caused. It is possible that the damaged package was opened by
> US Customs and poorly repackaged.

No one with any common sense sends things wrapped in newspaper wrapped with
strings. One can always get someone to agree with them doing something
silly. I believe you inadequately packaged them, and you were responsible
for them getting to him in one piece, solely responsible. If there is any
issue with YOUR choice of carriers, it is your responsibility to deal with
them, not the receivers. Your negligence is not his responsibility.

> Secondly, I strongly resent your suggestion that I have deliberately
> sent you copies of the disks for 'Corruption' and 'Jinxter'. I assure
> you that these are the original disks as purchased in sealed packages
> from a
> reputable London retailer. Home-produced adventures were often
> released on unlabelled disks and I have a number where this is the
> case.

No commercial software in the 20 years I have been in the computer business
has EVER been shipped without labels. Period. If they had no labels, you
should have mentioned that to the purchaser, and, apparently, you did not.

<snip>

> I certainly do not have a disk from this package here. I
> can only assume that one of the following has happened: 1) you have
> not loaded the four disks you have and compared the games loaded to
> those listed on the box; or 2) the package has been tampered with and
> a disk removed, in which case you should again seek redress from the

> US Mail.

Once again, it was your responsibility to assure the packages got to him in one piece, not his. If anyone has to deal with the carrier, it is YOU, and only you.

> Finally, ... you consider some of the benefits of civility and politeness.

And you some common sense in adequately packaging the items and full responsibility for getting them to the buyer in one piece. You SHOULD refund monies for whatever arrived to the seller not in the state you two agreed upon, and stop shirking your responsibility!

Austin Franklin
darkroom@ix.netcom.com

365. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: chariot@powernet.co.ukNULL
Message-ID: <34baf573.4252389@news.powernet.co.uk>
Source record: 67136

On Sat, 10 Jan 1998 23:22:15 +0000, Gareth Davies
<garethd_@dial.pipex.com> wrote:

>Oh, how I loved that game..... Don't suppose anyone has a copy for sale?
>No, didn't thinks so. You seldom get games that show that level thought
>in design and execution: the graphics were designed that they took so
>much advantage of the strenghts of Atari 8bit it was incredible. What a
>game.

>Gareth Davies.

Yes I was playing it the other day on an emulator, and remarkably it
is one of the few games that have realy stood the test of time. Those
ogres/rabbits running across the screen on the first level are so
cool. But the best thing about it was the sound effects.

Cheers,
Bobby Chariot.

P.S.

If you want to se it again the emulator I was using was
'atari800win_1.4.zip' A freeware Atari 8-bit computer emulator for
Win9X/NT here: http://www.cris.com/~Twist/atari800win/

You will also need to get the atari_roms.zip, there is a link on the
page.

Necromancer is available in games002.zip (595k) at
ftp://ftp.sodre.net/pub/users/cmwagner/atari8/mirrors/ftp.hackerz.com/megaimages/

also get menu.atr at the same place.

Set menu.atr as disk 1 and games002.atr as disk 2 and hit reset(F5).
Necromancer is on the third page of the menu.

366. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <69b18c$m3p$1@gte2.gte.net>
Source record: 67137

```
Vidar Olavesen wrote:
>
> Well, the screen is located at the address which is pointed to in $58 +
> $59. To poke directly to screen, use something like this :
> scr=peek(88)+peek(89)*256
> poke scr,value

I will try it! Thanks A lot!
```

367. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: ZAPGUN <ZAPGUN@prodigy.net>
Message-ID: <34B90A10.8E4@prodigy.net>
Source record: 67138
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Gareth Davies wrote:
>
> Would there be any interest in chapters of this book being made
> available via Web Page? If so I'll try and do it.
>

Sounds like a good idea.
--
"Pepsi will bring your ancestors back from the dead."
--Pepsi slogan from Taiwan

"Knick-knack, paddy-whack, who cares?" --Fluxdog.

Things I should never do:
#12: I should never read anything by Mercedes Lacky
before going to bed. It gives me The Dreams...

Reasons I dislike "Godzilla Wars":
#7: No Jet-Jaguar figure

368. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B918D5.7ED4CEE5@dial.pipex.com>
Source record: 67139

http://www.davesclassics.com

(almost) everything you need should be there.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

369. Re: 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34B917B0.1EF3@pacbell.net>
Source record: 67140

RichCZeta wrote:
>
> I've been trying to find details on the 800XL SuperVideo upgrade mentioned in
> the FAQ with no luck. It seems that just about every upgrade/modification ever
> conceived for the Atari 8-bits is on the net somewhere, except for this one...
>
> Any help would be much appreciated!
>
> Thanks, Richard
> richczeta@aol.com
The SuperVideo upgrade was printed in Atari Classics magazine.... I have
back issues available for $8, including First Class postage. This is a
lot of money for this kind of thing and I am certainly willing to have
the information freely distibuted, but to scan in all the material and
make it available is too big a project for me right now. I need to work
on the magazine itself and hacks, my true passion.

Bob Woolley - Atari Classics

370. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B919AA.628B97B7@dial.pipex.com>
Source record: 67141

Thanks!

--

Gareth Davies.

To reply remove the _ character from the reply to address.

371. Re: 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34B91B22.59CC@pacbell.net>
Source record: 67142

Brent Buescher wrote:
>
> It was printed in the December '93 Atari Classics magazine.
> Not sure where you'd find a back issue.
>
> Brent
AC back issues are available from me for $8 each, including First Class
postage.

Bob Woolley
Atari Classics
1161 Bay St.
Alameda, CA 94501

372. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34B919E6.7913@pacbell.net>
Source record: 67143

Ivo van Poorten wrote:
>
> Alan Christie <94chrisv@scar.utoronto.ca> writes:
>
> >But do you need the screen on during file transfers? Currently, I get
> >speeds of 1100 cps using a 19,200 modem connecting to a 19,200 8bit BBS
> >PRO board. I was told that is the best you are going to get.
>
> Don't forget that communications with a speedy/happy/etc enhanced drive
> goes way beyond the 19k2 'limit' without turning off VBI's or even the whole
> ANTIC. IIRC Happy drive's operate at ca. 56k and speedy drives even at
> 70k. For the speedy drives there also existed a program that could copy
> disks at 96k but then it would turn of the screen.
>
> Ivo
---
yes, I'm sure all that is possible.... but, you are working with a
completely buffered device. I did a parallel floppy interface that ran
really, really fast except when you got an interrupt and the data
overran the controller. Then you had to re-try the Read, waiting for the
data to rotate under the head again (like .2 seconds...). So you get
zzzzzz.....zzzz.....zzzzzzzz.....zzzzzzz for data transfer.
If you kill ALL the interrupts, you have no way to break into the
channel command chain other than by pressing RESET. It's a bummer.

Same problem with a really, really fast modem, I expect. Once more, you
want to be able to read the screen, don't you?

Solution is to have a second processor that shares memory space with
your Atari. Let him do all the fancy stuff - he doesn't need interrupts
or refresh or DMA stuff.

Bob

373. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34B91F83.3586@pacbell.net>
Source record: 67144

Curt Vendel wrote:
>
> Apple][slots were specialized, they had one slot that only took a
> parallel, another for serial, another for mem/video and so forth, the
> Apple][is a remarkably simple machine. The problem with the Atari's
> is that they are more advanced, then you run into the fact that the
> ANTIC itself is a CPU and basically is a major headache. Hey Bob, I'm
> sure you'll read this, what would it take to create a new "Enhanced
> Antic"? with better resolution to finally solve the 80 column
> shortcomming of the 8bits? A duaghter card plug-in for the Antic with
> its own seperate memory and perhaps its own Freddie to handle MMU
> operations, called it "FrAntic" ? Somewhere out there are the specs to
> the ANTIC, you more then most seem to know the 8-bit intimately, what
> would it take, who would be needed and what type of cost are we talking?
>
> Curt
> www.atari.nu
uuhhhh... it would be hard. and expensive. even a really fast processor
could not keep up with the ANTIC display list very well. you would have
to generate a custom chip in hardware to do most of the work since it
does stuff like multiple compares at microsecond rates. the easiest
upgrade is to just use two ANTICs operating together. this works pretty
good for graphics - you get 4 colors at 4 intensities at 160x160
resolution. or, you can have GR.0 screens in four or more colors. easy
to program, too! just load a graphics screen in the "B" ANTIC and then
switch to "A", using it independently. this does not do much for 80
columns, though. if it weren't for the fact that you could have not only
dynamic data on the screen, but a dynamic DL also, it would be easier. I
think on it every so often.... no solution has popped out yet.

Bob

374. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34B92679.71A@pacbell.net>
Source record: 67145

Jon D. Melbo wrote:
>
> Remember all... MIPS means millions of instructions per second. A
> MIPS rating does not track how much processing an instruction does or
> how complex it is. Intel chips are CISC, while the 65xxx series chips
> are RISC. Though many CISC instructions MAY take more than 1 machine
> cycle, they often do the work of many RISC instructions. There is
> some food for thought too.
>
> *** Please make sure responses are also sent via email.
---
naaawwwww..... the 65xx is a CISC chip! It does not have things like Multiply and such, but it is not a RISC chip. The amount of work done during each instruction IS the important criteria, but consider this: a 64 bit computer, for example, must fetch an instruction, execute the instruction and then store the result. If you are working with a byte data value, the CPU may have to first align the data, do the operation, re-align the data with the other three bytes that have not been modified, and store them all back into memory. CPU guys spent a lot of time making this process work better in machines with more than 8-bit data paths. How much time does a system spend using two byte, four byte or 8 byte data? Compilers try to use them a lot, I expect, since byte aligned data is very inefficient in these big machines.

Consider a simple printer driver: you have all your formatted text in memory.... each character with its high order bit set is to be printed in BOLD..... get the first byte... check bit 7... pull the character from a 128 byte table... send the BOLD pre-fix if necessary... send the printer code for the character...

is a 64-bit CPU going to help you here? yeah, maybe - if it has a lot of stuff in it to speed things along.... but, we have a byte operation and an 8-bit indexed fetch here.... works just fine on an 8-bit. A lot of what we do is byte data - maybe because we always had 8-bit machine and maybe because of the character oriented nature of many things we do.

oh... off my soapbox.

Bob

375. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd1ecd$3194b480$05374382@hawks-pentium>
Source record: 67146

John Schnittker <jschnitt@gte.net> wrote in article
<69b18c$m3p$1@gte2.gte.net>...
> Vidar Olavesen wrote:
> >
> > Well, the screen is located at the address which is pointed to in $58 +
> > $59. To poke directly to screen, use something like this :
> > scr=peek(88)+peek(89)*256
> > poke scr,value
>
> I will try it! Thanks A lot!
>
I might have added
poke scr+position,value
where lets say you should plot a point at 10,1 position would be 2 (10
pixels=1 byte + 2 bits)
and the value would be 64. But it would reset whatever values is in the
second byte, so you need to add what was already there. It's gonna be slow
in basic I think, but ... Why not try assembler ? I could try get you
started and I guess more assembler coders out here would help too. Take
Atarian care

376. Re: Trouble shoot....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34B9278E.8C8@pacbell.net>
Source record: 67147

Mike LaRue wrote:
>
> Sold all most of my service manuals last years, now have a problem
> with my XE,
>
> Green screen...
>
> Is that ram??
>
> --
>
> ><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><
> > 1979 Atari 400 1981 Atari 800 <
> > <><> <
> > St's and PC's HoHum Amiga's < Remove NOSPAM from name
> > <><> < To email
> > Now! Saturn-N64-PSX-3DO-Jag-MORE! <
> > <><> <
---
could be anything..... leave it on for 5 minutes and replace the RAM
chip that is much hotter than the rest. works sometimes.

Bob

377. Re: Thoughts on Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <69b9tk$k2m$1@alexander.INS.CWRU.Edu>
Source record: 67148

Turbo Basic is a LOT better than regular Atari Basic, IMHO.
Sometimes I will write a quick ditty with it, but I prefer
ACTION!. it is also more handy than Basic XE, in that it can be
compiled (both Turbo Basic and Action!).
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

378. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34B92C80.726D@pacbell.net>
Source record: 67149

```
Lonnie McClure wrote:
>
> On Fri, 02 Jan 1998 22:24:58 -0800 Bob Woolley <rwoolley@pacbell.net>
> wrote:
>
> >The problem is not so much the cycle stealing from the video but the
> >interrupts. Unless you disable the VBLANK, you may lose data. I had in
> >mind using the AP for other things also - like a serial mouse, floppy
> >and that kind of thing. These also suffer from interrupt latency.
> >The Atari can do 115,200 if you turn off everything but the idea was not
> >to do so.
>
> Using one of the PC Super I/O chips would offer a lot in one package
> (twin RS-232's with 16-bit FIFO buffers, EPP/ECP printer port, IDE,
> and hi-density floppy controller). The problem with using such a chip,
> from what I understand, stems from its orientation to be interfaced to
> an 8Mhz (or faster) 16-bit x86 CPU bus, vs. the 8-bit, 1.79Mhz 65xx
> bus the Atari offers.
>
> Still, if you would be using a second CPU as a controller, why not go
> with an x86 compatible CPU (a low end x86 CPU or x86-based
> micrcontroller or embedded processor) as the controller instead, which
> would apparently solve the interfacing issues?
>
> ========================
> lmcclure1@mindspring.com
----
wellllll.... if you use an x86 chip as the I/O processor, you cannot use
your existing software libraries for the 65xx. One advantage to a very
high speed aux processor is the ability to point it at internal code
(like the FP routines at $D8xx) and let it do the math for you. Load the
FP regs, tell AUX to run, wait for him to finish, continue
processing..... neat? Sure would speed up BASIC.

Bob
```

379. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd1ecd$8531bc00$05374382@hawks-pentium>
Source record: 67150
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Is that legal ? I think Ian Chadwick still has the rights to his book, or I think there's somebody who has the rights. Or else it's a great idea, even though I have both the old and the revised editions of Mapping, the tear and wear would be less ;-) Take Atarian care

ZAPGUN <ZAPGUN@prodigy.net> wrote in article <34B90A10.8E4@prodigy.net>...
> Gareth Davies wrote:
> >
> > Would there be any interest in chapters of this book being made
> > available via Web Page? If so I'll try and do it.
> >
>
> Sounds like a good idea.
> --
> "Pepsi will bring your ancestors back from the dead."
> --Pepsi slogan from Taiwan
>
> "Knick-knack, paddy-whack, who cares?" --Fluxdog.
>
> Things I should never do:
> #12: I should never read anything by Mercedes Lacky
> before going to bed. It gives me The Dreams...
>
> Reasons I dislike "Godzilla Wars":
> #7: No Jet-Jaguar figure
>

380. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b93df4.1065530@news.aatech.com>
Source record: 67151

On Sat, 10 Jan 1998 17:42:04 GMT, lmcclure1@mindspring.com (Lonnie McClure) wrote:

>On Sun, 04 Jan 1998 11:26:51 -0500 "Jay N. Yepuri"
><jnyepuz1@ulkyvm.louisville.edu> wrote:

>>1. They have TCP/IP. Does the Atari 8bit? Does anyone know if/when we
>>will get this ability, or if it's even possible?

>As a person who owns a C-128 (in addition to my 1200XL and other
>computers, both Atari and not), I have been following this. From what
>I understand, this software is still in what some would refer to as
>"beta" form, and currently supports only SLIP, not the more common
>PPP.

No, the author describes it as extremely Alpha . Breaks often.
Is not for the faint-hearted. Everything I read about it
described only server functionality, nothing described any
kind of existing client software. Also, it completely
replaces the C64 OS, so it's basically an incompatible platform
at that point. i.e. You're not going to nfs mount a unix
partition on the c64 and save Paperclip files to it as if
it were a floppy disk any time soon.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

381. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <34bc1456.54080177@news.sierratel.com>
Source record: 67152

On Sat, 10 Jan 1998 17:41:55 GMT, lmcclure1@mindspring.com (Lonnie McClure) wrote:

>Regarding emulating an Atari 8-bit on an Apple IIgs:
>
>>Unless there is some sort of memory protection mechanism in the 65816 I
>>am unaware of, there is no way to trap the custom hardware accesses.
>
>While an MMU would certainly help, the ST 8-bit emulators seem to
>manage well without it.
>
>My main point in bringing this up was that no one has apparently even
>*attempted* an A8 emulator for the IIgs. Without the need for CPU
>emulation, one would think a rather BASIC emulator (i.e, supporting
>most non-game applications and some of the more basic games) would
>fly, especially on an accelerated GS.

Emulating the hardware accesses is _a lot_ easier when you're already doing full emulation like the ST or PC based emulators. You've already decoded everything, and very little _extra_ effort (i.e. one table lookup, and only on the instructions that actually modify memory) needs to be done to check for hardware accesses. Note also that since you are emulating the target CPU registers and status flags, the host CPU can check all this stuff without interfering with the target CPU. There's no quick way you could check for hardware accesses each instruction using the same CPU that's trying to run the code itself. The best you could probably do, is interrupt the processor every so often, and check for modified memory in RAM at the hardware addresses. That's still quite a bit of overhead, and a lot more error-prone since you would loose multiple accesses to the same location in between polling intervals. You also wouldn't detect accesses where just reading or writing the same value to a location triggers an event.

Jason was right. Without an MMU to trap addresses at a hardware level, a decent emulation on an Apple GS would be impractical.

>I have long been puzzled, however, why none of these emulators have
>packaged a card with a high-speed version of the CPU for the machine
>they are emulating. With the burden of emulating the CPU taken off the
>emulating machine's CPU, it could work specifically on emulating the
>custom components better, and the end result could be a very
>compatible emulator that runs faster than the original machine.

Today's CPU's can emulate 6502 code faster than the fastest 6502/65816 chip ever produced, so in combination with the above reasons, and costs, it doesn't really make any sense to do this.

John Harris
jharris@poboxes.com

382. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <69bgccaqf1@flood.xnet.com>
Source record: 67153

Kenneth Jennings (kenneth@spam.not.sayeth.i) wrote:
: Is not for the faint-hearted. Everything I read about it
: described only server functionality, nothing described any
: kind of existing client software. Also, it completely

There is apparently an extremely (and I mean extremely) basic IRC client.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

383. Offer

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: "Sintech, FBI" <sintech@online.de>
Message-ID: <01bd114d$f1a33180$681d9fc1@1001-36.online.de>
Source record: 67154

```
--
You are searching for Soft- or Hardware for your computer?
Why not try it here:

SINTECH, GERMANY
Home of 8 and 16-Bit Software
e-mail: sintech@online.de
http://www.online.de/home/sintech
```

384. Re: Atari AND CBM - Now! (Was: Atari vs. CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <9801111658.AA00lil@cosine.demon.co.uk>
Source record: 67155
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Lonnie McClure:
> There is a program (called "Star Commander" as I recall) for the
> Commodore 64 that supports using the PC as a fileserver of this type.
> I have also heard of another program called "Server64". These programs
> seem to be less well known and less widely used among Commodore owners
> than SIO2PC or APE among Atari owners, however. Whether this is due to
> the software being inferior, or for other reasons, I do not yet know.

StarCom is in regular use by a fair few people but isn't a file server,
as such. Imagine Norton Commander with a few more features and the option
to read devices 8 and 9... =-)

As for Server64, I've got a Dell 386 sitting next to one of my machines
that boots straight into it and it's pretty cool. Sadly, although it was
cardware, very few people supported it and the programmer lost interest
in the project even before it reached V1.0 but it runs *very* well and
gives a faster performance than a stock 1541 drive, barring one problem...

> It could be that neither of these solutions support common fast
> loading shemes and/or JiffyDOS, which would certainly explain part of
> their lack of popularity.

...it doesn't work on fastloaders. Okay, so if the transfer rate is
faster than a stock 1541, why do I need a fastloader? Well, mainly
because I have an Action Replay V6 present that is in constant use and
I can't have all the other features (such as the monitor) without the
fastloader turned on. As for JiffyDOS, have you ever tried installing
the ROM to a PC?! =-)

> Part of the problem in supporting such a setup on the Commodore is
> that is its serial chaining port for perhipheral...

I seem to recall that it's more a case of problems caused by the C64
having intelligent devices, our disk drives also have 6502 processors
and RAM onboard and some fastloaders store code into that RAM to speed up
communication between the two. Any tool, like Server64, that wants to
do the job *properly* has to emulate the processor as well...
--
Jason =-)

_____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /

____\/

385. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b93fb6.1515156@news.aatech.com>
Source record: 67156
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:

>On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>
>>What's the frequency Kenneth Jennings wrote:

[snip]

>>>Then why are you bothering us with this? Make yourself a

>Oh, I didn't realize that you had appointed yourself spokesperson,
>guardian and censor of the Atari 8bit newgroup, it wasn't in the FAQs.

However, c.s.a.8bit is for the discussion of Atari 8-bits, not for
some day-dreamer who thinks everything with a 6502 must just be a
computer that wished it was a C64.

As for the idea of being censor, you obviously think only people
who agree with you are entitled to post. I never told you not to
post. I told you to go post in a conference where someone cares.
And if you don't like hearing from me you can kill-file me, but as
long as you continue to spew your lunatic fringe idiocy on c.s.a.8bit
I'll be responding, since I actually use an Atari 8-bit.

And for the C64-ers who are going to moan about this being cross-
posted, you may blame Noah Vail who thought the lunacy of all 6502
systems being equal should be cross-posted, so you'll have to track
him down to get the newsgroups header line changed.

>>>Hey, the printer up the hallway has a 68020 in it, so it must be an
>>>Amiga. Let's go talk about it in c.s.amiga.hardware. Duh.

>Really - where can I get one of these printers?

Older model HP printers used 680x0.

>I'd like to add a Blitter, Copper, Agnus.....

Yeah, right. Insanity.

>Maybe you've hit on something here, maybe we need a "comp.sys.65xx" -
>a place where we can leave our brand biases at the door and
reduce superior 6502s to the level of the neighbors' cheap knock-off and
>to the heart of soft/hardware hacking.
Oh, yeah. And that, too.

And, it is a good idea. Take gutting systems to another conference.

[snip]

>>>>Have you even bothered to look?

>>>Look where, since c.s.cbm seems to be devoid of any real
>>>information?

>I don't think so.

It is. Read it more often.

>>>And where's your consideration of your
>>>poor C64 pals? For an entire day I didn't see you respond
>>>to the request asking how to put a C64 in the net. You

>An entire day? I'm sorry - how selfish of me. I should just
>forget about the wife, kids, job, sleeping and scan the
>all the newsgroups 24 hours a day.

Actually, I misspoke. The response to the original request was done
4 Jan 98, which means that at the time I wrote you hadn't bothered
to impart your supposedly superior wisdom on your C64 chum for more
than 4 days.

>64 Pals?, like we're a gang or something?
>Can't you just drop you confrontational, devisive attitide?

So, you're actually the one that really doesn't like C64 users? That
must be the divisive attitude you sense. Perhaps you feel guilty for
having bought the cheaper, less capable system? Are you trying to work
out your frustrations by making others gut their 6502 systems until
they have even more useless systems than your own?

>I'm not a regular poster to either group, just an occasional lurker.
>Users in each group are doing some great things, an exchange
>would be profitable to both sides. But if you represent the
>typical Atari user, there's no chance of that.

It's now been over 7 days since the original poster on c.s.cbm
asked about how to get on the net with a c64 and only one response
telling him how to dial into a provider and use the C64 as a dumb
terminal. If this is representative of how C64 users help each
other then there is nothing Atari users have to gain from the C64
camp's commitment to apathy.

[snip]

>>>" The TCP/SLIP implementation will someday be used for telneting to and
>>> from an OS/A65 computer.

>>Two big words here. Alpha means breaks often. (And I saw the

>No - really? Wow, you're smart! - can I be like you when I grow up?

No. If you can equate the TCP/IP author's clear warnings that his
TCP/IP implementation is next to useless with a fully working

network interface for a C64 then when you grow up I don't think
you'll be nearly that smart.

[snip]

>>Also, if you actually bothered reading the web pages you'd see
>>that he's completely replaced the C64 OS.

>Just like many games and languages do.

So, you're going to compare TCP/IP support to a game? You were
moaning a little while ago that I said most 6502 systems amount
to toys, since they're only hobbyist play things.

This I think typifies why the C64 users (or maybe just Noah Dial)
can't get along with the Atari users. C64 users (or just Noah Dial)
think computers should only do one thing at a time. A hack may
be proprietary and work with nothing other than the driver written
for it. A program may do whatever it wants to the system. Atari
users think hardware hacks are are supposed to extend the
capability of the existing system and software enhancements should
co-exist as peacefully as possible with other enhancements and the
OS. Maybe on the C64 ignoring the OS is OK, since there is so
little OS to ignore. But, on the Atari we expect enhancements to
be just that: an enhancement, not an incompatible replacement.
How many people would use an MIO or APE if it meant that no
existing Atari software could run while these things are in use?

>How many DOSes and BASICs are there for the Atari?

Lots, but DOS is an enhancement to the OS on the Atari, not a
replacement. And the language used doesn't replace the OS
either. The languages on the Atari depend on OS services for
graphics, I/O etc.

>>In effect, to get it to work it isn't a C64 anymore

>Really, I took ALL the Bill Gates out of my Pentium box and
>installed Linux, and guess what? It's still a Pentium.
>Imagine that.

It is no longer a a Windoze PC. Imagine that. Now try running
some useful PC program (if there is such a thing) on your intel box.
Can't do it effectively, can you? Imagine that. If you replace the
OS it is no longer the same computer. Imagine that. It's a very
simple concept that most people here understand. Except you. I'll
try to use smaller words in the future. Maybe that will help your
reading comprehension.

>>(I knew the existing computer was deficient.)

>Why are there things like SpartaDos and Indus GT drives?
>By your logic, that would make the stock Ataris defecient.

Neither thing mentioned replaces the Atari OS or is incompatible
with the stock Atari hardware. What planet do you live on that
you can mentally equate a system-compatible upgrade to a completely
incompatible OS rewrite??

By your logic, a machine running Linux and a machine running Windoze
must be the same computer capable of running the same programs at
the same time just because they have the same processor.

>>So, congratulations; you've discovered that
>>you can get a C64 on the internet if you throw away its
>>personality and make it run an OS for which there is a software
>>base of maybe a dozen programs.

>You don't don't what you're talking about. Nothing stops me from
>lifting the SLIP code out and using it as a program on the C64
>with its native OS, or using it as a program on the Atari with
>it's native OS.

Well then, if nothing is stopping you then why do you only talk about
it instead of doing it?

>SLIP is just a serial protocol, it can be ported to other OS's.

You're dreaming if you think you're going to get on the net with
just SLIP. SLIP is only a transmission protocol and is pointless
without the rest of the network support underneath it. And that
network support is a resource hungry beast. Buffering packets
would consume 64K in a fraction of a second on a fast network.

>>I guess years of Commodore introducing new computer models
>>mostly incompatible with previous computer has numbed Commodore
>>users to yet more incompatible stuff.

>Let's see PETs, CBMs, VICs, C64's, C16/+4's, 128's, C65's.

>All have compatable BASIC's even though the hardware advanced.

Not. It's not very likely that any BASIC program that uses just
one POKE (which easily describes over 90% of the CBM BASIC programs
out there, since you can't get anything practical done on them
without using the almighty POKE) is going to run on a differing
system. In theory they should have been much more compatible, but
some idiot at Commodore thought different OS jump points and
different I/O would be a smart idea. Other than a few non-POKE-ish
BASIC programs (a small fraction of the software base) these systems
are so different they might have come from different manufacturers.

And, the move from C64 to Plus4/16 can't be sanely described as
an advancement.

>Incompatabilty with a previous generation is a fact of computer life.

>The Atari hasn't really changed much since the original 800.

For one thing, since the Atari 800s started so far out in front of
other 6502s that existed (or were yet to be released) they didn't
need that much added to them for years. Also, you haven't adequately
kept up with the Atari 8-bits. You can add megabytes of RAM, SCSI
drives, etc. Things never thought of when the original Atari 800 was
created. And these things are largely compatible with years of
previously written software.

>And that's sad.

No, compatability and consistency is good. It's why today I can take
a commercial program written for an Atari 800 in 1980 and reasonably
expect it to load from a hard drive and run on an Atari XL made in 1985.

>>I imagine most Atari users expect that running TCP/IP on
>>an Atari means running it on something that still runs
>>Atari software at the same time.

>See above.

I'll just wait for you to finish the TCP/IP implementation for the
Ataris and C64s which you promised would be so simple to do.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

386. FS: ATARI 800 & 810

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: jbryant@erinet.com
Message-ID: <884562373.1975713803@dejanews.com>
Source record: 67157

I have the following hardware/equipment & software for sale. Please
e-mail if you are interested.

Thanks,

Jayne Bryant
jbryant@erinet.com

COMPUTER ITEMS:
FOR SALE
QTY DESCRIPTION PRICE

1 ATARI 800 COMPUTER (8 BIT) W/PWR. SUPPLY & CLOTH COVER (4 JOYSTICK & 2
CARTRIDGE SLOTS) $35.00

1 ATARI 810 DISKDRIVE $15.00

1 SUPRA 2400 BAUD MODEM W/PWR. SUPPLY $10.00

2 ATARI JOYSTICK (For 8 Bit/16 Bit) $ 5.00ea

1 ATARI XM301 MODEM W/SOFTWARE $10.00

1 CONNECT TO TV BOX (COMPUTER OR TV) $ 5.00

Operator's Manuals and Technical Reference Notes for all above equipment.
Software included: Alien Numbers, Donkey Kong, Star Raiders, Pac-Man,
Space Invaders, Math Blaster, Delta Draw, Atari Bookkeeping, Print Shop,
Atari Writer, Telelink1, ET Phone Home, Fraction Fever, Telly Turtle,
Zork, Lunar Leeper, Math Pack, Basic Language

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

387. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <34B979B6.F83734FB@factor5.com>
Source record: 67158

Great game as most of the others Bill Williams did. I particularly loved
Alley Cat. Weird but innovative and very playable.

To trivia around a bit: Bill Williams also did the brilliant and completely
weird Mindwalker for the Commodore Amiga (BTW, the last game from Synapse
software - sniff) and the equally quirky Sinbad and the Throne of the Falcon
for Cinemaware (Amiga). After that I only know of two more games from him
(both Amiga): Pioneer Plague and Knights of the Crystallion. He is supposed
to be into experimental music...

Does anybody know what the man does nowadays??

Julian

Gareth Davies wrote:

> Oh, how I loved that game..... Don't suppose anyone has a copy for sale?
> No, didn't thinks so. You seldom get games that show that level thought
> in design and execution: the graphics were designed that they took so
> much advantage of the strenghts of Atari 8bit it was incredible. What a
> game.
>
> --
>
> Gareth Davies.
>
> To reply remove the _ character from the reply to address.

388. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1101982217240001@port148.bitstream.net>
Source record: 67159
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In article <01bd1ecd$8531bc00$05374382@hawks-pentium>, "Vidar Olavesen"
<olavese@online.no> wrote:

> Is that legal ? I think Ian Chadwick still has the rights to his book, or I
> think there's somebody who has the rights. Or else it's a great idea, even
> though I have both the old and the revised editions of Mapping, the tear
> and wear would be less ;-) Take Atarian care
>
> ZAPGUN <ZAPGUN@prodigy.net> wrote in article <34B90A10.8E4@prodigy.net>...
> > Gareth Davies wrote:
> > >
> > > Would there be any interest in chapters of this book being made
> > > available via Web Page? If so I'll try and do it.
> > >
> >
> > Sounds like a good idea.

Back in Sept 96, Ian himself posted a query here looking for help doing an
html version of his book. He does indeed own the rights. At the time, the
discussion devolved into bickering over alternatives to html, which some
thought was not the ideal format. I have not seen anything about it here
since then, so I don't know what became of the project, or if it even got
off the ground. If you're interested, here is Ian's e-mail address:
ichadwick@georgian.net

I think it would be a great resource.

Mark

389. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <34B9A6A6.2F1C@gte.net>
Source record: 67160
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

zzyzx wrote:
>
> > I got both packages today, but I am extremely disappointed.
> >
> > 1st of all, why didn't you protect them in a cardboard box?

I definitely have to agree here - sending such poorly packaged items across the Atlantic in a ship was foolhardy. And Geoff charged Zzyzx 10 pounds for shipping?! What a rip-off. For that kind of money it seems Geoff could have gotten a box AND sent it by air. And I thought I was a cheap penny-pincher!

>
> I too am disappointed that one of your packages has arrived in poor
> condition. However, I am even more concerned by the aggressive and
> impolite tone of your message and especially by your insinuations
> about my honesty.

Sounds like a cultural issue. In the USA, people get angry when they pay good money and get poor service. I guess they behave differently in the UK. Still, I think Zzyzx was pretty restrained for the most part.

>
> Firstly, both parcels were packaged more than adequately and I
> confirmed their suitability for posting to the USA with the Post
> Office before dispatching them to you. If one package has arrived in
> a poor state, I suggest that it has been mistreated or tampered with
> and advise you to contact your mail service to seek redress for the
> damage caused. It is possible that the damaged package was opened by
> US Customs and poorly repackaged.

Considering the cost of these parcels, Geoff REALLY should have insured them - especially since Zzyzx had forked over so much for shipping. Personally, I insure every package worth more than $50.

>
> Secondly, I strongly resent your suggestion that I have deliberately
> sent you copies of the disks for 'Corruption' and 'Jinxter'. I assure
> you that these are the original disks as purchased in sealed packages
> from a
> reputable London retailer. Home-produced adventures were often
> released on unlabelled disks and I have a number where this is the
> case.

If memory serves, Corruption and Jinxter are NOT home-produced adventures. If they were packaged in professionally printed boxes with professionally printed manuals, then I dare say they aren't home-produced. Any manufacturer, home based or otherwise, that goes through that much trouble to package their product, would certainly also put a label on their disks - even if it was produced on a simple personal printer! Seems to me Geoff should have at least assumed these may not have been original disks and informed Zzyzx of that fact.

>
> Thirdly, you say that a disk is missing from the 'Lost Treasures of
> Infocom Volume II'. I am extremely surprised by this as I
> double-checked the contents of the game box before packing it.

I can see this mistake happening, and I don't think it is much of an issue. Especially compared to other problems regarding this sale. Still, if all the original instructions were present, it would have been easy for Geoff to determine if the game had all the required materials or not.

--
-=-=-=

390. Re: 850 Interface Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6996m4$2pt$1@news.dmv.com>
Source record: 67221

AsciiRider (atebit@wwa.com) wrote:

: I need to build a cable for my 850 Interface.

: Which pins on a DB25 need to go to which pins on the 850? It's only 4
: right?

: I'm assuming I can't just use a regular serial cable, I tried a couple
: different modem/cable combinations, and they just don't work out right.

: Thanks

: AsciiRider
: S.C.A.T. 8bit PD Librarian
: atebit@wwa.com

Here's the cable I built and use (even as I type) between an 850 and Hayes
Accura 144 at 9600 bps:

850 end Modem end
9-pin "D" 25-pin "D"

```
1 <--------DTR----------> 20
2 <--------CRX----------> 8
3 <--------TXD----------> 2
4 <--------RXD----------> 3
5 <------GND/SHL--------> 7
6 <--------DSR----------> 6
7 <--------RTS----------> 4
8 <--------CTS----------> 5
```

Steve

391. Re: 850 Interface Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: atebit@wwa.com
Message-ID: <6998fg$n62$1@hirame.wwa.com>
Source record: 67222

You are the man! I was growing tired of my SX212 - even though I would have killed for one when I was 12!

Ascii

In article <6996m4$2pt$1@news.dmv.com>, swallace@home.dmv.com says...
>
>AsciiRider (atebit@wwa.com) wrote:
>
>: I need to build a cable for my 850 Interface.
>
>: Which pins on a DB25 need to go to which pins on the 850? It's only 4
>: right?
>
>: I'm assuming I can't just use a regular serial cable, I tried a couple
>: different modem/cable combinations, and they just don't work out right.
>
>: Thanks
>
>: AsciiRider
>: S.C.A.T. 8bit PD Librarian
>: atebit@wwa.com
>
>Here's the cable I built and use (even as I type) between an 850 and Hayes
>Accura 144 at 9600 bps:
>
>850 end Modem end
>9-pin "D" 25-pin "D"
>
> 1 <--------DTR----------> 20
> 2 <--------CRX----------> 8
> 3 <--------TXD----------> 2
> 4 <--------RXD----------> 3
> 5 <------GND/SHL--------> 7
> 6 <--------DSR----------> 6
> 7 <--------RTS----------> 4
> 8 <--------CTS----------> 5
>
>Steve
>

392. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <699pvo$87b$1@news.aatech.com>
Source record: 67223

Mark Ormerod (rmo@valeofdreams.demon.co.uk) wrote:
: >As a person who owns a C-128 (in addition to my 1200XL and other
: >computers, both Atari and not), I have been following this. From what
: >I understand, this software is still in what some would refer to as
: >"beta" form, and currently supports only SLIP, not the more common
: >PPP.

: SLIP is actually a better form of connection than TCP/IP.

This is sheer idiocy. You might as well be saying 'a tire is a better form
of transportation than a car.' SLIP and PPP are both protocols for
transporting network traffic across serial (and occasionally other) links.
TCP/IP is the protocol used in all internet traffic.
SLIP is for TCP/IP traffic only, whereas PPP can be used to transport
IPX, Appletalk, NETBIOS, etc traffic. SLIP is a kludge protocol written
over a weekend by someone, whereas PPP is a well thought-out protocol
allowing for dynamic address assignment, data compression, etc.

: A RISC PC running a slip connection generally achieves a much more stable
: connection than a windows box running tcp/ip.

This is more idiocy. The only time I've experienced problems with the
Windows TCP/IP layer is when someone has intentionally sent traffic designed
to take advantage of bugs in the network driver.

: It also allows much
: reliable sockets to be achieved than via a winsock.

Sockets by nature are either reliable (TCP) or unreliable (UDP).
This does not vary from platform to platform.

: Using an Archimedes
: with a 14.4 modem, 4 sockets are spawned to the news/mail server. As
: soon as one drops, another is connected giving what appears to be a
: continuous connection, the same for browsing.

Wintel machines are equally capable of this.

: WINSOCKs are supposed
: to achieve this but rarely do, with only one socket actually working.

I can open as many sockets as I want up to the limit (currently 64) set in
the registry. All work at the same time.

: Hence, our wonderful RISC PC on a 14.4 outperforms a pentium mmx using
: a 33.6

Hence you can continue to delude yourself that a >150 MHz machine can't keep up with a 33k baud connection.

: One in the eye for wintel methinks.

Perhaps you should check your own eye first.

Jason Duerstock
jason@sdi.cluephone.com

393. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34bc7081.4971480@news.earthlink.net>
Source record: 67224

See a pix at the following URL:

http://home.earthlink.net/~zzyzx97/At800xl.jpg

Includes the computer and power supply. Great shape. Guaranteed to
work when you get it. Buyer prepays and pays shipping from Detroit.

$42.00

ZZyzx

"Me, indecisive? I'm not so sure about that."

394. FS: Atari 1050 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34bd71c6.5296481@news.earthlink.net>
Source record: 67225

See a pix at the following URL:
http://home.earthlink.net/~zzyzx97/ATAR1050.jpg

You get the 5.25" floppy drive, the power supply, and the SIO data cable. Excellent condition and guaranteed to work when you get it.

Buyer prepays and pays shipping from Detroit.

$22.00

ZZyzx

"Me, indecisive? I'm not so sure about that."

395. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd1e77$55aec320$0201010a@Fernando.SOFTWAREKITCHEN>
Source record: 67226

Excellent game, I agree.

You know you have a "different" game from the opening screen. Very eerie &
well done.

Gareth Davies <garethd_@dial.pipex.com> wrote in article
<34B802A7.3A04EA87@dial.pipex.com>...
> Oh, how I loved that game..... Don't suppose anyone has a copy for sale?
> No, didn't thinks so. You seldom get games that show that level thought
> in design and execution: the graphics were designed that they took so
> much advantage of the strenghts of Atari 8bit it was incredible. What a
> game.
>
> --
>
> Gareth Davies.
>
> To reply remove the _ character from the reply to address.
>
>
>

396. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd1e78$02deb320$0201010a@Fernando.SOFTWAREKITCHEN>
Source record: 67227

```
>
> Fair comment . . . I missed out the PPP part (which is of course
> your standard windows method). The point is still the same though,
> that SLIP is much a better way of achieving the connection :)

Isn't PPP more robust? Besides that, you need PPP to connect to some ISP's
that don't support SLIP. Perhaps I'm mixing up my notation/protocols?
```

397. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <+L824CA94Ju0EwON@demon.net>
Source record: 67228

In article <34B802A7.3A04EA87@dial.pipex.com>, Gareth Davies
<garethd_@dial.pipex.com> writes
>Oh, how I loved that game..... Don't suppose anyone has a copy for sale?
>No, didn't thinks so. You seldom get games that show that level thought
>in design and execution: the graphics were designed that they took so
>much advantage of the strenghts of Atari 8bit it was incredible. What a
>game.
>
>--
>
>Gareth Davies.
>
>To reply remove the _ character from the reply to address.
>
>

Necromancer was an excellent game, the gameplay was superb and
unlike anything else I've seen. Bill Williams who wrote it also
wrote the equally wired but superb Alley Cat. However I only found
this on a US Gold budget ï¿½2.99 cassette. I managed to find to files
in an Atari 8 bit ftp site called necromancer.exe and alleycat.exe
which I assume are for an emulator (?) which I could mail you -
I haven't brought the url for the ftp site in to work unfortunately.
If anyone knows how to use these files or even run .xfd file in
either atariwin800 or xl-it let me know!

--
Mark Ormerod, atari@valeofdreams.demon.co.uk

398. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <PYtKsGA4IKu0Ew5A@demon.net>
Source record: 67229

In article <01bd1e78$02deb320$0201010a@Fernando.SOFTWAREKITCHEN>,
Fernando Ortiz <fernando.ortiz@mci2000.com> writes
>>
>> Fair comment . . . I missed out the PPP part (which is of course
>> your standard windows method). The point is still the same though,
>> that SLIP is much a better way of achieving the connection :)
>
>Isn't PPP more robust? Besides that, you need PPP to connect to some ISP's
>that don't support SLIP. Perhaps I'm mixing up my notation/protocols?
>

I think so. The problem with PPP is more based around the software that
uses it - I don;t think I was very clear to start off with, hence I
appear to have manged annoy one of the more -ahem- retentive of the ng:)
SLIP should in theory, be beaten by a PPP based connection everytime.
As Jason Duerstock stated in his own inimitable way, if the software
is configured correctly, by someone who knows what they are doing, then
this is the case. However a typical connection made via DUN and the
microsoft stack generally achieves a pretty poor, slow connection which
dosen't do the hardware justice.

--
Mark Ormerod, atari@valeofdreams.demon.co.uk

399. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd1e80$a58bed60$bb374382@hawks-pentium>
Source record: 67230

Well, the screen is located at the address which is pointed to in $58 +
$59. To poke directly to screen, use something like this :
scr=peek(88)+peek(89)*256
poke scr,value

You have to calculate which pixels are to be poked. 8 bits pr. byte and in
hires, each bit is a pixel. In multicolor, two bits is one pixel.

Hope this helps, but you should consider getting an assembler routine. I
might be able to make one for you.

John Schnittker <jschnitt@gte.net> wrote in article
<699d1hbce1@gte1.gte.net>...
> I am using basic and would like to poke pixels directly to the screen.
> Is this possible? is there an address I can POKE to? My intention is to
> draw pixels faster than the plot/drawto command.
>

400. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34B8D5F5.A6A4208A@dial.pipex.com>
Source record: 67231

Thanks for the info. I don't know if it's possible to run .exe files on emus: all the emus I have won't run them. There's probably a simple way of doing it though - I doubt if they'ld be on ftp otherwise. Never played - or saw - Alley Cat.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

401. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-11 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <acxPtBBIMOu0Ew71@demon.net>
Source record: 67232

In article <34B8D5F5.A6A4208A@dial.pipex.com>, Gareth Davies
<garethd_@dial.pipex.com> writes
>Thanks for the info. I don't know if it's possible to run .exe files on
>emus: all the emus I have won't run them. There's probably a simple way
>of doing it though - I doubt if they'ld be on ftp otherwise. Never
>played - or saw - Alley Cat.
>
>--
>
>Gareth Davies.
>
>To reply remove the _ character from the reply to address.
>
>

SO what exactly is in an .exe file then? When you fun them on xl-it
they sound very like the sound from a 410 tape drive when loading.

Could you explain then how to run .xfd and .atr files? It all seems
very different from my old Atari 8 bit> Basic is fine, but I'm getting
very frustrated with trying to us dos etc on the emulator. Argh!
--
Mark Ormerod, atari@valeofdreams.demon.co.uk

402. Re: Quick vs Action

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd1f9d$3f48bce0$974a08c3@pc001>
Source record: 67083

The English language version of Quick is available directly from us (DGS). It costs 12.99 UK Pounds, or US$26 plus shipping of $5 (which is per order, so if you order other things as well, the per item delivery will be cheaper). Full details are in our full catalogue, available directly from our web site: http://www.dgs.clara.net

We also have a set of Quick demos on our web site downloadable as a .ZIP file which will produce several .DCM files. This is also downloadable from the web site quoted above.

Quick has proved extremely popular in the UK and Germany (where it was originally produced), and has sold many copies in the US also. Quick is very cheap for what it does. I can't really give a review/critique because we actually sell it, but I'm sure some other users out there could provide one.

Dean Garraghty
dgs@clara.net

Tom Rosso <slmph@cc.usu.edu> wrote in article <0nlRw+bEVFOT@cc.usu.edu>...
> Can somebody tell me the main differences between the languages Quick and
> Action. Which one is more powerful, easy to use, where can I obtain
them,
> etc. Thanks for your help.
> -Tom

403. Re: 850 Interface Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1201981511570001@macmcurrent.library.carleton.edu>
Source record: 67084

In article <696h7m$l1r$1@hirame.wwa.com>, atebit@wwa.com (AsciiRider) wrote:

>Which pins on a DB25 need to go to which pins on the 850? It's only 4
>right?

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

404. 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: David-Editor of Blitz Fanzine! <david@persona.clara.net>
Message-ID: <34BB02BB.2B26@persona.clara.net>
Source record: 67085
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

A brief update on the 4th NSSS web-site.

By this coming weekend, the site will be updated with a list of places
to stay in the Wetherby area and full maps of how to get to the town
(together with a map showing where Wetherby is for you new to the show).

Stay tuned to
www.persona.clara.net/nsss/index.htm

David

405. atari lightpen

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: "Bruce R. McDonald" <bmcdonald@iwaynet.net>
Message-ID: <69e3atpcn1@triglav.iwaynet.net>
Source record: 67086

Does anyony no how to build an atari lightpen? I once had instuctions but before I could build it I lost them. I would really appreciate if someone told me how.

Jeff McDonald

406. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34BA999A.ECFAF978@dial.pipex.com>
Source record: 67087
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

```
You have to be careful here: publishing his name and address will get
you in to serious trouble with your ISP.

--

Gareth Davies.

To reply remove the _ character from the reply to address.
```

407. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34BA9A2C.5B669948@dial.pipex.com>
Source record: 67088
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

Dan, you're actuallu correct - in part at least - when you say that
maybe people in Britain don't complain when they pay for poor service.
The UK is certainly much less a rights centered culture than US.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

408. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34BA89EC.4360D323@pcpros.net>
Source record: 67089
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Marko Mi¿½keli¿½ wrote:
>
> >>>>> "Noah" == Noah Vail <jtous@pcpros.net> writes:
>
> Noah> The C64 had one ROM revision, can the 800 series say that?
>
> You both make good points, but this one is clearly wrong. The C64 had
> one BASIC ROM revision, but I have come across two different character
> set ROMs (not counting hacked and nationalized versions) and three
> different versions of the KERNAL ROM (again not counting 3rd party
> upgrades and nationalized versions, and not even the SX-64, Educator
> 64 or the C65, which all had slightly different ROMs).

I stand corrected then, I was going by funet.fi which had two versions
of the kernal. Maybe they're not including the very first short-lived
kernal - the one where you had to press the space bar to load a tape.

> Noah> Please don't stop posting, I'm really enjoying this.
>
> Me too. :-)
> --

Ain't it cool.

Next:

Why a KIM I blows-away a Dec Alpha.

N.V.

409. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34BA972E.5948A289@dial.pipex.com>
Source record: 67090
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Copyright is a real problem then. I don't particularly care about the legal implications - nothing is likely to be enforced anyway and considering that the book is out of print there's the moral defence: sounds pompous I know - why let such a great work be lost.? I think if Ian Chadwick is himself considering issuing the book via html then it's only common courtesy for me not to. Still, if nothing happens in the medium term I'll have a go myself perhaps altering the wording.
--

Gareth Davies.

To reply remove the _ character from the reply to address.

410. Re: atari lightpen

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Stephen Kiernan <stevek@nospam.com>
Message-ID: <34BAB4D8.D97EE2CA@nospam.com>
Source record: 67091

Bruce R. McDonald wrote:

> Does anyony no how to build an atari lightpen? I once had instuctions but
> before I could build it I lost them. I would really appreciate if someone
> told me how.
>
> Jeff McDonald

I built a few lightpens for the Atari years ago, but I think I still have the schematics (and possibly a couple of the pens) still hanging around. I'll check
at home tonight and let you know.

--
Stephen Kiernan
stevek AT visix DOT com
Replace 'nospam' with 'visix' in my e-mail address
you want to send me some mail. No spam.

411. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f2480a54233d81c989685@nntp.ix.netcom.com>
Source record: 67092
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

In article <34BA999A.ECFAF978@dial.pipex.com>, garethd_@dial.pipex.com
says...
> You have to be careful here: publishing his name and address will get
> you in to serious trouble with your ISP.
>

Why is that? It is publicly available information. I don't find
anything prohibiting me from doing that in my TOS with my ISP?

Austin

412. Re: FS: 130XE (Upgraded to 320K)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: blackfall@webtv.net
Message-ID: <69edflihd1@newsd-124.bryant.webtv.net>
Source record: 67093

just had to say hi when i heard you go to appalachian state university!
that's where i went and i posted here (different name) a couple years
ago.

$50 seems like a good price for that!

413. 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: blackfall@webtv.net
Message-ID: <69edq5$ii5$1@newsd-124.bryant.webtv.net>
Source record: 67094

for nostalgic reasons i recently bought an atari 800 with 1050 disk drive. i really like it a lot, but playing alternate reality last night i remembered how much i hated the disk-swapping and waiting.

if there was a 3.5" disk drive it would solve all our problems we could email phillip price and tell him to amend his source code to run on a single disk!

vs

414. Re: Who is the BAD TRADER here? ME or SATAN?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <69e9io$lre@james.hwcn.org>
Source record: 67095
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

Well this is what happened. I saw a post on RGVC from the Dark Lord
saying he had a mint condition, complete MagiCard, Chase the Chuckwagon
and Sword Quest: Water World for trade. So I emailed him at
satan@hell.com and he said what he was looking for was trades for souls.
So we struck a bargain and I traded my soul (which is in mint condition
and has hardly ever been used) for the carts. I sent out my soul in
goodfaith and waited for him to send me the carts. Nothing came.
Luckily I send my soul registered mail so I was able to verify that
he had taken delivery of it but I still didn't get my carts.
After a month I e-mailed him and asked what was going on. He was said
he was sorry it took him so long to send the carts but he had been
rather busy with the mid-east peace proccess (screwing it up that is).
I told him that the peace proccess in the middle east looked sufficiently
screwed up to me so could he please send me the carts. "Sure thing, they'll
be in the mail first thing monday."

Well monday I get another E-mail from him saying he won't be sending out
the carts on monday as he decided to cause a Canadian Postal strike instead
and the carts wouldn't get here anyways. Well isn't that just fine.
So the strike finally ends and I E-mail him asking him to send me the carts.
I get an E-mail back saying "Sorry, I won't be able to send out the carts
as it's the christmas season right now and believe it or not it's one
of my busiest times of the year. But I'll send them out in the new year,
promise."

I'm pretty pissed off now because it's been three months since I sent him
my soul and I've yet to see my cartridges but I grit my teeth and endure.
Finally I get the carts in the mail.... WHAT A MESS!

Mint condition my ass. These carts are covered with the worst acti-plaque
I've ever seen. And you know how old 2600 carts sometimes have that
"basement smell" to them? Well you haven't smelled anything until you've
smelled Satan's basement. All the games were missing the manuals and
the worst part was instead of sending me a Sword Quest: Water World
like we had agreed upon. I recieved a Sword Quest: Fire World (go figure).
Now I was really pissed with the Lord of Evil so I sent him a flame e-mail
complaining about the trade. Not one of the items were what I was told they
would be. I demanded we trade back. Satan ignored my e-mail so I sent
another... and another... and another... and another. Finally he e-mailed
me back and said he wasn't too happy with the condition of my soul either
and that I should be happy I got anything for it, but he'd trade back.
So I pack up the carts and send them back to him, registered of course,
but now he refuses to send back my soul and he ignores all my E-mail.

So I'm just warning all of you that you might want to put Satan on your
Bad Trader Lists.

CRACKERS
(Bad Trader Alert from hell!!!)

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

415. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <34BACD6F.646826B9@spyvspy.com>
Source record: 67096
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Well, if any of you DO decide to exchange ideas, let me point out that the atari world is WAY behind the commodore world when it comes to emulators. The Atari 800 emulators I've tried out are so ridiculously slow its unbelievable.

So get off yer duffs and make a nice one, peruse the source code for VICE or something.

416. Re: Who is the BAD TRADER here? ME or SATAN?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Beruche <beruche@concentric.net>
Message-ID: <69en4s$8od$1@brie.direct.ca>
Source record: 67097
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

hehehehe

Just checked www.hell.com... messed up site... bad trader and can really screw around iwth people's heads with the pages... ^^; and hopefully a spambot will get the addy of the Dark One so he can get his just desserts ^^
Okaythat was useless ^^;

--
Ryan Allan

417. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <69era2$44k@bgtnsc02.worldnet.att.net>
Source record: 67098

Gareth Davies wrote:
>
> Thanks for the info. I don't know if it's possible to run .exe files on
> emus: all the emus I have won't run them. There's probably a simple way
> of doing it though - I doubt if they'ld be on ftp otherwise. Never
> played - or saw - Alley Cat.
>
> --
>
> Gareth Davies.
>
> To reply remove the _ character from the reply to address.

just put them into an atr or xfd image with an image-builder utility.
I've run hundreds of .exe and .bin files that way.
--
Remove the extra "h" if you wish to reply.

418. portflio palmtop

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: "HeVi@rTi" <heviarti@cyberhighway.net>
Message-ID: <34BB0C5D.2F06@cyberhighway.net>
Source record: 67099

where can i find a portfolio palmtop?
and mebbe a newsgroup on some of the 16/32 bit ataris??
and i could use risk game cartridge or c proramming cart for my 800..
and a power adapter for the 800's floppy drive...
mail me, renews me..whatever..
HeV

419. xff51 to 3.5"

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34BA6192.FB4@sprynet.com>
Source record: 67100

hi,

anybody, know how to upgrade the 360 mech in a xff51 to use a 3.5" 720k
mech ?????

please e-mail me,
Thanks,
danny
dalabast@sprynet.com

420. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34b9635e.10644875@news.aatech.com>
Source record: 67161
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 10 Jan 1998 19:18:05 GMT, rbthomas@freenet.edmonton.ab.ca () wrote:

>Kenneth Jennings (kenneth@spam.not.sayeth.i) wrote:

>: You mean I can hook up our fiber-optic line to the C64
>: and FTP files at a Gigabyte per second? Can I hook up

>For what it is worth this article appeared in the June/July 1983 Midnite
>Software Gazette:

>Fiber Network Focuses on Personal Computers

>The first fiber-optic network designed to integrate personal computers
>into local nets is taking dead-on aim at the twisted-pair and
>coaxial-cable-based versions that have been available. Claiming that at
>$300 per connection its active-star fiber network built with 50 micrometer
>graded-index glass is competitive, American Photonic, Inc of Brewster, NY,
>introduced its 64Net at this week's Interface Show in Miami. The first
>version of the network, which comprises a remote terminal, a node, and
>network operating-system software, is geared for up to 32 Commodore 64
>personal computers; other machines will be accomodated in the future, says
>the developer.

>Not bad for an 8-bit 1 MHz computer.

Can you post any more specifics from the article if any?

Is the 64 connecting to the fiber itself or is it only connecting
to the node which is connected to the fiber?

Is there any description of throughput?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

421. Re: Wanted to buy:

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <69brd0pii1@alexander.INS.CWRU.Edu>
Source record: 67162

I wonder what the heads/cylinder settings are for a
Bernoulli box. I have one that takes 20M cartridges about the
size of a 5 1/4" disk. On the board it says it's a B20NZ,
and on the front it says 20Z. I hhave about 9 carts. It appears
to be SCSI, although it might be SASI. Would be nice to use
for backup purposes.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

422. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34b98c48.101251035@news.pressenter.com>
Source record: 67163

On Sat, 10 Jan 1998 17:42:00 GMT, lmcclure1@mindspring.com (Lonnie McClure) wrote:

[WAV is a raw format, with no compression. On a PC, various software
[codecs are available, but most are more suitable for voice than
[music.

Actually, some WAV files use ADPCM.

*** Please make sure responses are also sent via email.

423. Re: Atari vs CBM - Part 2: Practicality & Availability

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ba8e14.101710423@news.pressenter.com>
Source record: 67164
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 10 Jan 1998 18:58:59 -0500, Dopple <dopple@earthlink.net>
wrote:

[fine. Actually, anything with an RS-232 type interface. The latest
[UART cart from
[CMD can do 230.4Kbps. Twice as fast as any serial port in ANY peecee
[motherboard i've
[ever seen. That should do for a while.

Apparently you are unaware of what a USB is on a PeeCee. Perhaps you
should look into it.... it is very cool. USB is Universal Serial Bus.
It is very cool.

[

[Overscan... Neato. I've seen that kida stuff on a C64 for more than
a decade. The
[game that comes to mind is Turbo Outrun. But, i know there are
pleanty of others.
[
[Now... as to the availability of power-hardware. Very easy to get
for me.
[Accelerators, UART Carts, Hard Drives, RAM Expansion, even NEW
hardware.
[http://www.cmdweb.com is the proof.
[
[True, it's just one company, but they've been doing an excellent job
for quite a while
[now, and i'm proud to own hardware/software from them.
[
[PLEASE... let me know of any places on the web (or otherwise) selling
Atari hardware
[of the like. I would be interesting in checking it out.
[
[-Jay
[http://home.earthlink.net/~dopple/
[
[

*** Please make sure responses are also sent via email.

424. Re: xf551 power input

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980112093301.EAA02819@ladder02.news.aol.com>
Source record: 67165

In article <698pp0$7fr$1@gte2.gte.net>, John Schnittker <jschnitt@gte.net>
writes:

>Can anyone tell me the power input for the Xf551?
I bought it at a thrift
>store and didnt get teh power supply with it.

It takes the same 9vac supply as the 810 and 1050.

425. Re: Wanted to buy:

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <69d0mv$2e1$1@xmission.xmission.com>
Source record: 67166

Bill R. Core <he110@cleveland.Freenet.Edu> wrote:

: I wonder what the heads/cylinder settings are for a
: Bernoulli box. I have one that takes 20M cartridges about the
: size of a 5 1/4" disk. On the board it says it's a B20NZ,
: and on the front it says 20Z. I hhave about 9 carts. It appears
: to be SCSI, although it might be SASI. Would be nice to use
: for backup purposes.

I know Bob Klaas has used a Bernoulli on his 8bit Atari..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

426. Re: 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34ba17fc.1071731@news.mindspring.com>
Source record: 67167

On Sun, 11 Jan 1998 11:04:16 -0800 Bob Woolley <rwoolley@pacbell.net>
wrote:

>The SuperVideo upgrade was printed in Atari Classics magazine.... I have
>back issues available for $8, including First Class postage. This is a
>lot of money for this kind of thing and I am certainly willing to have
>the information freely distibuted, but to scan in all the material and
>make it available is too big a project for me right now. I need to work
>on the magazine itself and hacks, my true passion.

I already have that article scanned in and saved in my PC as one GIF
file per page.

Would there be any objection to me posting this article on a web page
(once I get a chance to convert it to HTML)? If that is acceptable,
give me the details on subscribing to Atari Classics, so that I can
make certain people know where to get the magazine it came from (as
well as who to thank).

==========
lmcclure1@mindspring.com

427. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34BA2CF7.CC981262@kaa.bbn.hp.com>
Source record: 67168

> The .exe files seem frustrating if you have a look at some of the stuff
> (Ballblazer, Rescue on Fractalus and Mercernary) thats on them. No doubt
> there are a few happy people out there in paradise who know how to run
> them.

Nothing difficult about that. Just load a simple DOS (e.g. 2.5) with your
emulator (BASIC enabled of course) and then load the game with this DOS.

Example for DOS 2.5:

L (for load)
<Return>
D2:RESCUE.EXE
<Return>

Beware! Some of the files don't run from D2:. In this case you have to change
the .EXE-File to D1: like this:

L (for load)
<Return>
*
D2:RESCUE.EXE
<Return>

* means change DOS-ATR-File to .EXE-File.

Another disadvantage is, that only a few emus support .exe-Files as
"discimages". XL-it and the ugly XFormer support them.

Tschuess
Frank

428. Re: XF551 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <884620583.1480982532@dejanews.com>
Source record: 67169

You need at 9V AC power supply with more than 3 Ampere.

Thomas Grasel

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

429. Reminder

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd1f72$5a8d89c0$LocalHost@pc001>
Source record: 67170

Just wanted to remind you all that the DGS Atari 8-bit catalogues are still
available direct from our site at:

http://www.dgs.clara.net

We also have on there a list of PC CD-ROMs we are clearing. These are all
new and shrink wrapped. A list is available at the site shown above.

On a completely separate matter, anyone who works for a company with a
COBOL installation, may like to visit our other site at:

http://www.dgs.clara.net/y2k/

Dean Garraghty
dgs@clara.net

430. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EMoLzJ.7G8@cix.compulink.co.uk>
Source record: 67171

In article <6969agsom1@news02.btx.dtag.de>, Thomas.Raukamp@t-online.de
() wrote:

> >Because he'd have cut half the keys from the keyboard if he could have
> >to keep costs down. He never used any of the machines he built (at
> >shows, the T's could barely demo their own machines), and never
> >understood that in this market sometimes you _have_ to spend some
> >money.
>
> Atari had it's most successful time with Mr. Tramiel.
> The ST was a success (mainly in Europe). I still use
> it, it's a very reliable machine.
> The Falcon was one of the last amazing computers.
> The Jaguar is a great piece of hardware.
No, early 80's. Back then Atari were doubling revenue and income every
year prior to the crash. Income was many hundreds of millions back then
with huge profits.

> Sometimes I feel that Mr. Tramiel didn't catch up with
> the spirit of selling computers in 90's.
Atari had decided to bail out by the 90's I was told by a senior Atari
staff member that they looked at the market in 1989/90 and decided that
the PC was going to take over and the ST was dead. At that point they were
starting to look back to consoles whilst trying to pacify the users with a
few minor ST updates.

> It's hard to say, but I always felt his time was over when
> guys like Mr. Gates entered the scene.
Back in 1976?!?!? Or do you mean Windows 3?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

431. Re: XF551 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <69dkak$22$1@gte2.gte.net>
Source record: 67172

Thanks Thomas,

432. FS: 130XE (Upgraded to 320K)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.980112121025.547360107A-100000@conrad.appstate.edu>
Source record: 67173

I have a 130XE for sale. The machine has been upgraded to 320K and is
in very good condition. I will sell to the highest offer over $50 by
1/15/98. Please send offers to me at my e-mail address:

main@appstate.edu

Thanks and good luck.

-Thomas Main

433. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <N09l4BA9ylu0EwLf@demon.net>
Source record: 67174

```
>
>
>Nothing difficult about that. Just load a simple DOS (e.g. 2.5) with your
>emulator (BASIC enabled of course) and then load the game with this DOS.
>
>Example for DOS 2.5:
>
>L (for load)
><Return>
>D2:RESCUE.EXE
><Return>
>
>Beware! Some of the files don't run from D2:. In this case you have to change
>the .EXE-File to D1: like this:
>
>L (for load)
><Return>
>*
>D2:RESCUE.EXE
><Return>
>
>* means change DOS-ATR-File to .EXE-File.
>
>Another disadvantage is, that only a few emus support .exe-Files as
>"discimages". XL-it and the ugly XFormer support them.
>
>Tschuess
> Frank

Thanks, I'm rapidly getting indebted to members of this NG!
At least I'm in 8 bit heaven though. Can't wait to have a shot
at Alley Cat after all these years....
--
Mark Ormerod, atari@valeofdreams.demon.co.uk
```

434. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: srh28@cam.ac.uk
Message-ID: <srh28.53.00131565@cam.ac.uk>
Source record: 67175
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

In article <34B4A544.6E64@persona.clara.net> "David-Editor of Blitz Fanzine!"
<david@persona.clara.net> writes:
>From: "David-Editor of Blitz Fanzine!" <david@persona.clara.net>
>Subject: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show
>Date: Thu, 08 Jan 1998 02:07:00 -0800

>Hello all,

>Just a quick posting of an event you may be interested in....

>The Fourth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Someone call? ;-)

(Sorry for the lack of postings - I've been on holiday...)

Cheers,

Sam Holloway

The number you have dialled is imaginary
Please rotate your phone by pi/2 radians
and try again. Thankyou.

Sam Holloway srh28@cam.ac.uk
---

435. FS: 600XL & 1050

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@user2.teleport.com>
Message-ID: <69dpv1$8i8$1@news1.teleport.com>
Source record: 67176

For Sale:

* Atari 600XL (console only)
* Atari 1050 Disk Drive w/all cables & p/s
* Misc. Games on disk

All like-new physical and working condition.
$35 + $5 shipping.

E-mail if interested.

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com

436. Quick vs Action

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <0nlRw+bEVFOT@cc.usu.edu>
Source record: 67177

Can somebody tell me the main differences between the languages Quick and Action. Which one is more powerful, easy to use, where can I obtain them, etc. Thanks for your help.
-Tom

437. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34BA6841.6EFC3A67@pcpros.net>
Source record: 67178
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings wrote:
>
> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>
> >On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >
> >>What's the frequency Kenneth Jennings wrote:
>
> [snip]
>
> >>>Then why are you bothering us with this? Make yourself a
>
> >Oh, I didn't realize that you had appointed yourself spokesperson,
> >guardian and censor of the Atari 8bit newgroup, it wasn't in the FAQs.
>
> However, c.s.a.8bit is for the discussion of Atari 8-bits, not for
> some day-dreamer who thinks everything with a 6502 must just be a
> computer that wished it was a C64.

I don't think that at all. Learn to read. Never said anything even
aporaching that.
What makes you so defensive?
You can't answer my statements, so you fabricate ones that you can?

I don't day-dream about these things, I do them.
Next time you're playing Donkey Kong, think about the people
that actually program these things.

> As for the idea of being censor, you obviously think only people
> who agree with you are entitled to post. I never told you not to

No, but I expect rational answers, not reverting to grade school name
calling or brand rivalary.

> post. I told you to go post in a conference where someone cares.
> And if you don't like hearing from me you can kill-file me, but as

Pay attention sport, I said you can killfile ME if I bother you.

> long as you continue to spew your lunatic fringe idiocy on c.s.a.8bit

So because CBM and Atari share some common technology and I think an
exchange could be benifical, I'm on the "lunatic fringe?"

No, it's a matter of pearls before swine. Why are you so insecure?
What are you so afraid of?

> I'll be responding, since I actually use an Atari 8-bit.
>

Hey, so do I.

> And for the C64-ers who are going to moan about this being cross-
> posted, you may blame Noah Vail who thought the lunacy of all 6502

Don't worry, CBMers don't go ballistic when they hear another product
mentioned. If anything, they'll thank me for the entertainment that
you've provided. It's the people in the Atari newsgroup that should
be angry. Your immature, histrionic, bigoted and defensive attitude
has really cast a negative aura around Atari users.

> systems being equal should be cross-posted, so you'll have to track

When did I say that the systems were equal? When did I even state a
preference for either system? Have you actually read anything?
What color is the sky in your world?

> him down to get the newsgroups header line changed.

You can change the header line yourself, but you'd resent it if I told you how.

>
> Older model HP printers used 680x0.
>
> >I'd like to add a Blitter, Copper, Agnus.....
>
> Yeah, right. Insanity.

Um,.. you've heard of sarcasm haven't you? Next time I'll put it in
parethesis so it won't go over you head.

> >Maybe you've hit on something here, maybe we need a "comp.sys.65xx" -
> >a place where we can leave our brand biases at the door and
> reduce superior 6502s to the level of the neighbors' cheap knock-off and

If the C64 is a cheap knock off, why did Atari imitate the design in
later systems?

> >to the heart of soft/hardware hacking.
> Oh, yeah. And that, too.
>
> And, it is a good idea. Take gutting systems to another conference.

Oh, I see, modifing hardware is "gutting" the system.
Do you own a stock Atari with stock drives? Or has your system been gutted?

>
> >I don't think so.
>
> It is. Read it more often.

You're wrong. The CBM group does get a lot of newbie questions, but that's
because the user base is so large. When comes to 8 bit wizards, comp.sys.cbm

is unsurpassed. No brag, just fact. There's a lot of great hacking going on
in the Atari group too, but there's just too few users compared to the CBMers.

> >64 Pals?, like we're a gang or something?
> >Can't you just drop you confrontational, devisive attitide?
>
> So, you're actually the one that really doesn't like C64 users? That
> must be the divisive attitude you sense. Perhaps you feel guilty for
> having bought the cheaper, less capable system? Are you trying to work

You're not insulting me by degrading a computer product, you're just displaying
your ignorance and intolerance. Every machine has something to offer and
is special. There are things that I love about a 1k Timex/Sinclair.

> out your frustrations by making others gut their 6502 systems until
> they have even more useless systems than your own?

What frustration? I'm having the time of my life.

Again you say, "gut." I'm talking adding-on, not taking away.

>
> >No - really? Wow, you're smart! - can I be like you when I grow up?
>
> No. If you can equate the TCP/IP author's clear warnings that his
> TCP/IP implementation is next to useless with a fully working
> network interface for a C64 then when you grow up I don't think
> you'll be nearly that smart.

No, that was sarcasm again. The author never said it was next to useless,
now you're putting words in his mouth too. Amazing.
>
> >>Also, if you actually bothered reading the web pages you'd see
> >>that he's completely replaced the C64 OS.
>
> >Just like many games and languages do.
>
> So, you're going to compare TCP/IP support to a game? You were
> moaning a little while ago that I said most 6502 systems amount
> to toys, since they're only hobbyist play things.

Another point just flew over your head again, you'd think you'd at
least feel the breeze.

>
> >Really, I took ALL the Bill Gates out of my Pentium box and
> >installed Linux, and guess what? It's still a Pentium.
> >Imagine that.
>
> It is no longer a a Windoze PC. Imagine that. Now try running
> some useful PC program (if there is such a thing) on your intel box.

Well, I have WINE the Windoze emulator, and DOSemu the MS-DOS emulator,
but I really have no use for them. But if I really wanted to cripple
my machine, I have run some M$ OS stuff - I used to run Paint Shop Pro
from WINE, but now I use GIMP.

> Can't do it effectively, can you? Imagine that. If you replace the

Yes, I can - but why would I want to?

> OS it is no longer the same computer. Imagine that. It's a very

Sure it is. It just works the way it was supposed to now.

Just like people replaced the inadequate Atari BASIC and DOS.

> simple concept that most people here understand. Except you. I'll
> try to use smaller words in the future. Maybe that will help your
> reading comprehension.
>

I don't care what size words you use, but how about trying truthful ones?

> >>(I knew the existing computer was deficient.)
>
> >Why are there things like SpartaDos and Indus GT drives?
> >By your logic, that would make the stock Ataris defecient.
>
> Neither thing mentioned replaces the Atari OS or is incompatible
> with the stock Atari hardware. What planet do you live on that
> you can mentally equate a system-compatible upgrade to a completely
> incompatible OS rewrite??

Once again, you put words in my mouth, never meant such a thing.

> By your logic, a machine running Linux and a machine running Windoze
> must be the same computer capable of running the same programs at
> the same time just because they have the same processor.

No, but I can get the GNU compiler for both OSes and complile the
same source code on both systems and then run the same programs.
Linux i386 and MS OSes share the same CPU.

> >>So, congratulations; you've discovered that
> >>you can get a C64 on the internet if you throw away its
> >>personality and make it run an OS for which there is a software
> >>base of maybe a dozen programs.
>
> >You don't don't what you're talking about. Nothing stops me from
> >lifting the SLIP code out and using it as a program on the C64
> >with its native OS, or using it as a program on the Atari with
> >it's native OS.
>
> Well then, if nothing is stopping you then why do you only talk about
> it instead of doing it?

OK, I will. That was the whole point of this, Braniac.

> >SLIP is just a serial protocol, it can be ported to other OS's.
>
> You're dreaming if you think you're going to get on the net with
> just SLIP.
> SLIP is only a transmission protocol and is pointless

I know, I just told you that.

> without the rest of the network support underneath it. And that

There is nothing beneath it, Einstein, SLIP is the bottom layer, inet
applications run ON SLIP. Once you've got sockets and packets, the
rest is downhill. The RFC's and code for most IP applications
are standardized.

> network support is a resource hungry beast. Buffering packets
> would consume 64K in a fraction of a second on a fast network.

64k in a fraction of a second? Boy, that's some modem you got.
Or do you have a T1 going to your house?
I'm laughing so hard my sides are hurting.

You have no idea what I'm trying to do, do you?

>
> >>I guess years of Commodore introducing new computer models
> >>mostly incompatible with previous computer has numbed Commodore
> >>users to yet more incompatible stuff.
>
> >Let's see PETs, CBMs, VICs, C64's, C16/+4's, 128's, C65's.
>
> >All have compatable BASIC's even though the hardware advanced.
>
> Not. It's not very likely that any BASIC program that uses just
> one POKE (which easily describes over 90% of the CBM BASIC programs
> out there, since you can't get anything practical done on them
> without using the almighty POKE) is going to run on a differing

The pokes between the C64 and C128 were identical. It was only
the VIC to 64 BASIC stuff that needed converting.
I might have to spend a half-hour editing a program, real tough.

> system. In theory they should have been much more compatible, but
> some idiot at Commodore thought different OS jump points and

Oh, so the people that programmed for CBM were by association, idiots.
Many of those people still peruse this newsgroup, I hope you get
some nice mail.

> different I/O would be a smart idea. Other than a few non-POKE-ish
> BASIC programs (a small fraction of the software base) these systems
> are so different they might have come from different manufacturers.
>

> And, the move from C64 to Plus4/16 can't be sanely described as
> an advancement.

In areas, it was. It eliminated string garbage collection, allowed 60k
of programming space, and many more screen colors.
It just wasn't a market success - coulnd't compete with the 64.

>
> >Incompatabilty with a previous generation is a fact of computer life.
>
> >The Atari hasn't really changed much since the original 800.
>
> For one thing, since the Atari 800s started so far out in front of
> other 6502s that existed (or were yet to be released) they didn't

I used say the same thing about my Amiga 500, but the fact is, PC hardware
(tho I hate to say it) has surpassed the Amiga hardware.
Now I have an Amiga 4000, but what good is a 40 Mhz 68040 if the blitter
still runs a 8Mhz?

When the C64 was first released it had some hardware advantages over
Atari. But the Atari still had advantages over the C64.
Who cares? Life's too short.

> need that much added to them for years. Also, you haven't adequately
> kept up with the Atari 8-bits. You can add megabytes of RAM, SCSI
> drives, etc. Things never thought of when the original Atari 800 was
> created. And these things are largely compatible with years of
> previously written software.

Same as th C64, so? There are things both side can learn from each
other. Are you so full of bile and hatred?

You remind me a someone dying on a battlefield because he refuses to
take a blood transfusion from a man of a different race.

> >And that's sad.
>
> No, compatability and consistency is good. It's why today I can take
> a commercial program written for an Atari 800 in 1980 and reasonably
> expect it to load from a hard drive and run on an Atari XL made in 1985.

Really?, I have a number of 800 disks and carts that my xl chokes on.

The C64 had one ROM revision, can the 800 series say that?

> >>I imagine most Atari users expect that running TCP/IP on
> >>an Atari means running it on something that still runs
> >>Atari software at the same time.
>
> >See above.
>
> I'll just wait for you to finish the TCP/IP implementation for the
> Ataris and C64s which you promised would be so simple to do.

>

No, I'll wait for Andre to finish SLIP stuff and then I'll start
porting inet applications.

N.V.

Please don't stop posting, I'm really enjoying this.

438. Re: Deleting posts that are not your own.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: elrond@gmx.net
Message-ID: <884635613.452626@noc.weiden.de>
Source record: 67179

On 9 Jan 1998 15:00:09 GMT, "Austin Franklin"
<dark7room@ix.netcom.com> wrote:

>It has been claimed that someone is intentionally, and at their own
>discretion, deleting posts in this group. Here is the claim:
>
>"I deleted them (posts) all, but I think there were more than that... AND
>he changed the titles a few times so his 1115 lines came up as at
>least three different threads."

Well, I think he just deleted the messages on his own computer...

>I do not believe this is a moderated group, and as such, deleting posts
>that are not your own is something someone should not be doing.

No, it isn't a moderated group and you're certainly right...
But it is in fact trivially easy, to cancel (delete on all newsservers
that support cancels) other people's posts. This practise involves
forging headers and is generally despised by the Usenet community (so
NEVER do it, even if you know how to do it. It WILL be noticed, the
deleted article will be reposted and you'll most probably lose your
account!).

But there are certain circumstances, when the removal (cancel) of
posts is permitted. These circumstances are outlined in an FAQ
regularly posted in news.admin.net-abuse.bulletins (among other
places).

>It should NOT be up to one individual (or a few individuals) to determine what it is
>that gets posted in this news group.

That's certainly true, but what most people don't know or realize is,
that Usenet as a whole has been on siege for some years...
People called "Spammers" are posting messages advertising Web-Pages
(most of the time porn related) or whatever over and over again to
many unrelated Newsgroups (often thousands of them). Since those
people began some years ago the problem got so bad (this "Spam" makes
up about 30-40% of the whole news traffic nowadays), that rules have
been devised describing what constitutes "Spamming" (this procedure
involves counting how often identical messages have been posted during
a certain time interval; a certain number, the so-called BI is
calculated). Some system administrators have then set up so-called
cancel-bots, which issue cancels for every identical article posted
too many times.
"Spam" is one of the circumstances, where canceling other peoples'
posts is permitted.

So it could be that those messages you observed disappearing were in
fact "Spam" or large binaries (binaries in non-binary groups is
another circumstance where cancelling is permitted to a certain
extent) and therefore were automatically cancelled by the bots.

--
Christian Sommerer E-Mail: elrond@gmx.net
>Wie kann ich jemanden finden, der gerade ï¿½ber Metronet online ist?
Immer dem Gefluche nach.
- Thomas Broda in de.alt.provider.metronet

439. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: cyberoptix@qnet.com
Message-ID: <cyberoptix-1201981050200001@lanc01-15.ca.qnet.com>
Source record: 67180
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

-snip-

> Dear Zzyzx,
>
> I too am disappointed that one of your packages has arrived in poor
> condition. However, I am even more concerned by the aggressive and
> impolite tone of your message and especially by your insinuations
> about my honesty.
>
> Firstly, both parcels were packaged more than adequately and I
> confirmed their suitability for posting to the USA with the Post
> Office before dispatching them to you. If one package has arrived in
> a poor state, I suggest that it has been mistreated or tampered with
> and advise you to contact your mail service to seek redress for the
> damage caused. It is possible that the damaged package was opened by
> US Customs and poorly repackaged.
>
> Secondly, I strongly resent your suggestion that I have deliberately
> sent you copies of the disks for 'Corruption' and 'Jinxter'. I assure
> you that these are the original disks as purchased in sealed packages
> from a
> reputable London retailer. Home-produced adventures were often
> released on unlabelled disks and I have a number where this is the
> case.
>
> Implicit in your message is the idea that I would send you the
> entire original contents of each game, but somehow
> decide to include an unoriginal disk. The idea in itself is
> nonsensical. You may be able to download the games from the Net, but
> the original disks I have sent you have a built-in copy-protect
> system which requires the rest of the package. I am sorry, but the
> games ARE original and I will not take them back.
>
> Thirdly, you say that a disk is missing from the 'Lost Treasures of
> Infocom Volume II'. I am extremely surprised by this as I
> double-checked the contents of the game box before packing it. I had
> previously also loaded all the adventures to ensure that everything
> was present. I certainly do not have a disk from this package here. I
> can only assume that one of the following has happened: 1) you have
> not loaded the four disks you have and compared the games loaded to
> those listed on the box; or 2) the package has been tampered with and
> a disk removed, in which case you should again seek redress from the
> US Mail.

>
> Finally, might I suggest that in future, before you give vent to your
> anger, you consider some of the benefits of civility and politeness.
> I have noted from your previous messages that you never
> begin nor end with a friendly greeting or remark nor have you ever
> informed me of your name (hence the lack of a proper greeting in this
> message). You might like to consider also whether implying dishonesty
> in others (especially someone who is as straight as a die) is likely
> to be the most productive form of action in the long run Had you
> sent me a friendly, but concerned, message, I would probably have
> refunded you some of your money as a good will gesture. As the matter
> stands, however, I am unable to do so.
>
> Yours sincerely,
>
>
> Geoff Wallis
> .

methinks the sender doth protest too much!
caveat emptor
srp

440. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Marko.Makela@HUT.FI
Message-ID: <87lnwlfmiq.fsf@sranje.tky.hut.fi>
Source record: 67181
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>>>>> "Noah" == Noah Vail <jtous@pcpros.net> writes:

Noah> The C64 had one ROM revision, can the 800 series say that?

You both make good points, but this one is clearly wrong. The C64 had one BASIC ROM revision, but I have come across two different character set ROMs (not counting hacked and nationalized versions) and three different versions of the KERNAL ROM (again not counting 3rd party upgrades and nationalized versions, and not even the SX-64, Educator 64 or the C65, which all had slightly different ROMs).

I think that the lack of a decent OS in the C64 was both a good and a bad thing. A good thing, because people had to learn machine language, as the BASIC was so poor. A bad thing, because you are forced to use fastloaders and other things that are not compatible with all software (because everyone tried to bypass the KERNAL in some way).

Then there's also the problem (common for both Atari and Commodore) that the 6502 has only three 8-bit registers, a totally unorthogonal instruction set and only 16-bit addresses, which makes it very difficult to write good compilers for it. The Z80 people have had it much easier. Does anyone know if there is a *decent* C compiler for the Spectrum available? (I know of Small C for the 6502, but I think that it produces far too inefficient code.)

Noah> Please don't stop posting, I'm really enjoying this.

Me too. :-)
--
Marko Mï¿½keliï¿½ <Marko.Makela@HUT.FI>, http://www.hut.fi/home/msmakela/
Helsinki University of Technology, dept. of Computer Science

441. WTB : 130XE PAL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-12 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd1f9d$c52c8e40$2b374382@hawks-pentium>
Source record: 67182

I would like to buy a 130XE PAL, preferably with upgraded memory, but email any offers! Thanks a lot and take Atarian care

442. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <69f59v$jh7$2@news01.btx.dtag.de>
Source record: 67033

>At that point they were
>starting to look back to consoles whilst trying to pacify the users with a
>few minor ST updates.

The Falcon had a "few minor updates" compared to the ST?
I think this makes things a little simple, doesn't it?
--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

443. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <69f5a4$jh7$3@news01.btx.dtag.de>
Source record: 67034

```
>Back in 1976?!?!? Or do you mean Windows 3?

I was talking about Win.
--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy
```

444. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34bbbd93.26393731@news.aatech.com>
Source record: 67035

On Tue, 13 Jan 1998 12:06:54 -0500, Curt Vendel <webmaster@atari.nu> wrote:

[snippity]

>(heck originally he [Jack Tramiel]
>didn't even want the ECI bus on the 130XE and was going to close the box
>up completely to cut even more costs!!!), nothing was done for the 8-bit
>except for the XEP80 which was a total joke!

You forget the useful, awesome, power-without-the-price XM-301 :-)

[snippity ST]

>More importantly no real expansion for the
>systems (doesn't ANYBODY pay attention to the success of the Apple][
>and the IBM PC, it was because of SLOTS!!!!!

Hey, buddy, slots cost money, like maybe 50 cents or so. You
think the Tramiels were made of money or something to be
giving away free slots in their computers? :-)

>for 3rd party development,
>nobody learns, too busy trying to look ahead to pay attention to what
>was successful in the past)

[snippity Jaguar]

[snippity Sam]

>The Tramiels sucked!!!

Amen, sing it brother.

>Phillips should have bought Atari when they
>had the chance, the Tramiels were just cheap bastards who rushed
>everything half-assed out the door and never advertised to save their
>ass.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

445. Re: You gotta love backward compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34bbbf1f.26789515@news.aatech.com>
Source record: 67036

On Tue, 13 Jan 1998 11:10:00 -0500, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>For a joke I hooked up my Xf551 drive to an ancient 16k Atari 400. And
>beleive it or not I actually got dos 2.5 to load up.. only about 5k free
>of ram but a 1987-1988 8bit floppy drive actually worked on a 1980-81
>Atari machine. Incredible.

I've got a 48K Atari 400 (put it in myself) and MyDOS 4.3
booting a DS DD floppy from my XF551 on it is no joke. There
really is no appreciable difference between that 400 and my
regular 800XL. (except for the fact that I get a 192K
RAMdisk on the 800XL.)

>There was some talk about backward compatibility simply being impossible
>as a matter of technology evolving. I disagree.. i think it's more for
>the manufacturers to make more money. If they release incompatible
>hardware, you have to doa complete upgrade (i.e. spend more moneyt on
>their products!) It benefits the consumer to have backward compatibility
>(and also the product lives longer!)

I've been saying this, but some people are just too
dull to hear.

How many Plus4 programs on floppy do you think would
run on the VIC 20?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

446. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34bbc2cf.27733374@news.aatech.com>
Source record: 67037
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 02:08:08 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

[snippity Noah's broken promises and other shortcomings]

Oh, darn. Noah hasn't been back since my post last night.
I'm going to a client site for a couple days, so Noah will
have a nice long, uninterrupted time to figure out how he's
going to live up to his blustery promises:

>"If you look at every 8-bit computer every made the Atari 800/C=64
> are the closest related machines of all time."
>"...these machines have so much in common..."
>"The same code runs on both machines with only minor modifications."
>"The 800xl and c64 are closely related brothers..."

>So, Noah, here's your opportunity to redeem yourself or show yourself
>the fool. Explain how in your infitessimal estimation you're going to
>get identical 6502 code running with similar results on the C64 and
>Atari 8-bits in a system-friendly manner without reducing them to
>useless 6502s with 64K of RAM. To quote some pop culture: "Prove it,
>pretzel boy."

Noah might try to cop-out and write some really clever [heh]
counting loops that will run on both computers without
modification. But what's the point of trying to involve the
entire Atari 8-bit and C64 communities in programming that
nobody cares about, Noah?

Maybe Noah might find one or two people who want to help calculate
pi on the 6502. What Noah didn't seem to think about is that
90% (probably more) of the programs everyone uses on both platforms
involve some kind of graphics and/or sound and/or I/O.

Start with graphics, Noah. I'll even suggest some easy requirments.
You don't have to think about sprites, fine scrolling, mixed display
lists, redefined character sets, or DLIs. Just deal with a plain
screen of uniform graphics.

Now, Noah, what you seem to be totally ignorant of is that the
Atari's ANTIC has 14 display modes which multiplied by GTIA's 4 color
interpretations comes out to 56 unique graphics displays. Granted,
some aren't as useful as others, but then again, you are not the god
of 8-bits that you can dictate to Atari users what kind of graphics
they are allowed to operate.

Now, you have a generous amount of time to figure out how you're going to get Atari 6502 code using any of the possible graphics modes to run on the C64 with similar results and [quote] only minor modifications. [unquote]

This should be really, really fun.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

447. FILES IN ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34BBC852.6068@wanadoo.fr>
Source record: 67038

I SEARCH OLD GAMES IN FILES ATR FOR MY PC
THANKS TO THE ATARIENS..
Alain ORLEANS(FRENCH)

448. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34bbc7e9.29040056@news.aatech.com>
Source record: 67039
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:

>Kenneth Jennings wrote:
>> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >Kenneth Jennings wrote:
>> >> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >>What's the frequency Kenneth Jennings wrote:

[snip]

>> who resorts to racist insinuations and hasn't bothered to listen to all

>You are a racist when it comes to computers, you are actually filled with
>hatred for a machine. I mean, most 17 years olds eventually get over
>this attitiude once they've seen more than one brand of computer.

You must be some kind of closet racist yourself trying to project
your sins on others with your puerile racist insinuations that
have no place in any discussion, including here.

Given your seeming omniscience you must realize that this "brand-
bigot" as you have labelled me was persona non grata by ANALOG
computing magazine in its waning days. (Especially with that
guy who ran the End User column.) I mailed them just about every
month to harp on them for being all gangbusters for the Amiga before
Jack Tramiel bought Atari and then doing complete 180s when the
inferior ST was released.

You should also be apparently aware that I have three Atari 8-bits
and four Amigas ranging from a stock 2000 up to a machine with
128M RAM, 2G hard drive, and a graphics card.

So, stuff that in your bigot-pipe and smoke it.

>> Noah says:

>>>>>Nothing stops me from lifting the SLIP code out and using it as
>>>>>a program on the C64 with its native OS, or using it as a program
>>>>>on the Atari with it's native OS.

>>>>Well then, if nothing is stopping you then why do you only talk about
>>>>it instead of doing it?

>>>OK, I will. That was the whole point of this, Brainiac.

>> So, Noah thinks adding SLIP-TCP/IP to our favorite 8-bits is just a
>> plug-and-play operation and also promises he will do so. But, in a
>> few more lines....

>Where did I say it was plug & play?

Oh, just "lifting the SLIP code out and using it" that's all.
This sounds like a magical plug & play promise to anyone who
can read. It sounded so easy before you bothered to stop and
think about it, didn't it?

>And I meant it in the broad sense,

And now that you've been caught lying you have to requalify
your promises. "Nothing is stopping you" except your
own huge ego.

>Why should I start on SLIP code, when much of the work has already been
>done. You knew that I meant IP coding in a general sense, yet you distort

[Noah thinks: backpedal, backpedal, maybe I've added enough
text that nobody is going to scroll back and read it again...]

You said nothing is stopping you from using the SLIP code,
so go ahead and use it. Stop making excuses for your
inability to do what you say you can do.

>> >No, I'll wait for Andre to finish SLIP stuff and then I'll start
>> >porting inet applications.

>> Now Noah recants his promise (or is it just his ability?) to easily
>> add SLIP in a system-friendly way to the C64 and Atari 8-bits. In
>> past posts SLIP was supposed to be a real thing demonstrated as
>> working. It was all going to be so simple for Noah to port, now he
>> has to wait for someone else to finish doing the work for him, work
>> which is supposedly already demonstrated as working. Imagine that.
>> Noah demonstrates he is a person with no scruples, no minimum
>> standards, and thinks nothing of ignoring his promises.

>Again you show you're amazing ignorance and lack of understanding.
>Now you're really reaching, C'mon Kenny, you can do better than this -
>I'm disappointed in you. Branding me a criminal, because I'm going to
>write inet aps instead of the SLIP code - get real.

I'm going to... I'm going to... I'm going... But has anyone
actually seen Noah do anything other than promise? Hmmmm.
He has to wait for everyone else to finish their work first.
If "nothing is stopping you from lifting our the SLIP code and
using it" how come all you do is talk about it instead
of doing it? Hmmm?

>So, continue to ignore the facts, put words in my mouth, take paragraphs
>out of context, search for grammatical inconsistensies, etc.
>Anyone following this can observe your transparent desperation.

No, I'm really tired of you doing all of the above.

>> One might also wonder that if getting a system-friendly TCP/IP
>> working on a C64 was so easy that Andre would have done it instead
>> of replacing the OS with something incompatible?

>The OS started on a home-built computer for a friend. He then took
>it to the next level. Andre's created a true OS that's portable to
>any 6502 system. The idea wasn't to replace the 64 OS in particular
>nor was the main objective the SLIP code.

So, trying to offer yet another hopelessly lame excuse why you
can't use his SLIP code like you said you could?

>> In summary of Noah's parting words above: he is just another coding
>> wannabe with a big mouth and bigger delusions who has publically
>> branded himself a liar.

>Oh, the shame, I'll have to tell my boss to fire me - after all, they're
>giving me all this money to be a Sr. Programmer/Analyst.

Yes, give me the phone number and I'll be happy to recommend it.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

449. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69gguiqbn1@plug.news.pipex.net>
Source record: 67040
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Before I look in directories and probably end up bulk e-mailing every Ian
Chadwick on the net (!) does anyone have his address?
--
Gareth Davies.
To reply remove the _ character from the reply to address.

450. Prosystem and sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19980113202601.PAA13082@ladder01.news.aol.com>
Source record: 67041

.

451. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34bbccc2.30280598@news.aatech.com>
Source record: 67042
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:

>Kenneth Jennings wrote:
>> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:
>>>Kenneth Jennings wrote:
>>>> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>>>>>On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>>>>>>What's the frequency Kenneth Jennings wrote:

[snip Noah's pathetic excuses for his inability to code]

>> But, let's get back to Noah's original fantasies, refuted by many
>> others, that started this all:

>Let's see, one person said the 64 had 3 ROM versions when I thought it
>had 2. Hmmm, how this equates to a refutation, even after I admitted my
>mistake, or how this equals "many others" is beyond me.
>The only negative response I've gotten is from you.
>So, how many is many? One? Two? Three?

People corrected you on graphics, sound, I/O, etc.
Get back to your delusions:

>> "If you look at every 8-bit computer every made the Atari 800/C=64
>> are the closest related machines of all time."
>> "...these machines have so much in common..."
>> "The same code runs on both machines with only minor modifications."
>> "The 800xl and c64 are closely related brothers..."

>Yes, they are. This only angers brand bigots like you who don't
[snip more of Noah's rabid, racist, irrational foaming at the
mouth. Why does his mother let him spend so much time in front
of the computer?]

Here we go....

>> So, Noah, here's your opportunity to redeem yourself or show yourself
>> the fool. Explain how in your infitessimal estimation you're going to
>> get identical 6502 code running with similar results on the C64 and
>> Atari 8-bits in a system-friendly manner without reducing them to
>> useless 6502s with 64K of RAM. To quote some pop culture: "Prove it,
>> pretzel boy."

>It's been proven many times over.
[blah, de, blah and obfuscation.]

>So in a very few bytes, you'd have very simple routines that the SLIP
>code would call. That is,

>....JSR OpenSer
>....JSR SendSerByte
>....JSR GetSerByte
>....JSR GetSerError
>....JSR CloseSer

Congratulations Mr. Gates. Have you really thought about
where that is going??? You've discovered Microsoft
Principle #1 for Making Users Frustrated: Reduce performance
by adding yet another layer of API. You have graduated
and may now happily re-install Windows 95 on your PC.

And, your vision of serial I/O on the computers would probably
prevent high-speed I/O from working on the Atari. Thank you
for gutting high-performance I/O from the Atari in the name
of compatability. I know we all appreciate it immensely.

>Hardly "useless 6502's with 64K of RAM"
>A ML sort routine, memory move, math libraries, etc., work the
>same on any 6502.

Because at that level it is just a 6502 with RAM. Duh, that
point stuck you right between the eyes and you're too dull to
feel the pain. Oooo, lets move some memory here. oooo, lets
move it over there. Oooo, this is so "useful". ha ha ha.
You're funny.

Yup. I figured you'd come up with some non-intensive routines
as an example of your supremely unparalleled thinking. Only
background support stuff. Just wait till you get to the stuff
that the majority of 8-bit users code for: graphics and sound.
That will be really funny.

I can't wait to hear you tell Bill Kendrick that he's not allowed
to use DLIs and 60hz page flipping anymore.

I'll be back in two days. Tell me what Bill says.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

452. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980113203601.PAA14361@ladder01.news.aol.com>
Source record: 67043

I'm not saying USE the Bit-3, I'm just giving an example of the mechanism used, basically passing through the normal composite from the 4050 from the GTIA/Antic and then cutting it off and letting a daughter card take over from there. Yes I'm aware of Austin Franklin (Hey Austin, you out there, I'm still waiting...)

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

453. Anyone Seen APE Ver. 1.16 Beta ??????

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: atari8bit@aol.com
Message-ID: <19980113214301.QAA16191@ladder02.news.aol.com>
Source record: 67044

Has anyone out there actually seen Ver 1.16 Beta of APE from Steven Tucker??????????

454. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34BBE140.3D9B34A8@pcpros.net>
Source record: 67045
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings wrote:
>
> On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:
>
> >Kenneth Jennings wrote:
> >> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >> >Kenneth Jennings wrote:
> >> >> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >> >> >On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >> >> >>What's the frequency Kenneth Jennings wrote:
>
> [snip]
>

I see, if you can't distort my words, you'll just cut them out.

> >> who resorts to racist insinuations and hasn't bothered to listen to all
>
> >You are a racist when it comes to computers, you are actually filled with
> >hatred for a machine. I mean, most 17 years olds eventually get over
> >this attitiude once they've seen more than one brand of computer.
>
> You must be some kind of closet racist yourself trying to project
> your sins on others with your puerile racist insinuations that
> have no place in any discussion, including here.

No, some of my best friends are closets. I have no sins to project,
I love Apple, Atari, CBM, CoCo's, Amiga's, Pentium's, Macs, etc.
I've never seen a Spectrum, but I'll bet I'd love them too.

You're the one who's filled with hate and bitterness for a machine.
Gee, chuckles, can't you come up with anything else besides the ol'
'I'm rubber and you're glue' routine?

> Given your seeming omniscience you must realize that this "brand-
> bigot" as you have labelled me was persona non grata by ANALOG
> computing magazine in its waning days. (Especially with that
> guy who ran the End User column.) I mailed them just about every

I'm sure you've offended many people over the years, doesn't suprise me.
Another nut-ball harrassing a magazine with letters because they reversed
their position on a computer product. Sheeessh, don't you have a life?

> month to harp on them for being all gangbusters for the Amiga before
> Jack Tramiel bought Atari and then doing complete 180s when the

> inferior ST was released.
>

Wow, yet another computer you hate.

> You should also be apparently aware that I have three Atari 8-bits
> and four Amigas ranging from a stock 2000 up to a machine with
> 128M RAM, 2G hard drive, and a graphics card.

Well, I'm a big Jay Minor fan too.

Well, let's see, I've lost count of my 500's, sold my 600, I'm useing
my CD32 as part of my stereo, I have a 3000 Tower in the bedroom and
I use a 4000/40 at work. So am I supposed to be impressed?

You don't even want know what I've got for 8 bit machines, I keep telling
my wife, "Don't worry, these'll all be worth something some day."

We'll probably agree that the Amiga was the best home computer of
the 80's, but that doesn't mean I gonna trash someone cause they're
running Windows 95 and programming in Visual Basic.

> So, stuff that in your bigot-pipe and smoke it.

Clever, make that up yourself? OK, I'll just call you a Chauvanist Pig.

>
> >And I meant it in the broad sense,
>
> And now that you've been caught lying you have to requalify
> your promises. "Nothing is stopping you" except your
> own huge ego.

Aww, shucks, lil' 'ol me???

Ok, tell you what, I prefer PPP, I'll write that - will you eat
every page of source code when I finish? It'd be something nice
to have on video tape.

> >Why should I start on SLIP code, when much of the work has already been
> >done. You knew that I meant IP coding in a general sense, yet you distort
>
> [Noah thinks: backpedal, backpedal, maybe I've added enough
> text that nobody is going to scroll back and read it again...]

No, I'm pedaling forward, why would I want to work on a project
someone else is doing? No, I'll do PPP instead, it's what most ISP's
prefer anyways. Bon appetite!

(Snipping all the BS about me being afraid to write a SLIP protocol....)

>
> So, trying to offer yet another hopelessly lame excuse why you
> can't use his SLIP code like you said you could?

McFlyy?!?! (SLAP,SLAP) anyone in there? I said I would use his SLIP
code to write inet apps. Aren't you listing?

Now what are YOU gonna do, Peewee? Put up or shut up. I can picture
you around your Amiga, making musical farts with your SAS/C compilier.

If I searched the Atari archives I'll bet I wouldn't see amy of your code.

> >> In summary of Noah's parting words above: he is just another coding
> >> wannabe with a big mouth and bigger delusions who has publically
> >> branded himself a liar.
>
> >Oh, the shame, I'll have to tell my boss to fire me - after all, they're
> >giving me all this money to be a Sr. Programmer/Analyst.
>
> Yes, give me the phone number and I'll be happy to recommend it.
>

I heard it's a bad idea to give phone numbers to pschyopaths.

Ok, weasel-boy, ball's in your court.

Whattya gonna do, code chicken?

N.V.

455. Re: Noah vs Kenneth - _WHY?????_

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <Pine.GSO.3.96.980113230210.16928C-100000@coli-gate>
Source record: 67046
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Come on guys!

1.) This discussion is about a computing hobby. Not about some religious dogma. Nor does either one of you own $50,000 to the other guy. Or did kill the other guy's wife. Or anything _serious_! You call this dedication? I call it being ridiculous and making fools of yourselves.

2.) Need to vent hate? Watch some Zombie movies instead of clogging up this group.

3.) Read the current "Amstrad vs Commodore" thread to see how this discussion could be handled (namely, like it's customary among civilized people.)

4.) Get a life.

5.) SHUT the hell UP!

6.) Rent a Space Shuttle, go fight each other on the moon, unlike this group it's UNINHABITED! (Thanks to H. Groenemeyer for this line.)

7.) Don't even _think_ about mailing/posting about how I don't know what I'm saying, 'cause it's of course all the other guys fault.

Thanks for your attention.

Linards Ticmanis

456. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34BBF0E8.460C7332@pcpros.net>
Source record: 67047
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings wrote:
>
> On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:
>
> [snip Noah's pathetic excuses for his inability to code]

Wow, two posts for my every one, I see, you're trying to make up in
volume for what you lack in substance. You need more posts then.

> >> But, let's get back to Noah's original fantasies, refuted by many
> >> others, that started this all:

The one's with Sandra Bullock or the one's with Olivia D'Abo?

> >Let's see, one person said the 64 had 3 ROM versions when I thought it
> >had 2. Hmmm, how this equates to a refutation, even after I admitted my
> >mistake, or how this equals "many others" is beyond me.
> >The only negative response I've gotten is from you.
> >So, how many is many? One? Two? Three?
>
> People corrected you on graphics, sound, I/O, etc.
> Get back to your delusions:

No one corrected me, I stated the stock Atari screen size, then someone
mentioned that you get get a larger size with screen hacks, it's a moot
point since you can hack the 64's screen for overscan too.
No one corrected an error, they just stated opinions, e.g., the SID
sounds
tinny, Atari has a faster clock, etc. Stuff I never mentioned in the
first
place. You don't actually believe this stuff yourself do you?
Poor sick dufas. I notice you can never quote examples of your
falsehoods.
You only quote me to imply that I'm lying. You invent a crime and then
convict
me as guilty. I sure hope you're doing this as an amusement here, and
that
you're not really serious.

> >> "If you look at every 8-bit computer every made the Atari 800/C=64
> >> are the closest related machines of all time."
> >> "...these machines have so much in common..."
> >> "The same code runs on both machines with only minor modifications."
> >> "The 800xl and c64 are closely related brothers..."
>

> >Yes, they are. This only angers brand bigots like you who don't

> [snip more of Noah's rabid, racist,

Ok, let me explain again, computers don't have races, ok?
Repeat after me, computers are machines, computers are machines...

> irrational foaming at the mouth. Why does his mother let him spend
> so much time in front of the computer?]

Why are you throwing my own words at me, Foamy? Is it a lack of
creatvity
or a complement. You should have had your shots.

BTW, I don't see much of Mom anymore, but I'm sure she's a better
programmer
than you.

>
> >So in a very few bytes, you'd have very simple routines that the SLIP
> >code would call. That is,
>
> >....JSR OpenSer
> >....JSR SendSerByte
> >....JSR GetSerByte
> >....JSR GetSerError
> >....JSR CloseSer
>
> Congratulations Mr. Gates. Have you really thought about
> where that is going??? You've discovered Microsoft
> Principle #1 for Making Users Frustrated: Reduce performance
> by adding yet another layer of API. You have graduated
> and may now happily re-install Windows 95 on your PC.

Really? Mr Gates would be laughing his rich ass off at you.
Even he's not crooked enough to label a serial driver as a layer of API.
In fact, these routines are so simple, I wouldn't even call them
a driver.

I swore I wouldn't laugh this time, but really - man! A serial driver
is a "layer of API." Haaheeha! Better write 4 or 5 DLLs for that.

Atari's OS is much more of an API than the C64's simple kernal Jump
Table,
better trade-up to a C64 right away!

By the way, throw away your Amiga's, you wouldn't be want to be
using real API's like "Intuition" now, would you? Pinhead.

> And, your vision of serial I/O on the computers would probably
> prevent high-speed I/O from working on the Atari. Thank you

That's the whole point of a driver, oh thick skulled one.

> for gutting high-performance I/O from the Atari in the name

Boy, you really like to say "gutting."

> of compatability. I know we all appreciate it immensely.

You probably never will, being an obstinent crackpot, but
I'm sure the rest of the 6502 community will.

> >Hardly "useless 6502's with 64K of RAM"
> >A ML sort routine, memory move, math libraries, etc., work the
> >same on any 6502.
> Because at that level it is just a 6502 with RAM. Duh, that
> point stuck you right between the eyes and you're too dull to
> feel the pain. Oooo, lets move some memory here. oooo, lets
> move it over there. Oooo, this is so "useful". ha ha ha.
> You're funny.

No, I was refering to the routines that are already done in the
6502 library. And these routines are usefull, maybe if you'd
actually used one, you'd know that.

> Yup. I figured you'd come up with some non-intensive routines
> as an example of your supremely unparalleled thinking. Only

I didn't come up with these, they're already in the library.
You didn't figure anything. You've YET to figure anything.

> background support stuff. Just wait till you get to the stuff
> that the majority of 8-bit users code for: graphics and sound.
> That will be really funny.

I already have that stuff, at least on the C64 and CoCo, big deal,
if I want stunning graphics I'll go with a 2meg video card.

The idea is to push the machine to where it hasn't been before,
video and sound have been done to death on 8 bits, if I see another
scrolling demo I'll vomit.

> I can't wait to hear you tell Bill Kendrick that he's not allowed
> to use DLIs and 60hz page flipping anymore.

Gee, now you're putting words in my mouth in the future tense.

> I'll be back in two days. Tell me what Bill says.
>

Kind of an obvious attempt there Kenny, why don't you just yell, "help!"
Maybe if you pay someone, they'll come to your defense.

Someday, I may even let you apologize to me.

N.V.

(serial driver = layer of API, gotta write that one down, hahah)

457. An apology or Stop me before I post again

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34BBF621.1B755176@pcpros.net>
Source record: 67048
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Linards Ticmanis spoke thusly,

>Come on guys!

>1.) This discussion is about a computing hobby. Not about some religious
>dogma.

But I'm involved in a cult that worships 6526 chips.

>2.) Need to vent hate? Watch some Zombie movies instead of clogging up
>this group.

That reminds me, I need to return some videos

>3.) Read the current "Amstrad vs Commodore" thread to see how this
>discussion could be handled (namely, like it's customary among civilized
>people.)

I'm not civilized, I'm an American.

>4.) Get a life.

Have one, thank you.

>5.) SHUT the hell UP!

I have to admit, you're right, sometimes I forget, what may be a great
deal of fun for me, may be offensive or upsetting to a mass audience.

I should have taken things to email. but I enjoy a good tussle and I
knew
ol' Kenny could handle it, problem is, I forgot about everyone else.

So I formally apologize to comp.sys.atari.8bit and comp.sys.cbm.

Sorry guys. No more stupid war. I will, just out of spite, be working
on 6502 PPP code and post my progress.

I'll shut up, again my sincere apologies, guys.

>6.) Rent a Space Shuttle, go fight each other on the moon, unlike this
>group it's UNINHABITED! (Thanks to H. Groenemeyer for this line.)

I'm a 6' 3" weighlifter, so it's an unfair advantage.
But if anyone could come up with the Shuttle rental....

>7.) Don't even _think_ about mailing/posting about how I don't know what
>I'm saying, 'cause it's of course all the other guys fault.

You know what you're saying, Consider me chastised.

>Thanks for your attention.

Well, I don't get much email from guys named "Linards" :)

Linards Ticmanis

458. Atari Age

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: "David G. Dahlstrom" <ddahl@tiac.net>
Message-ID: <69h0tr$s2v@news-central.tiac.net>
Source record: 67049

I'm not really looking to sell, but I was wondering how much a complete collection of Atari Age magazines might go for.

Dave

459. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <69hfdj$m1f$1@gte1.gte.net>
Source record: 67050

Vidar Olavesen wrote:
> I might have added
> poke scr+position,value
> where lets say you should plot a point at 10,1 position would be 2 (10
> pixels=1 byte + 2 bits)
> and the value would be 64. But it would reset whatever values is in the
> second byte, so you need to add what was already there. It's gonna be slow
> in basic I think, but ... Why not try assembler ? I could try get you
> started and I guess more assembler coders out here would help too. Take
> Atarian care

Thanks Vidar,
I want to learn assembler. I need to learn more about the hardware
though. I would appreciate any advice/info you can give me.

460. Re: 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34BC4482.2819@pacbell.net>
Source record: 67051

Lonnie McClure wrote:
>
> On Sun, 11 Jan 1998 11:04:16 -0800 Bob Woolley <rwoolley@pacbell.net>
> wrote:
>
> >The SuperVideo upgrade was printed in Atari Classics magazine.... I have
> >back issues available for $8, including First Class postage. This is a
> >lot of money for this kind of thing and I am certainly willing to have
> >the information freely distibuted, but to scan in all the material and
> >make it available is too big a project for me right now. I need to work
> >on the magazine itself and hacks, my true passion.
>
> I already have that article scanned in and saved in my PC as one GIF
> file per page.
>
> Would there be any objection to me posting this article on a web page
> (once I get a chance to convert it to HTML)? If that is acceptable,
> give me the details on subscribing to Atari Classics, so that I can
> make certain people know where to get the magazine it came from (as
> well as who to thank).
>
> ========================
> lmcclure1@mindspring.com

You have my permission to post AC as long as you do not charge for
copies of the articles.... OK?

Atari Classics is available from:

Atari Classics
1161 Bay St.
Alameda, CA 94501

6 issues are $24
6 issues with 3 disks are $34

Bob Woolley

461. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34BC4B5F.3519@pacbell.net>
Source record: 67052

Cvendel wrote:
>
> I'm not saying USE the Bit-3, I'm just giving an example of the mechanism used,
> basically passing through the normal composite from the 4050 from the
> GTIA/Antic and then cutting it off and letting a daughter card take over from
> there. Yes I'm aware of Austin Franklin (Hey Austin, you out there, I'm
> still waiting...)
>
> Curt
>
> Curt Vendel
> webmaster@atari.nu
>
> Atari Prototypes & Vaporwares
> http://www.atari.nu
----
now you got me doodling around with the ANTIC..... :)

ya know, you could just maybe make an adaptor that replaced GTIA, not
ANTIC. To hook into a VGA monitor, you need to scan the screen into a
memory array, while reading it out into the VGA monitor. Using one of
these VGA adaptors just turns your really great VGA monitor into a TV.
You want to turn your Tvideo into VGA! So, you write the Atari screen
into a memory array. At the same time, you read that same array data out
into the VGA monitor - this is not a synchronized operation - the VGA
data is read at 4x the Atari screen data. The Atari screen will be 1/4
of the VGA screen, but it will look just like extremely sharp Atari
screens.

yeah, so?

well,,, if you tell ANTIC to output data using a second DL (which points
to a second data source) AND you store this second screen in a different
section of the VGA memory array, you will see two Atari screens on you
VGA monitor....

now, do a third Atari screen

and a fourth....

you now have four Atari screens on your VGA monitor all at the same time
- not overlapped, but side by side and one above the other.

suppose these four screens were 80 column GR.0 screens - you know, where
you would do horizontal scrolling...

the VGA screen would display an 80x48 GR.0 screen! The characters would be just like the normal 8x8 Atari characters... you could use alternate character sets as you normally would... it would not take too much fooling around with the E: handler... ALL the other Atari modes would also work (P/M would be hard, but...)...

The Atari would just swap DLs at every VBI. Unlike the flicker you get when you try that on the Atari, the refresh rate on the VGA will still be 60hz. The frame rate would be 15hz, which isn't too bad (it would take 4 times as long to update the data on a frame).

You could also just display a small Atari screen with no fiddling in the Atari.

this actually may not be too hard to do. you would have VGA (real VGA) and 80 columns (and 16 color 160x160, and four color 320x320, and two color 640x640, and...)

I don't have time for this....

462. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <884735225@stackbbs.xs4all.nl>
Source record: 67053

-=> Quoting Kenneth@spam.not.sayeth.i to All <=-

>"I adore my 64"
>--Remember those CHEEZY commercial for Commodore.. Cheesy, but how many
>Atari 400/800/XE/XL commercials did you see? I dont remember seeing any..
>well I did see some Atari 2600 and Lynx commercials
>No wonder Atari could never shed the video game image..

Ke> You don't remember the adverts with Alan Alda? I remember the
Ke> one where he is proving how easy an atari 800xl is to set up
Ke> by taking one out of a box, and plugging it all together and
Ke> turning it on all in the space of the commercial. That was
Ke> pretty good marketing hype.

Do you or anyone else know if this ATARI commercial (or other ones),
can be found on the web somewhere, or could someone digitize it for me/us?
Bo.
___ Blue Wave/386 v2.30

463. Re: New Commodore Color Monitors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: spam_this@juno.com
Message-ID: <34bbb1d5.24741276@news.acns.nwu.edu>
Source record: 67101

>The guts of the 1702 is either JVC or Toshiba.

It's by JVC. I still see these things in TV shows and movies
sometimes. Mine still works great.

Gavin

464. Re: Pharoah's Curse

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: spam_this@juno.com
Message-ID: <34bdb3b7.25223449@news.acns.nwu.edu>
Source record: 67102

>Does anyone have an .atr of Pharoah's Curse. I'd love to play that game
>again,but sadly my Atari disk drive no longer works.
>

I have it in file format (regular Atari loadable binary file) on an
IBM-compatible disk. I could E-mail it to you, but I don't know how
you'd get it into your Atari.

Gavin Stokes
gstokes at ils.nwu.edu
(replace the "at" of course)

465. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: spam_this@juno.com
Message-ID: <34beb4dc.25516350@news.acns.nwu.edu>
Source record: 67103

>Better still, an emulator for the PC that would enable me to load the
>software through the soundcard like the Spectrum emulator.

Check this page out. It's amazing what people have taken the time to
do.

http://www.ultranet.com/~asmolar/atari8/

Hope that helps.

Gavin Stokes

466. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34c8beac.14128789@news.earthlink.net>
Source record: 67104
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

On Mon, 12 Jan 1998 22:30:50 +0000, Gareth Davies
<garethd_@dial.pipex.com> wrote:

>You have to be careful here: publishing his name and address will get
>you in to serious trouble with your ISP.
Serious trouble for exposing a Software Pirate?

You must be talking to GEOFF WALLIS, the pirate and the fraudulent
trader.

As well as a jerk.

Tell me something useful: How do I complain to his ISP about selling
pirated software and fraudlent misrepresentations on the net?

ZZyzx

"Me, indecisive? I'm not so sure about that."

467. 850, BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: telmnstr@norfolk.infi.net
Message-ID: <69eh8j$4h6$2@nw003t.infi.net>
Source record: 67105

Howdy,

Im looking for some BBS software for the
atari 8bit. I have a 130xe with 8 1050's (if
I can figure out if it is ossible to put 8
1050's, I've heard rumors of hardware mod for
4 drives to address them higher). However,

I not only need bbs software, It would help if
I could use a 850 interface, and instead of
waiting for a RING or CONNECT, the bbs software
runs @ 9600 bps, and starts when the DTR line
goes high.

This is for a non profit venture. :-)
Someone might realize what I'm doing.

Telemonster, www.757.org

468. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34ba8224.14288565@news.aatech.com>
Source record: 67106
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:

>Kenneth Jennings wrote:
>> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >>What's the frequency Kenneth Jennings wrote:

I had written a huge, huge reply and then I started to realize that
it didn't matter, what is the point of replying to the sort of person
who resorts to racist insinuations and hasn't bothered to listen to all
the other people who have demonstrated the errors of his bizarre views?

But just so we understand the type of person Noah is here's just one
little thing:

Noah says:

>>>Nothing stops me from lifting the SLIP code out and using it as
>>>a program on the C64 with its native OS, or using it as a program
>>>on the Atari with it's native OS.

>>Well then, if nothing is stopping you then why do you only talk about
>>it instead of doing it?

>OK, I will. That was the whole point of this, Braniac.

So, Noah thinks adding SLIP-TCP/IP to our favorite 8-bits is just a
plug-and-play operation and also promises he will do so. But, in a
few more lines....

>>>>I imagine most Atari users expect that running TCP/IP on
>>>>an Atari means running it on something that still runs
>>>>Atari software at the same time.

>>>See above.

>> I'll just wait for you to finish the TCP/IP implementation for the
>> Ataris and C64s which you promised would be so simple to do.

>No, I'll wait for Andre to finish SLIP stuff and then I'll start
>porting inet applications.

Now Noah recants his promise (or is it just his ability?) to easily
add SLIP in a system-friendly way to the C64 and Atari 8-bits. In
past posts SLIP was supposed to be a real thing demonstrated as
working. It was all going to be so simple for Noah to port, now he
has to wait for someone else to finish doing the work for him, work

which is supposedly already demonstrated as working. Imagine that.
Noah demonstrates he is a person with no scruples, no minimum
standards, and thinks nothing of ignoring his promises.

One might also wonder that if getting a system-friendly TCP/IP
working on a C64 was so easy that Andre would have done it instead
of replacing the OS with something incompatible?

In summary of Noah's parting words above: he is just another coding
wannabe with a big mouth and bigger delusions who has publically
branded himself a liar.

But, let's get back to Noah's original fantasies, refuted by many
others, that started this all:

"If you look at every 8-bit computer every made the Atari 800/C=64
are the closest related machines of all time."
"...these machines have so much in common..."
"The same code runs on both machines with only minor modifications."
"The 800xl and c64 are closely related brothers..."

So, Noah, here's your opportunity to redeem yourself or show yourself
the fool. Explain how in your infitessimal estimation you're going to
get identical 6502 code running with similar results on the C64 and
Atari 8-bits in a system-friendly manner without reducing them to
useless 6502s with 64K of RAM. To quote some pop culture: "Prove it,
pretzel boy."

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

469. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Marko.Makela@HUT.FI
Message-ID: <87k9c5fdqe.fsf@sranje.tky.hut.fi>
Source record: 67107
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>>>>> "Noah" == Noah Vail <jtous@pcpros.net> writes:

Noah> I stand corrected then, I was going by funet.fi which had two
Noah> versions of the kernal.

I think that at the time I opened the /pub/cbm/firmware collection
there, I already had all three revisions of the 901227 KERNAL ROM.

Noah> Maybe they're not including the very first short-lived kernal -
Noah> the one where you had to press the space bar to load a tape.

Never heard of that. Or is this some continuation to the "Young
programmers" thread?

The 901227-01 is rare enough; it doesn't detect PAL/NTSC, and its
RS-232 tables assume a clock frequency of exactly 1MHz. Maybe there
existed such a prototype; at least the UltiMax machine ran at exactly
1MHz (it had a separate crystal for the color subcarrier frequency).
--
Marko Mi¿½keli¿½ <Marko.Makela@HUT.FI>, http://www.hut.fi/home/msmakela/
Helsinki University of Technology, dept. of Computer Science

470. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34BB1EAF.538B6904@kaa.bbn.hp.com>
Source record: 67108

> >Another disadvantage is, that only a few emus support .exe-Files as
> >"discimages". XL-it and the ugly XFormer support them.

> At least I'm in 8 bit heaven though. Can't wait to have a shot

Nice to read. ;-)

> at Alley Cat after all these years....

So you got it running?

Tschuess
Frank

471. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34BB20B5.CE233218@kaa.bbn.hp.com>
Source record: 67109

> if there was a 3.5" disk drive it would solve all our problems we could

Yes, there does an 3.5" disk drive exist. To be honest there are several
different 3.5" disk drives available for the 8 Bit.
Two of them are solutions for 720KB drives and one is for 1.44MB drives.
Unfortunately the last solution isn't available at the moment because a
necessary chip isn't produced any longer. :-(The schematics are in the pd.

From Bob Puff you can get an extension for your XF551 disc drive that you can
install an extra 720KB drive so you have both an 5.25" and 3.5" connected to
your XF.

Here in germany there is a solution that replaces the 5.25" drive with a 3.5"
drive. No soldering required. I guess it is the right decision to use this kit
for all of you who have a XF551 where the 5.25" mechanism is out of order.

> email phillip price and tell him to amend his source code to run on a
> single disk!

I don't think that he will put any effort into Alternate Reality.

Tschuess
Frank

472. Re: portflio palmtop

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Greg Miller <gmiller@iswt.com>
Message-ID: <34BB196E.843BA1C0@iswt.com>
Source record: 67110

HeVi@rTi wrote:
>
> where can i find a portfolio palmtop?

Sometimes they show up on eBay. Or you could try comp.sys.palmtops

> and mebbe a newsgroup on some of the 16/32 bit ataris??

comp.sys.atari.st.*

--
Video games: http://www.angelfire.com/tn/squirrels
TW (online game): http://www.geocities.com/SiliconValley/Bay/1367
Magic cards: http://www.angelfire.com/tn/squirrels/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

473. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980113095501.EAA23079@ladder01.news.aol.com>
Source record: 67111

>Subject: Re: Atari vs CBM - Why?
>From: "Neuromancer" <baron_harkkonen@hotmail.com>
>Date: Sat, Jan 10, 1998 14:01 EST
>Message-id: <34b7c702.0@news3.paonline.com>

>For a very good reason, both companies he touched, died.

JTS will be next to go! Lets see.

474. Re: atari lightpen

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34BB5987.2BC39A5A@ix.netcom.com>
Source record: 67112

Bruce R. McDonald wrote:
>
> Does anyony no how to build an atari lightpen? I once had instuctions but
> before I could build it I lost them. I would really appreciate if someone
> told me how.
>
> Jeff McDonald

Jeff,
There is a great little project book called "Your Atari Comes Alive" by Richard Leinecker and David Burd. It has all sorts of things you can build. One of them is a light pen. The circuit is pretty simple. One chip (LM339 quad comparitor), 1 1.2K ohm resistor, 1 12K ohm resistor, 1 33K ohm resistor, 1 Phototransistor (OP802) and an old pen /tube large enough to fit this stuff or only the phototransistor with the rest in a box farther down the cable. Oh yeah, a db9f connector and cover.
OP802 Collector pin to DB9F pin 7 and LM339 pin 3 and one end of the 12K resistor. The other end of that resistor to LM339 pin 5 and one end of the 1.2K resistor. The other end of the 1.2K resistor to LM339 pin 12. OP808 Emitter pin to LM339 pin 4 and one end of the 33K resistor. The other end of the 33K resistor to ground (DB9F pin 8) and to the ground pin og the LM339. LM339 pin2 to db9f pins 1 and 6. DB9F pin 7 to Vcc (+Volts) pin on the LM339. Insert the work in a tube and try it out with a program that uses a light pen. The book has a program you can code in BASIC. You can also ass a normally open push button between DB9F pin 8 (one side of the switch and db9F pin 5 (trigger).
Pretty easy, huh.
BTW, B&C Computervisions has this book with program disk at www.myatari.com. Good stuff here. These are the thing that make having an Atari 8-bit fun!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

475. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34BB5AFA.985E3453@ix.netcom.com>
Source record: 67113
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Gareth Davies wrote:
>
> Copyright is a real problem then. I don't particularly care about the
> legal implications - nothing is likely to be enforced anyway and
> considering that the book is out of print there's the moral defence:
> sounds pompous I know - why let such a great work be lost.? I think if
> Ian Chadwick is himself considering issuing the book via html then it's
> only common courtesy for me not to. Still, if nothing happens in the
> medium term I'll have a go myself perhaps altering the wording.
> --
>
> Gareth Davies.
>
> To reply remove the _ character from the reply to address.

Gareth,
Try e-mailing Ian to see if he's doing anything. Obviously he hasn't
been lurking here in a long while. I think he got disgusted by all the
noise about in which format to offer it. I think there were about 10
different format arguments raging a little over a year ago. My thoughts,
just pick one and let everyone else deal with it in their own way. Heck,
even if he offered it al in straight ascii, at least the document would
be available. Anyway, give him a chance to respond since he did express
interest and does own the rights.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

476. Re: TCP/IP for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <69frp8glk1@star.cs.vu.nl>
Source record: 67114

Mark Ormerod <rmo@valeofdreams.demon.co.uk> writes:

>SLIP is actually a better form of connection than TCP/IP. A RISC
>PC running a slip connection generally achieves a much more stable
>connection than a windows box running tcp/ip. It also allows much

When you state this, you obviously don't know what you're talking about.
Your windows box connection might be instable, but that has _nothing_
to do with the protocols involved but with the OS. SLIP is nearly a
raw stream of bytes (see RFC1055) with no error correction or whatsoever.
Even IP is more complicated. But probably, when your RISC PC runs a SLIP
connection, as you say, it runs TCP/IP on top of SLIP, like common
networks run it on top of ethernet. When a windos box connects to its
provider, it doesn't run TCP/IP over a raw modemline. It uses SLIP or
PPP as an underlying layer. Conclusion: saying that SLIP is better and
more reliable/stable than TCP/IP is like comparing apples and pears.
(Dutch saying).

Ivo

477. rtime8

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: wbolesta@ajax.umcs.lublin.pl
Message-ID: <69fsur$6e$1@helios.man.lublin.pl>
Source record: 67115

i'm looking for rtime8 and multiio for atari8bit..

grtx.
Waldi/TighT

```
+-------------------------------------------------------------------------+
|*'^'~*-,._.,-*'^~'*-,._.,-*! Waldi/TighT !*-,._.,-*'^'~*-,._.,-*'^'~*|
| |
| Waldemar Bolesta e-mail: wbolesta@ajax.umcs.lublin.pl |
| Atari and PC user |
| url: http://ajax.umcs.lublin.pl/~wbolesta |
| |
|*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*|
+-------------------------------------------------------------------------+
```

478. Re: Visit WWW.WIN-SHAREWARE.COM !!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-6wscybg872Xe@DRACO>
Source record: 67116

On Thu, 8 Jan 1998 22:06:58, wm@win-shareware.com wrote:

> Greetings,
>
> For the latest in Windows 95 Shareware, visit WWW.WIN-SHAREWARE.COM
>
> Be sure to enter our monthly drawing for a chance to win registered shareware!!
>
> Shareware Authors! Upload your windows products to the hottest new shareware
> site on the net!!!
>
>
> Regards,
>
> G. Mace
> WIN-SHAREWARE.COM
>
>
> ---------->==><=>=<><<>=>==>==

are you a brain surgeon? did you even consider looking where you
posted?

479. Re: Trouble shoot....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-FoSvYtdQJfX7@DRACO>
Source record: 67117

```
yes, usually memory access but can be other things that interface to
memory also.
```

480. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-WIfdJIBwvWQh@DRACO>
Source record: 67118

On Tue, 13 Jan 1998 08:07:17, Frank Szymanski <franks@kaa.bbn.hp.com>
wrote:

> > if there was a 3.5" disk drive it would solve all our problems we could
>
> Yes, there does an 3.5" disk drive exist. To be honest there are several
> different 3.5" disk drives available for the 8 Bit.
> Two of them are solutions for 720KB drives and one is for 1.44MB drives.
> Unfortunately the last solution isn't available at the moment because a
> necessary chip isn't produced any longer. :-(The schematics are in the pd.
>
> From Bob Puff you can get an extension for your XF551 disc drive that you can
> install an extra 720KB drive so you have both an 5.25" and 3.5" connected to
> your XF.
>
> Here in germany there is a solution that replaces the 5.25" drive with a 3.5"
> drive. No soldering required. I guess it is the right decision to use this kit
> for all of you who have a XF551 where the 5.25" mechanism is out of order.
>
> > email phillip price and tell him to amend his source code to run on a
> > single disk!
>
> I don't think that he will put any effort into Alternate Reality.
>
> Tschuess
> Frank

Where can I get the schematics for the 1.44 drive upgrade? I have
never seen this around. Thanks.

Ken

481. Anywhere that has Atari 800xl stuff in the UK ,London

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Ejber Ozkan <ezz@gauge.co.uk>
Message-ID: <34BB4CF3.6B479F3F@gauge.co.uk>
Source record: 67119

Yep , Im looking for Atari Machines & games to buy in the UK pref
london , anywhere that still may stock it ect any info helpfull.

```
--
. * . Ejber Ozkan ezz@gauge.co.uk
. ____ (+ . "When I say unto the wicked thou shalt
. | | . + . + Surely die.And thou givest him not
____| |____ . _______ warning, nor speakest toward the wicked
_ |____ ____| . | R.I.P | from his wicked way, to save his life;
(o) | | /(= : | | + The same wicked man shall die in his
_:_____| |_|_______| | iniquity; By his BLOOD will I require
\_ at thine hand." Ezekeil3 ;)gravediggas
|_____________________________________
Or just go down he pub ;)
```

482. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980113094858.18421B-100000@fissure.scar.utoronto.ca>
Source record: 67120

On 10 Jan 1998, GUY1015 wrote:

> >On Fri, 2 Jan 1998, Bob Woolley wrote:
>
> >during file transfers? Currently, I get
> >speeds of 1100 cps using a 19,200 modem connecting to a 19,200 8bit BBS
> >PRO board. I was told that is the best you are going to get.
>
> My Callers are getting 1300 - 1400 cps on My Pro BBS "Star Net" Thats with a
> MIO and a 14.4 modem running Len Spencers HYPERSPEED handler, The cps will
> even go a bit higher if the users uses Y-modem-G .

I have to get the sysop of the Jail to install Len Spencer's Hyperspeed.
his board runs off a 19,200 modem on a black box.

Alan
University of Toronto
Computer Science, Management and Economics

483. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34BB9F2D.2CDE394D@atari.nu>
Source record: 67121

Thomas,

You have some good points and bad points and your opinions are certainly right and wrong. Tramiel wanted nothing to do with video games when he took over the business, BIG mistake cause he had already finished and ready to go out the door 7800's on the shelves and lost the video game business to the big 3 from Japan, he did NOTHING, and I mean NOTHING with the 8-bit whatsoever: the 130XE? It was the prototype Atari 800XLF dressed in that UGLY grey plastic case with the worst keyboard ever, the XF551 came from a dreivative of the 1055 3.5" disk drive prototype, he scraped the 1090XL expansio system which would have brought in a lot of 3rd party development cards (heck originally he didn't even want the ECI bus on the 130XE and was going to close the box up completely to cut even more costs!!!), nothing was done for the 8-bit except for the XEP80 which was a total joke!

Then come the ST's... Rushed out the door (same as the Jaguar) with a lot of technology missing (Blitter and TOS in ROM), then we see a succession of ST models with tiny little enhancements here and there, but nothing significant. More importantly no real expansion for the systems (doesn't ANYBODY pay attention to the success of the Apple][and the IBM PC, it was because of SLOTS!!!!! for 3rd party development, nobody learns, too busy trying to look ahead to pay attention to what was successful in the past)

The the Jaguar, a good piece of hardware which "IF" it had been delayed 6 more months or even a year (Atari still had a 2 year lead over everyone else and could have spent that time super hyping it like Nintendo did with its N64) and released it with proper development tools and more onboard memory and cache, had the CD players ready to go and had the modems ready to go, but no... another RUSHED project with a lot of potential if they could have waited a bit longer to refine it.

Then the icing on the cake, Sam Tramiel, the only one who gave a damn about Atari has a heart attack, so what happens... good 'ol Jack (the ripper) steps back in and says ok, lets sell to JTS so his stock can go down to .22 cents a share and the bridge loan gets squandered and Atari is sold off like pieces of cake sliced and diced and handed out all over the place.

The Tramiels sucked!!! Phillips should have bought Atari when they had the chance, the Tramiels were just cheap bastards who rushed everything half-assed out the door and never advertised to save their ass.

Curt
www.atari.nu

484. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34BBA21A.1E4E1D30@atari.nu>
Source record: 67122

Hmmm,

Ok, so we can't mod the ANTIC??? How about using the Bit-3 80 column card mechanism, basically we pipe the composite video into an internal daughter card with circuitry to generate higher resultion graphics via memory peeks to bitmaps and by executing a USR command like the Bit-3, the card and its graphic processor would become accessible and the composite video being piped through would be cut-off and the 2nd video processor would kick in, possibility?

Curt
www.atari.nu

485. FS: Atari 2600/5200/7800/XL/XE, C64, Vectrex

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Greg Miller <gmiller@iswt.com>
Message-ID: <34BB9ECC.189F18CD@iswt.com>
Source record: 67123

```
Sale/trade lists: http://www.angelfire.com/tn/squirrels
--
Video games: http://www.angelfire.com/tn/squirrels
TW (online game): http://www.geocities.com/SiliconValley/Bay/1367
Magic cards: http://www.angelfire.com/tn/squirrels/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****
```

486. FS: Atari 2600/5200/7800/XL/XE, C64, Vectrex

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Greg Miller <gmiller@iswt.com>
Message-ID: <34BB9EF1.22CF1110@iswt.com>
Source record: 67124
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.cbm,rec.games.vectrex,rec.games.video.classic

```
Sale/trade lists: http://www.angelfire.com/tn/squirrels
--
Video games: http://www.angelfire.com/tn/squirrels
TW (online game): http://www.geocities.com/SiliconValley/Bay/1367
Magic cards: http://www.angelfire.com/tn/squirrels/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****
```

487. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34BBB180.62654639@dial.pipex.com>
Source record: 67125
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

I'm not arguing with your reasons for printing his name but did you need to print his address? People would know to be weary of him if you just printed his name. Wouldn't you be annoyed if someone printed your address without your permission? I understand that you feel ripped off and, to be honest, I'ld probably do the same thing but with reflection it probably wouldn't be a good idea.

--

Gareth Davies.

To reply remove the _ character from the reply to address.

488. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980113101654.18421C-100000@fissure.scar.utoronto.ca>
Source record: 67126
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

On 11 Jan 1998, Austin Franklin wrote:

>
> > I too am disappointed that one of your packages has arrived in poor
> > condition. However, I am even more concerned by the aggressive and
> > impolite tone of your message and especially by your insinuations
> > about my honesty.
>
> You seem to be the aggressive and impolite one here. I did not feel his
> e-mail to you could at all be characterized as such. Sounds to me like you
> may feel you have done something wrong, and are being defensive.
>
> No one with any common sense sends things wrapped in newspaper wrapped with
> strings. One can always get someone to agree with them doing something
> silly. I believe you inadequately packaged them, and you were responsible
> for them getting to him in one piece, solely responsible. If there is any
> issue with YOUR choice of carriers, it is your responsibility to deal with
> them, not the receivers. Your negligence is not his responsibility.
>
> > Secondly, I strongly resent your suggestion that I have deliberately
> > sent you copies of the disks for 'Corruption' and 'Jinxter'. I assure
> > you that these are the original disks as purchased in sealed packages
> > from a reputable London retailer. Home-produced adventures were often
> > released on unlabelled disks and I have a number where this is the
> > case.
>
> No commercial software in the 20 years I have been in the computer business
> has EVER been shipped without labels. Period. If they had no labels, you
> should have mentioned that to the purchaser, and, apparently, you did not.

This kind of stuff makes me want to stay out of the buy/sell Atari 8bit
market or any market. I consider myself lucky that after about 10
transactions I have never encountered a problem.

And I side with the buyer in this case. It seems like the seller is more
concerned with "future" sales than doing the right thing and making
present sales honest.

Also, the buyer is doing everyone a favour by posting "problem" sales.
even if his situation cannot be resolved, he can at least educate the
buying public.

Perhaps there should be a little buyer/seller code posted in each Usenet
computer base. Check out the seller by asking for references or
something. Of course the seller could make these up, but at least you

could try to do something to protect yourself. Registered mail is always a good idea too. The big issue here is unless you bought a big ticket item, is all the headaches worth $10? or whatever you paid for the item? Then again when the stakes get higher, it's much harder to walk away.

The honour system that most of us use in the comp.sys.atari.8bit base (and other bases) works fine as long as people are honest.

Alan
University of Toronto
Computer Science, Management and Economics

489. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34BBAF5E.A98745A1@atari.nu>
Source record: 67127

Actually,

If I had to choose an 8bit system based on its looks, I would have
gone for the C64 II, C128 or 128D, the XE and ST cases were absolutely
butt ugly, Tramiel definitely brought his lack of taste with him when he
left Commodore and went to Atari. The Mega's were ok, not great, the
Mega STE/TT030 case was different but still a little on the stupid side,
the only case that looked great was the unrelease Falcon Microbox which
looked very similar to an HP Unix Workstation (like the Hp 3000/715's)
The monitors were butt ugly too, the only good looking one was the
SC1435, thats about it. I hated those ugly cases Tramiel used. I
wish he had stay with the XL look, the design was clean and high-tech,
the XE/ST just looked cheap. (You get what you pay for)

Curt

490. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34BBA657.3EFCEA7D@pcpros.net>
Source record: 67128
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings wrote:
>
> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:
>
> >Kenneth Jennings wrote:
> >> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >> >On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >> >>What's the frequency Kenneth Jennings wrote:
>
> I had written a huge, huge reply and then I started to realize that

Huge, huge? Yeah, and after all that typing you just decided to scrap it
and send this weak whining instead. ok, fine.

> it didn't matter, what is the point of replying to the sort of person

Of course, why reply to what I actually said, just take all my sentences
out of context, twist them around and reply to that.

> who resorts to racist insinuations and hasn't bothered to listen to all

You are a racist when it comes to computers, you are actually filled with
hatred for a machine. I mean, most 17 years olds eventually get over
this attitiude once they've seen more than one brand of computer.

> the other people who have demonstrated the errors of his bizarre views?

Umm.. .what other people? What bizzarre views? I've only recieved positive
comments and email, you're the only one having problems. Are you rallying
support from non-existant posts. Be careful here, you seem to be on the verge
of springing a sprocket. You're not even coherent anymore.

> But just so we understand the type of person Noah is here's just one
> little thing:
>
> Noah says:
>
> >>>Nothing stops me from lifting the SLIP code out and using it as
> >>>a program on the C64 with its native OS, or using it as a program
> >>>on the Atari with it's native OS.
>
> >>Well then, if nothing is stopping you then why do you only talk about
> >>it instead of doing it?
>
> >OK, I will. That was the whole point of this, Brainiac.
>

> So, Noah thinks adding SLIP-TCP/IP to our favorite 8-bits is just a
> plug-and-play operation and also promises he will do so. But, in a
> few more lines....

Where did I say it was plug & play? And I meant it in the broad sense,
that I would be building inet aps on top of a SLIP stack that someone else
was working on. You're really reaching here, is this the best you can do?
Why should I start on SLIP code, wwhen much of the work has already been
done. You knew that I meant IP coding in a general sense, yet you distort
this and display it as the "great lie." Most people aren't that gullible,
but it is amusing to watch you try.

>
> >No, I'll wait for Andre to finish SLIP stuff and then I'll start
> >porting inet applications.
>
> Now Noah recants his promise (or is it just his ability?) to easily
> add SLIP in a system-friendly way to the C64 and Atari 8-bits. In
> past posts SLIP was supposed to be a real thing demonstrated as
> working. It was all going to be so simple for Noah to port, now he
> has to wait for someone else to finish doing the work for him, work
> which is supposedly already demonstrated as working. Imagine that.
> Noah demonstrates he is a person with no scruples, no minimum
> standards, and thinks nothing of ignoring his promises.

Again you show you're amazing ignorance and lack of understanding.
Now you're really reaching, C'mon Kenny, you can do better than this -
I'm disappointed in you. Branding me a criminal, because I'm going to
write inet aps instead of the SLIP code - get real.
This is the first time I've been called unscrupulous for offering
public domain code. You crack me up - I haven't had so much fun since
I argued with a kid who insisted that Windoze 3.11 was a multitasking
operating system.

So, continue to ignore the facts, put words in my mouth, take paragraphs
out of context, search for grammatical inconsistensies, etc.
Anyone following this can observe your transparent desperation.

> One might also wonder that if getting a system-friendly TCP/IP
> working on a C64 was so easy that Andre would have done it instead
> of replacing the OS with something incompatible?

The OS started on a home-built computer for a friend. He then took
it to the next level. Andre's created a true OS that's portable to
any 6502 system. The idea wasn't to replace the 64 OS in particular
nor was the main objective the SLIP code.

> In summary of Noah's parting words above: he is just another coding

What parting words? I'm really having fun now. You can't be a real person right?
This is a bunch of school kids pulling my chain, right? You can't be for real.

> wannabe with a big mouth and bigger delusions who has publically
> branded himself a liar.

Oh, the shame, I'll have to tell my boss to fire me - after all, they're
giving me all this money to be a Sr. Programmer/Analyst.

> --
>
> But, let's get back to Noah's original fantasies, refuted by many
> others, that started this all:

Fantasies? I didn't say anything about Sandra Bullock.

Let's see, one person said the 64 had 3 ROM versions when I thought it
had 2. Hmmm, how this equates to a refutation, even after I admitted my
mistake, or how this equals "many others" is beyond me.
The only negative response I've gotten is from you.
So, how many is many? One? Two? Three?

> "If you look at every 8-bit computer every made the Atari 800/C=64
> are the closest related machines of all time."
> "...these machines have so much in common..."
> "The same code runs on both machines with only minor modifications."
> "The 800xl and c64 are closely related brothers..."

Yes, they are. This only angers brand bigots like you who don't
have the vision to see beyond their own hardware. Many people
on these newsgroups own both machines, and yes, they have their
preferences as to what is the better machine. So what.
We can all learn something.

> So, Noah, here's your opportunity to redeem yourself or show yourself
> the fool. Explain how in your infitessimal estimation you're going to
> get identical 6502 code running with similar results on the C64 and
> Atari 8-bits in a system-friendly manner without reducing them to
> useless 6502s with 64K of RAM. To quote some pop culture: "Prove it,
> pretzel boy."

It's been proven many times over. Magazines that would publish source
code, would have versions for Apple, Atari and C64 for the same program.
If the author of the article could port his program to three different
machines in time for publication, if ONE guy can do this, imagine what
a dedicated group of 6502 programmers could do.
Wouldn't it be great to see the same USENET cooperation that made Linux
a reality? How many people called Linus a "dreamer" for wanted to write
his own UNIX style kernel?

Andre made his OS/A65 hardware independant. Each different 6502 box
would have it's own serial driver and the SLIP code would talk to that driver.

So in a very few bytes, you'd have very simple routines that the SLIP
code would call. That is,

....JSR OpenSer
....JSR SendSerByte

....JSR GetSerByte
....JSR GetSerError
....JSR CloseSer

Hardly "useless 6502's with 64K of RAM"

A ML sort routine, memory move, math libraries, etc., work the same on any 6502.

So instead of turning this into a pointless, hardware debate, why not
work towards the goals of improving our platforms? You have you got
against 6502 fans working together?

I am not to proud to admit that's there's always something new to learn.

N.V.

491. You gotta love backward compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980113110714.2959C-100000@fissure.scar.utoronto.ca>
Source record: 67129

For a joke I hooked up my Xf551 drive to an ancient 16k Atari 400. And beleive it or not I actually got dos 2.5 to load up.. only about 5k free of ram but a 1987-1988 8bit floppy drive actually worked on a 1980-81 Atari machine. Incredible.

There was some talk about backward compatibility simply being impossible as a matter of technology evolving. I disagree.. i think it's more for the manufacturers to make more money. If they release incompatible hardware, you have to doa complete upgrade (i.e. spend more moneyt on their products!) It benefits the consumer to have backward compatibility (and also the product lives longer!)

Alan
University of Toronto
Computer Science, Management and Economics

492. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34bbbd1f.26277315@news.aatech.com>
Source record: 67130

On Tue, 13 Jan 1998 12:19:22 -0500, Curt Vendel <webmaster@atari.nu> wrote:

> Ok, so we can't mod the ANTIC??? How about using the Bit-3 80 column
>card mechanism, basically we pipe the composite video into an internal
>daughter card with circuitry to generate higher resultion graphics via
>memory peeks to bitmaps and by executing a USR command like the Bit-3,
>the card and its graphic processor would become accessible and the
>composite video being piped through would be cut-off and the 2nd video
>processor would kick in, possibility?

Why Bit 3? We have Franklin Austin of COLOR Austin 80 fame in the
group regularly.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

493. Wanted: Atari Mega ST and Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: jregan@idirect.com
Message-ID: <jregan-1301981408340001@ns.compulink.com>
Source record: 67131

Hi,
Please e-mail details including price and shipping costs.

Thanks.

James e-mail---jregan@idirect.com
Ontario, Canada
Visit "Webpage Jingles" at:http://webhome.idirect.com/~jregan

494. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-13 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <69f59r$jh7$1@news01.btx.dtag.de>
Source record: 67132

>I also think an addition or two to the XE hardware would have bought
>that system some time.

I don't know.
I know the XL/XE is a great machine, but Tramiel had to put
all his efforts on the ST. IMHO the right choice.
Same with Commodore's C=65. Why should anybody
release a machine if you can earn more with a new
machine? Why taking this risk? Would you?
The C=128 is a good example. It was a great 8-Bit-machine,
but nobody cared, because there were the ST and the Amiga.
I think that's a shame, but that's just buisness.
So you can't blame Tramiel for that.
--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

495. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <884812492@stackbbs.xs4all.nl>
Source record: 66983

-=> Quoting Kenneth@spam.not.sayeth.i to All <=-

Ke> Noah might try to cop-out and write some really clever [heh]
Ke> counting loops that will run on both computers without
Ke> modification. But what's the point of trying to involve the
Ke> entire Atari 8-bit and C64 communities in programming that
Ke> nobody cares about, Noah?

Ke> Maybe Noah might find one or two people who want to help calculate
Ke> pi on the 6502. What Noah didn't seem to think about is that
Ke> 90% (probably more) of the programs everyone uses on both platforms
Ke> involve some kind of graphics and/or sound and/or I/O.

Right.
Come to think of it, why dow we need cross platform code anyway?
I only want code which runs on an Atari. Who care about those other
machines? Writing SLIP code which can be used by all 6502's?
Don't make me laugh ok? Why access the Internet with an XL/XE?
Are we still on the same planet or what? 99.999% of all Internet
users use a PC, because it's cheap, there is Internet software for it,
IP providers support it, etc. Even if one would have a SLIP connection
with his XL/XE or other 6502 based machine, then what?
Write a newsreader (that is fun), or a Netscape clone?, or an
Email program like Eudorea? Yeah, right, make my day.
Accessing 100 KB+ webpages, saving it to floppy (?), and then
access that page real sssssllllloooooowwwwww. Isn't that fun.

Here in the Netherlands there was something called Basicode.
The Basic programs (because every computer shares some Basic syntax code),
were transmitted over the radio, and people could "download" it that way.
Didn't catch on by the way. At least not in my oppinion.
Look at Java at this moment. Even this language has it problems.

If a real programmer wants to write a program, he wants to take his
machine to the limit, use all available opcodes, subroutines, features,
and make use of all the peripherals he can lay his hand on.
No crappy upcode limits or whatever...
Once again, this is my humble oppinion.
Can we go back to Atari matters now?

Bo.
___ Blue Wave/386 v2.30

496. You gotta love backward c

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <884812493@stackbbs.xs4all.nl>
Source record: 66984

-=> Quoting 94chrisv@scar.utoronto.ca to All <=-

94> For a joke I hooked up my Xf551 drive to an ancient 16k Atari 400.
94> And beleive it or not I actually got dos 2.5 to load up.. only about 5k
94> free of ram but a 1987-1988 8bit floppy drive actually worked on a
94> 1980-81 Atari machine. Incredible.

94> There was some talk about backward compatibility simply being
94> impossible as a matter of technology evolving. I disagree.. i think
94> it's more for the manufacturers to make more money. If they release
94> incompatible hardware, you have to doa complete upgrade (i.e. spend
94> more moneyt on their products!) It benefits the consumer to have
94> backward compatibility (and also the product lives longer!)

To a certain point a agree, to a major point I disagree.
Let's face it, compatibility, ok, but for how long?
Does your car supports steam? Does your new record player supports
every type of record ever produced? No, I didn't think so.
At some point you have to elimate old "code".
Of course it is done also to prevent the company from having to
support that old legacy code. Now there is Windows 95, it runs most
3.11 stuff, so why support that "old" windows. Makes common sense.
We've got DOS 2.5, it's better than 1.0, so why still support 1.0
By the way the OS of the new 800 XL/XE IS different than of the old 800.
That's why there are translator disks.

Compatibility? Yes, to some extend. For ever? No, thank you.
There is alway something called "emulation"...

Bo.

___ Blue Wave/386 v2.30

497. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19980114214701.QAA03796@ladder01.news.aol.com>
Source record: 66985

I'm pretty sure this doesn't apply to e-mail or physical addresses. Companies like Switchboard have been providing this type of information for some time. I believe these types of laws were enacted to protected personal information such as financial records, medical histories, etc.

JF

498. XL/XE OFFER

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: "Sintech, FBI" <sintech@online.de>
Message-ID: <01bd1edd$d9e34d80$b21c9fc1@1001-36.online.de>
Source record: 66986

```
--
You are searching for Soft- or Hardware for your computer?
Why not try it here:

SINTECH, GERMANY
Home of 8 and 16-Bit Software
e-mail: sintech@online.de
http://www.online.de/home/sintech
```

499. Re: 850, BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34BD4ADF.1C3C8003@sisna.com>
Source record: 66987

850 Express is a public domain bbs that will run on your disk drive
set up. Should be able
to find it on one of the FTP sights like University of Michigan or CTH.

bob

500. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34BD4E63.1F2C5646@sisna.com>
Source record: 66988

Was that the same drive that came out for the TRS80? Saw a double set
of those about
a year ago with a bunch of carts. Carts were fatter than standard 3.5
disk and about 3 inches
used a Percom to format them out they worked fine but traded them off.

You can attach a 3.5 to a Percom and format it out to hold data.

bob

501. 8bit Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69jmvf$2in$1@newsd-123.bryant.webtv.net>
Source record: 66989

Is there a compiler to create faster running versions of Atari Basic programs? When I had an Amiga I felt really empowered by the speed of the compiled programs I was able to get. (I am only a Basic programmer)

When I was a kid I wrote some strange things for Atari 8, but the slowness was a disadvantage. Any compilers out there?

502. Atari800win chronic freeze problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Neal Shankman <polk@oursquare.com>
Message-ID: <34BD79F3.6C0847E3@oursquare.com>
Source record: 66990

Another lonely voice loves Atari800win but is having trouble...

I installed this quite wonderful program on my brand-spanking-new Win95 machine and played many exciting games of Jumpman before I tried to bring back the menu (I was playing in 300x200 mode). I hit a key combination DirectX or the emulator didn't like and now when I try to launch Atari800win my system freezes to the point of needing a reset-switch reboot.

I re-downloaded and re-installed Atari800win and DirectX 5.0 and 5.0a, to no avail. Author or anybody else with an idea, please throw me a line...

Neal Shankman
polk@oursquare.com

503. Re: Does anyone remember rescue at fractalus and the great synapse cover art??

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <69k2ij$24r@bgtnsc02.worldnet.att.net>
Source record: 66991

along the same lines, I've gotten rescue at fractalus to run, but for some reason not all of the keys seems to work, and if ya can't land, ya can't save the pilots.. anyone with help?? which atari emu works right with that one??

BTW I have quite a few of the original posters from the synapse games, and am going to scan them and post them on my website soon... in case anyone's interested!!
(I'm missing some of the great artworks from those games too, if anyone has the boxes still...)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

504. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34BD9347.6483@pacbell.net>
Source record: 66992

Lonnie McClure wrote:
>
> On Sun, 11 Jan 1998 11:37:39 -0800 Bob Woolley <rwoolley@pacbell.net>
> wrote:
>
> >uuhhhh... it would be hard. and expensive. even a really fast processor
> >could not keep up with the ANTIC display list very well. you would have
> >to generate a custom chip in hardware to do most of the work since it
> >does stuff like multiple compares at microsecond rates.
>
> How about an FPGA?
>
> Of course, even if it would work, I doubt it would be very easy to do
> a reasonably accurate emulation without the ANTIC specs that Atari
> lost with the VAX they sold.
>
> It would likely be more effective to simply add a second video
> processor, with its own memory, since new software would need to be
> written in either case to address the new features.
>
> ==========
> lmcclure1@mindspring.com
---
yeah, an FPGA would do it.... the specs wouldn't be too hard since the
behavior of the chip is pretty well known. If you had the logic
diagrams, though, you could just 'pour' them into the gate array!
Actually, while you're at it, I would revise ANTIC anyway... no refresh,
dual port memory access, new VGA modes (still backwards compatible),
stuff like that.

Bob

505. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <69j8kf$8fb$1@news00.btx.dtag.de>
Source record: 66993

>I was talking about the route of ST, STm, STFM, MegaST, MSTe etc. which
>were essentially the same machine with minal updates to either OS or
>hardware beyond a few tweaks

OK. Then I can agree.

>the Falcon should have been
>out by 88/89 to keep the momentum going

It would have been very expensive to produce such a
machine 10 years ago.
Look at the NeXT.
--
cu -- thomas -- #~:<) loyal to the king of pop

506. Re: Has anyone seen the APE 1.16 Beta Yet?????????

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Paul Castellani Jr <cfipaul@worldnet.att.net>
Message-ID: <69l7h7$58a@bgtnsc01.worldnet.att.net>
Source record: 66994

I got an E-mail from him a couple of days ago. He said he had been out of
town lately and hw would be sending some stuff out this week.

Atari8Bit wrote in message
<19980115124600.HAA11336@ladder02.news.aol.com>...
>Did anyone ever get a copy of the APE 1.16 Beta from Steven Tucker?? He
>advertised it here a while back.

507. Re: Noah vs Kenneth - _WHY?????_

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: atebit@wwa.com
Message-ID: <69h1dd$6mh$1@hirame.wwa.com>
Source record: 67054
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I agree, this seems more about "who's right" rather than which computer is
better now....

Now if it was still about how that Atari kicks the commie in the butt, I would
love to continue reading!

Ascii

In article <Pine.GSO.3.96.980113230210.16928C-100000@coli-gate>,
ticmanis@coli.uni-sb.de says...
>
>Come on guys!
>
>1.) This discussion is about a computing hobby. Not about some religious
>dogma. Nor does either one of you own $50,000 to the other guy. Or did
>kill the other guy's wife. Or anything _serious_! You call this
>dedication? I call it being ridiculous and making fools of yourselves.
>
>2.) Need to vent hate? Watch some Zombie movies instead of clogging up
>this group.
>
>3.) Read the current "Amstrad vs Commodore" thread to see how this
>discussion could be handled (namely, like it's customary among civilized
>people.)
>
>4.) Get a life.
>
>5.) SHUT the hell UP!
>
>6.) Rent a Space Shuttle, go fight each other on the moon, unlike this
>group it's UNINHABITED! (Thanks to H. Groenemeyer for this line.)
>
>7.) Don't even _think_ about mailing/posting about how I don't know what
>I'm saying, 'cause it's of course all the other guys fault.
>
>Thanks for your attention.
>
>Linards Ticmanis
>
>
>

508. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: spam_this@juno.com
Message-ID: <34bc1cb8.33032277@news.acns.nwu.edu>
Source record: 67055

>if there was a 3.5" disk drive it would solve all our problems we could
>email phillip price and tell him to amend his source code to run on a
>single disk!

There was a 3.5-inch drive made for the Atari. Amdek made a dual-disk
drive for the Atari and other 8-bits when the 3.5 disks first came
out, but I don't know what the model was.

I'm surprised no one on here remembered this or owns one.

Gavin

509. Re: An apology or Stop me before I post again

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69hgrr$30p$1@newsd-123.bryant.webtv.net>
Source record: 67056

this was a weird post and i liked it!

---i am the velcro spy---

510. Re: Wanted to buy:

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: cyk0@hotmail.com
Message-ID: <884758846.1011810312@dejanews.com>
Source record: 67057

James,

Is the 44meg drive the same as the SYQUEST SQ555 SCSI 44MB
REMOVABLE CARTRIDGE DRIVE? If so, do you need an external power
supply?

Also, if this IS what you are looking for...let me know, because I will
buy one if they work with the MIO. They are forsale by ALLTRONICS, you
can see their web page: http://www.alltronics.com/computer.htm.
Scroll halfway down the page. They are $9.95.

I have no idea how reputable Alltronics is though.

Please get back to me on this because I am interested too!

Thanks,

Cyrus

In article <6902lrfhi1@xmission.xmission.com>,
jeking@xmission.com (James King) wrote:
>
> Looking to trade for/purchase the following equipment:
>
> SDX 4.22, Rtime 8 (functional), 256-1mb MIO, BlackBox w/Floppy Board,
> Syquest 44meg Removable SCSI drive(s)
>
> Outfitting a system in my office, want it to be functional, will sit next
> to my Pentium2 300mhz.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

511. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd20b5$fd426c00$b9374382@hawks-pentium>
Source record: 67058

First off, try to get Mapping the Atari :-) It's the best book on the 8-bit. Also there was posted here (I think) some chapters from De Re Atari, which is also a good book.

Then maybe Compute!'s first (preferably) second book of machine language, if you learn quickly
You could also download Megamagazine (can't remember where and which issues) for a simple explanation of setting up Display Lists and adding colors and scrolling a player. I can find it out for you, just let me know. I think these ATR's are all around as they are free now I guess, ain't that so, Freddy Offenga (If you read this newsgroup anymore/at all) Take Atarian care and keep learning, it's a fun machine

John Schnittker <jschnitt@gte.net> wrote in article
<69hfdj$m1f$1@gte1.gte.net>...
> Vidar Olavesen wrote:
> > I might have added
> > poke scr+position,value
> > where lets say you should plot a point at 10,1 position would be 2 (10
> > pixels=1 byte + 2 bits)
> > and the value would be 64. But it would reset whatever values is in the
> > second byte, so you need to add what was already there. It's gonna be
slow
> > in basic I think, but ... Why not try assembler ? I could try get you
> > started and I guess more assembler coders out here would help too. Take
> > Atarian care
>
> Thanks Vidar,
> I want to learn assembler. I need to learn more about the hardware
> though. I would appreciate any advice/info you can give me.
>

512. Re: Atari Age

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.f26126de5b182f19896a8@client.sw.news.psi.net>
Source record: 67059

In article <69h0tr$s2v@news-central.tiac.net>, ddahl@tiac.net says...
> I'm not really looking to sell, but I was wondering how much a complete
> collection of Atari Age magazines might go for.

I sold off my set a few years ago and have been kicking
myself about it ever since. Don't even think about it!
(Unless you want to sell them to me, of course...)
And, no, I don't remember what I got for them...

Oscar

513. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <01bd205f$75731460$86e7c9d0@hal>
Source record: 67060

Special Sauce <spam_this@juno.com> wrote in article
<34bc1cb8.33032277@news.acns.nwu.edu>...
>
> >if there was a 3.5" disk drive it would solve all our problems we could
> >email phillip price and tell him to amend his source code to run on a
> >single disk!
>
> There was a 3.5-inch drive made for the Atari. Amdek made a dual-disk
> drive for the Atari and other 8-bits when the 3.5 disks first came
> out, but I don't know what the model was.
>
> I'm surprised no one on here remembered this or owns one.
>
> Gavin
>

I believe that the Amdek drives were 3", not 3.5". Oddballs, they died a
swift death....

Ben Corr

514. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Greg Miller <gmiller@iswt.com>
Message-ID: <34BC71DF.88C9A866@iswt.com>
Source record: 67061

```
Curt Vendel wrote:
>
> Hmmm,
>
> Ok, so we can't mod the ANTIC??? How about using the Bit-3 80 column
> card mechanism, basically we pipe the composite video into an internal
> daughter card with circuitry to generate higher resultion graphics via
> memory peeks to bitmaps and by executing a USR command like the Bit-3,
> the card and its graphic processor would become accessible and the
> composite video being piped through would be cut-off and the 2nd video
> processor would kick in, possibility?

Sounds like the 3Dfx Voodoo....

--
Video games: http://www.angelfire.com/tn/squirrels
TW (online game): http://www.geocities.com/SiliconValley/Bay/1367
Magic cards: http://www.angelfire.com/tn/squirrels/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****
```

515. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: martijnb@mud.stack.nl
Message-ID: <slrn6bov03.492.martijnb@mud.stack.nl>
Source record: 67062
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Woo Woo :P Nice flaming :)

It occurred to me that Kenneth Jennings wrote:
> On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:
>
> >Kenneth Jennings wrote:
> >> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >>>Kenneth Jennings wrote:
> >>>> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >>>>>On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
> >>>>>>What's the frequency Kenneth Jennings wrote:
> [snip more of Noah's rabid, racist, irrational foaming at the
> mouth. Why does his mother let him spend so much time in front
> of the computer?]
I truly think you don't even remotely know what you keep babbling about
racism here. Go and buy a decent dictionary. Or a encyclopidia. Or a
history book.

[snip]

> >So in a very few bytes, you'd have very simple routines that the SLIP
> >code would call. That is,
>
> >....JSR OpenSer
> >....JSR SendSerByte
> >....JSR GetSerByte
> >....JSR GetSerError
> >....JSR CloseSer
>
> Congratulations Mr. Gates. Have you really thought about
> where that is going??? You've discovered Microsoft
> Principle #1 for Making Users Frustrated: Reduce performance
> by adding yet another layer of API. You have graduated
> and may now happily re-install Windows 95 on your PC.
What pure nonsense. Ever heard about Unix or other cross-platform OS'es
like, for example, CP/M ? Ever followed a course on structured programming ?

>
> And, your vision of serial I/O on the computers would probably
> prevent high-speed I/O from working on the Atari. Thank you
> for gutting high-performance I/O from the Atari in the name
> of compatability. I know we all appreciate it immensely.
Not necisarely. There's no reason why transfer should be done byte-by-byte.
It should be quite easily to transfer a complete datapacket instead of just

one byte. Even cross-platform.

>
>
> >Hardly "useless 6502's with 64K of RAM"
> >A ML sort routine, memory move, math libraries, etc., work the
> >same on any 6502.
>
> Because at that level it is just a 6502 with RAM. Duh, that
> point stuck you right between the eyes and you're too dull to
> feel the pain. Oooo, lets move some memory here. oooo, lets
> move it over there. Oooo, this is so "useful". ha ha ha.
> You're funny.
What _is_ a computer but a CPU with some RAM, IO and stuff ? What
_is_ an OS but some routines to do some basic stuff like operating
devices and doing some internal organisation ?

>
> Yup. I figured you'd come up with some non-intensive routines
> as an example of your supremely unparalleled thinking. Only
> background support stuff. Just wait till you get to the stuff
> that the majority of 8-bit users code for: graphics and sound.
> That will be really funny.
I don't see what graphics and sound have to do with a common interface
for networking. Or do you have your ethernet cable plugged into your
sound output ? I truly wonder if that's going to work...

--
Martijn van Buul, martijnb@mud.stack.nl
Tijntje@OuterSpace - 131.155.141.166 3333

516. Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Scott McLauchlan <scott@isd.canberra.edu.au>
Message-ID: <34BC753B.C2EE7767@isd.canberra.edu.au>
Source record: 67063

Hello all!

I've just got my hands on an Atari 400, but it has no doco, so I need to ask a couple of stupid questions.

1) What sort of power supply do I need? The FAQ seems to suggest I need a 9V AC supply at about 1.7 Amps. Does the 400 *really* need that much juice, or will a 9V DC 1 Amp plug pack do the trick? Or have I misread the FAQ, and the 400 needs a different power supply?

2) Can the Atari 400 use "standard" Atari 2600 games cartridges?

3) Is there any way I can get my hands on a BASIC cartridge for the Atari 400? I can get access to an EPROM burner, so if the ROM image is available on the 'Net I can burn a ROM and put it in an old 2600 cartridge (assuming the pinouts are the same). Alternatively, is there anywhere I can buy a BASIC cartrige for the 400 (somewhere in Australia would be nice).

Thanks in advance!

--
Scott McLauchlan	"Sometimes the need to mess with their heads
Information Services Division	outweighs the millstone of humiliation."
University of Canberra	__________Fox_Mulder_"The_X-Files:_Squeeze"_
scott@isd.canberra.edu.au	http://www.canberra.edu.au/~scott/home.html

517. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <69i1rb$e0v@joker.rz.hu-berlin.de>
Source record: 67064
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

In article <34c8beac.14128789@news.earthlink.net>,
zzyzx <zzyzx97@earthlink.net> wrote:
>Serious trouble for exposing a Software Pirate?
>
>You must be talking to GEOFF WALLIS, the pirate and the fraudulent
>trader.

Are you totally out of your mind? Do you really think he sold you the original box and manuals of the Magnetic Scrolls games but kept the original disks and sent you copies, hoping you wouldn't notice? Why on Earth would he do that?

The way I see it, he simply sold you the items he had, namely those two games, and he didn't care to check whether the disks should have proper labels or not. So maybe he was careless, but accusing him of piracy could (and should!) get you into serious legal trouble.

-- Dave

PS: Those Magnetic Scrolls games were not home-produced and should have properly labeled disks. On the other hand, I once bought a shrinkwrapped copy of Corruption which included the disks, the tape and the casino chip but no manuals at all. Instead, there was a photocopied piece of paper with "Loading instructions for the C-64" (in German!). Those things happen.

PPS: I bought the Delphine Collection (Cruise for a Corpse etc.) from Geoff Wallis. It was cheap, arrived here after a week and seemed to be complete. So I'm a happy customer of his :-)

518. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34bc94dd.0@news3.paonline.com>
Source record: 67065

Ok, I've compiled a preliminary list of what this new board would need.....

65816 14MHz
30-pin SIMM sockets
SIO port(s)
Expansion Bus(can you say "Reverse Engineer the 1090?
Good, I knew you could.")
80-Column Text
MMU (dual FREDDY perhaps?)
Hdd would be a nice bonus, but would probably be
better off being implemented on an add-in card.
Fit in an AT type PC case
Use a PC-type keyboard (or appropriately hacked ATR kb)
So what do yall think?
Just food for thought.

--
Neuromancer

nospam.baron_harkkonen@hotmail.com

519. Re: You gotta love backward compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <01bd20e0$047ce8e0$150101c8@ap-rieder>
Source record: 67066

```
> I've got a 48K Atari 400 (put it in myself) and MyDOS 4.3
> booting a DS DD floppy from my XF551 on it is no joke. There
> really is no appreciable difference between that 400 and my
> regular 800XL. (except for the fact that I get a 192K
> RAMdisk on the 800XL.)

AFAIK is the difference between the 400/800 line
and the XL/XE line the graphic-chip ...
CTA on the old ones and GTA on the "newer".
(The GTA-modes were added)

-rudi
```

520. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34BCAA3C.184E907D@ix.netcom.com>
Source record: 67067

Scott McLauchlan wrote:
>
> Hello all!
>
> I've just got my hands on an Atari 400, but it has no doco, so I need to
> ask a couple of stupid questions.
>
> 1) What sort of power supply do I need? The FAQ seems to suggest I need
> a 9V AC supply at about 1.7 Amps. Does the 400 *really* need that
> much juice, or will a 9V DC 1 Amp plug pack do the trick? Or have I
> misread the FAQ, and the 400 needs a different power supply?

The PS is 9VAC 31VA (AC Watts) that translates to 3.4444 A. This is the
same PS used for most of the Atari peripherals (disk drives and such).
Whew... I guess they weren't very efficient, were they. The 800XL/130XE
PS is 5VDC @ 1.5A (7.5VA).

>
> 2) Can the Atari 400 use "standard" Atari 2600 games cartridges?

Simply put...NO. They are completely different animals. The 5200 is
much closer, but still not the same.

>
> 3) Is there any way I can get my hands on a BASIC cartridge for the Atari
> 400? I can get access to an EPROM burner, so if the ROM image is
> available on the 'Net I can burn a ROM and put it in an old 2600
> cartridge (assuming the pinouts are the same). Alternatively, is there
> anywhere I can buy a BASIC cartrige for the 400 (somewhere in Australia
> would be nice).

Atari BASIC carts are available from B&C Computervisions at
www.myatari.com. They also sell OSS BASIC XL and XE carts. I happen to
like these better (my opinion).

> Thanks in advance!
>
> --
> | Scott McLauchlan |"Sometimes the need to mess with their heads|
> |Information Services Division| outweighs the millstone of humiliation." |
> | University of Canberra |__________Fox_Mulder_"The_X-Files:_Squeeze"_|
> | scott@isd.canberra.edu.au |http://www.canberra.edu.au/~scott/home.html |

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com

```
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

521. Re: xff51 to 3.5"

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34BCAB2B.6FB47636@ix.netcom.com>
Source record: 67068

dan wrote:
>
> hi,
>
> anybody, know how to upgrade the 360 mech in a xff51 to use a 3.5" 720k
> mech ?????
>
> please e-mail me,
> Thanks,
> danny
> dalabast@sprynet.com

Dan,
Bob Puff of Computer Software Services (CSS) sells a kit to do this. I
think he also sells complete units. I don't have Bob address handy, byt
he's in Rochester, NY. His e-mail address is Bob Puff
<76702.1076@Compuserve.Com>. Whether he actually still uses it is beyond
me, but from what I can tell, it is still an active account.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

522. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EMrwwI.FFC@cix.compulink.co.uk>
Source record: 67069

In article <69f59v$jh7$2@news01.btx.dtag.de>, Thomas.Raukamp@t-online.de
() wrote:

> >At that point they were
> >starting to look back to consoles whilst trying to pacify the users >
>with a few minor ST updates.
>
> The Falcon had a "few minor updates" compared to the ST?
> I think this makes things a little simple, doesn't it?
I was talking about the route of ST, STm, STFM, MegaST, MSTe etc. which
were essentially the same machine with minal updates to either OS or
hardware beyond a few tweaks. The falcon is obviously a bigger jump but
realistically, with the ST coming out in 1985, the Falcon should have been
out by 88/89 to keep the momentum going. There *was* a machine intended to
be out then but when the designer (Shiraz??) left, no-one could pick up
the pieces to continue so they started afresh. Add in the huge amount of
management time spent sorting out the federated chain fiasco and you
essentially have the ST standing still from 1985 to 1992.

> cu -- thomas -- fon & fax (+49) 4331 84 93 37
> -- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
> -- read "Science & Health" by Mary Baker Eddy
>
>
>

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

523. Re: FILES IN ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Eisenhammer.VT6@Lili.pef.zcu.cz
Message-ID: <34BD3316.6959@Lili.pef.zcu.cz>
Source record: 67070

Alain Touati wrote:
>
> I SEARCH OLD GAMES IN FILES ATR FOR MY PC
> THANKS TO THE ATARIENS..
> Alain ORLEANS(FRENCH)
Hi Alain, if you want .ATR images, try the following addies:
http://www1.tu-chemnitz.de/~sgl/atari/demosind.htm
(demos here in MEGAIMAGES - you must have file menu.atr in 1st drive and
the megaimage (demos00x.atr) in 2nd drive.)
ftp://ftp.hackerz.com/megaimages with mirror at:
ftp://ftp.sodre.net/pub/users/cmwagner/atari8/mirrors/ftp.hackerz.com/megaimages/
there you'll find megs of games and the menu.atr file too...

ok, that should be all,
CU, PG

524. Re: Pharoah's Curse

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Eisenhammer.VT6@Lili.pef.zcu.cz
Message-ID: <34BD37D4.3063@Lili.pef.zcu.cz>
Source record: 67071

Special Sauce wrote:
>
> >Does anyone have an .atr of Pharoah's Curse. I'd love to play that game
> >again,but sadly my Atari disk drive no longer works.
> >
i've got it in ATR and i also have an ATR and XFD manager that allows to
place your single binary files into ATR (or XFD) images.
PG

525. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Werner Domroese <werner.domroese@pba.nl>
Message-ID: <69iefm$mhd@news3.euro.net>
Source record: 67072

Has anyone here checked out www.emulators.com?
They claim to start supporting 6502 machines, too....

526. Re: Who is the BAD TRADER here? ME or SATAN?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34c1fc67.2299692@news.earthlink.net>
Source record: 67073
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

Sympathy for you the first time. However next time remember what
Confucius said:

"Burn me once, shame on you. Burn me twice, shame on me!"

ZZyzx

"Me, indecisive? I'm not so sure about that."

527. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34BCEC3D.46534C78@pcpros.net>
Source record: 67074
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Bryan Edewaard wrote:
>
> Hopefully I won't end up on anyone's (esp Noah's) attack list, but

But Bry, I'm such a swell guy.

Don't worry, no more wars. Your points are well taken, I happen to
feel that Atari's graphics are superior to the C64's, but I feel
the C64 sound is better than Atari's, and so on and so on.

We all have our preferences, and by calling these two machines
brothers, I didn't mean identical twins, brothers can be
different as night & day - they just come from the same parents.

I wasn't saying they had the same hardware, but rather the same type
of design and spirit when compared to other machines.

Apples, TRS-80's, PETs, PCjr's & PC's all went "beep" while the 'brothers'
had advanced sound generation. I know that Atari's and the C64's video
were very different, but compared to other machines, they both had
advanced graphic capabilities. I thought this gave us some common
ground, but I guess 8-bit devotees are more zealous than ever.

> most of this thread has been emotional and not analytical in nature.

Well, it started-out as a plea for cooperation, but someone pulled
the wings of the dove of peace and things degenerated from there.
I apologized in another post, I love a good scrap, but there's
too many strong feelings out there to have this kind of fight in a
public forum.

Maybe the majority of us can never get along, guess I'm just an idealist.

N.V.

528. Atari Books and Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <884800766.563085318@dejanews.com>
Source record: 67075

I have the following books:

Compute's First Book of Atari Compute's First Book of Atari Games
Compute's Second Book of Atari Atari Basic The Atari Basic Source Book
Atari Sound and Graphics-A Self Teaching Guide Mapping the Atari -
Revised Edition (includes XE computers) The Best of Softside: Atari
Edition (Games and Utilities) Inside Atari Dos Your Atari Comes Alive
(designs for Light Pen, Event Detector for Alarms, etc.)

Sams Photofacts for 1050 Disk drive (schematics, chip layout, test points)
Sams Photofacts for 130XE computer (schematics, chip layout, test points)

I also have alot of the following magazines:

Antic
Analog
Compute (the earlier issues with Atari code)

$40.00 / OR BEST OFFER + Shipping United States Postal Service (2 large
boxes)

If you live in the Baltimore-Washington you can pick it up or I will
deliver, if you pay for gas.

I am willing to sell off individual books and magazines. Please be
specific and make reasonable offers + shipping (USPS).

Ron Powalisz
ronwizbot@juno.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

529. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34BD05A9.53C59387@dial.pipex.com>
Source record: 67076
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

Austin Franklin wrote:

> Why is that? It is publicly available information. I don't find
> anything prohibiting me from doing that in my TOS with my ISP?
>
> Austin

No, I know that the US has the equivalent of the UK (and European) Data Protection Acts which make it a crimminal offence to store or transmit electronic data containing personal information without consent. Printing addresses in Usenet would fall under the scope of the Acts/Laws. In remember reading of a case of prosecution in the US for this very reason.
--

Gareth Davies.

To reply remove the _ character from the reply to address.

530. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <884802264.609550350@dejanews.com>
Source record: 67077

In article <34BBA21A.1E4E1D30@atari.nu>,
Curt Vendel <webmaster@atari.nu> wrote:
>
> Hmmm,
>
> Ok, so we can't mod the ANTIC??? How about using the Bit-3 80 column
> card mechanism, basically we pipe the composite video into an internal
> daughter card with circuitry to generate higher resultion graphics via
> memory peeks to bitmaps and by executing a USR command like the Bit-3,
> the card and its graphic processor would become accessible and the
> composite video being piped through would be cut-off and the 2nd video
> processor would kick in, possibility?
>
> Curt
> www.atari.nu

Curt,

Since you are using the 65816, the heart of a Nintendo Super NES, why
not figure out how to use the other chips (stereo & graphics) from the
Super NES too? Or get the Atari and the Super NES wired to a common bus
(the SNES expansion slot to the Atari SIO, for example), since as a
descendent of the 6502, the 65816 should allow the opcodes from the 6502?

Ron Powalisz

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

531. Why can't I write with ATARI800WIN?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: Brad <corbuloNOSPAM@mindspring.com>
Message-ID: <34BD0AC3.2E2054A6@mindspring.com>
Source record: 67078

```
-- Lurk off --
I'm back after a short (14 year) hiatus.
I've just found the ATARI800WIN emulator.
But I can't get it to write to ATR files. (no copy, no format, no write
dos, no nuthin')
I've tried it with several ATR's, Dos and Rom combos and even on
different PC's.
Seems to read ok, just no write.

--
Later,
Brad

corbulo@mindspring.com

Brad's For Sale Stuff
Comics, Magic cards, etc. Will trade for computer stuff.
http://www.mindspring.com/~sinbrad/bindex.html

Web Yourself!
ArachniDesigns Web Pages
http://www.mindspring.com/~sinbrad/
```

532. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34bd12e3.39969557@news.mindspring.com>
Source record: 67079

On Wed, 14 Jan 1998 04:28:45 -0600 "Neuromancer"
<baron_harkkonen@hotmail.com> wrote:

>Ok, I've compiled a preliminary list of what this new board would need.....
>
> 65816 14MHz
> 30-pin SIMM sockets
> SIO port(s)
> Expansion Bus(can you say "Reverse Engineer the 1090?
> Good, I knew you could.")
> 80-Column Text
> MMU (dual FREDDY perhaps?)
> Hdd would be a nice bonus, but would probably be
> better off being implemented on an add-in card.
> Fit in an AT type PC case
> Use a PC-type keyboard (or appropriately hacked ATR kb)

I believe it would be better to go with a 72-pin SIMM slot, as unless you are going with 1meg SIMMs, 72-pin SIMMs offer more bytes for the buck. Also, 72-pin 16meg SIMMs are easy to find and relatively cheap, whereas a 16meg 30-pin SIMM is harder to find and more expensive, meaning allowing a full 16meg expansion economically with 30-pin SIMMs would really need to have 4 SIMM slots vs. a single one if a 72-pin SIMM socket was used. Less SIMM slots = lower cost due not only to fewer SIMM sockets, but also less PCB space required.

Another important feature, that CMD learned when doing the RAMcard for the SuperCPU 65816-based accelerator, is that using a 72-pin SIMM (which yes, can be accessed in 8-bit segments) allowed for interleaved memory access, since four 8-bit segments would always be present, regardless of the SIMM size fitted. When you are using a 14Mhz (or in their case, 20Mhz) 65816, even 60ns memory is too slow for true zero wait-state access.

As to the bus, I still vote for using something for which hardware already exists; either the proven 65xx compatible bus of the Apple II series, or PC ISA slots using either some type of bridge circuitry, or an x86 coprocessor handling the slots with dual-port RAM shared with the 65816 for control and communication.

The 1090 bus might be more in the "pure Atari" spirit, but you'll be kept waiting while someone decides there is enough demand to warrant the time and money it will take to design and build the cards. With an existing bus, someone needs only decide the demand is there to do the software, as the hardware already exists.

As to the case, going with an AT type case results in cheaper cases with a lot of choices, but the most of the ports would need to be mounted on panels that would take up the slots (although most have a couple of knockouts a couple of DB-9's [joysticks] and DB-25's can mount on), and some ports, such as the SIO, are too large to fit. For the SIO port, one would need to use a smaller connector (such as a PC joystick's full-size DB-15, or VGA's high-density DB-15), and have an external cable that converts it back to a standard SIO socket.

A more elegant solution would be to use an ATX case. These have a open panel area that provides for double-height connectors mounted to the motherboard, which would allow all the connectors, including the SIO, to be mounted directly to the back of the motherboard. True, these cases are typically slightly more expensive, and there are fewer designs to chose from, but I doubt it will remain that way. Try finding an non-ATX Pentium II motherboard, and you'll see what I mean.

As to the MMU, the standard scheme for addressing the first 128-256K should be fine, and then only needed for keeping compatibility for those few programs that require it. Since the primary use for extra RAM is as a RAMdisk, this could be better served by a RAMdisk routine that switches the 65816 from 6502 mode to native mode, grabs the data from anywhere in upper RAM, stuffs it into the lowest 64K where it is needed, and then switches back to 6502 mode.

I definitely agree on the ability to use a PC keyboard. This alone would be a big selling point. The ability to use the extra keys of a Win95 keyboard would also be a plus (although a Win95 keyboard should not be made a requirement).

I also agree with making at least standard 80-column text a standard feature, even if it was nothing more than monochrome (although 16-color CGA-type output could no doubt be done almost as cheaply). Hi-res and/or hi-color bitmapped graphics would be nice, but if they would add significantly to the cost of the board, should be kept as an option.

==========

lmcclure1@mindspring.com

533. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34bd1901.41535459@news.mindspring.com>
Source record: 67080

On Sun, 11 Jan 1998 11:37:39 -0800 Bob Woolley <rwoolley@pacbell.net>
wrote:

>uuhhhh... it would be hard. and expensive. even a really fast processor
>could not keep up with the ANTIC display list very well. you would have
>to generate a custom chip in hardware to do most of the work since it
>does stuff like multiple compares at microsecond rates.

How about an FPGA?

Of course, even if it would work, I doubt it would be very easy to do
a reasonably accurate emulation without the ANTIC specs that Atari
lost with the VAX they sold.

It would likely be more effective to simply add a second video
processor, with its own memory, since new software would need to be
written in either case to address the new features.

==========
lmcclure1@mindspring.com

534. Re: Atari vs CBM - Part 2: Practicality & Availability

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34bd19f3.41777044@news.mindspring.com>
Source record: 67081
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 12 Jan 1998 03:31:14 GMT jmelbo@pressenter.com (Jon D. Melbo) wrote:

>Apparently you are unaware of what a USB is on a PeeCee. Perhaps you >should look into it.... it is very cool. USB is Universal Serial Bus. >It is very cool.

Well, although strictly USB is a serial (actually a "bus", not just an interface), I believe that although he said "serial", he was strictly referring to RS-232.

Although card that use the 16C650 (good for 230.4Kbps) are available for the PC, I have yet to see one built-in on a motherboard. A large part of that likely has to do with PC motherboards not using actual discrete 16C550 UARTs (which are good for up to 115.2Kbps), but rather compatible UARTs that are part of a "do-it-all" I/O chip, that typically also handles parallel, game, floppy, and IDE. Until the makers of these I/O chips (Winbond, SMC, etc.) feel the pressure to upgrade the internals to 16C650 compatibility, they'll stick with the proven and profitable existing designs. With USB due to make a real world impact RSN, the push for faster onboard RS-232 will likely never come. (BTW, there is also a 16C750 chip, but I have yet to see a board in any computer peripherals catalog or ad that uses it...but then few people would probably have a need for its near 1 megabit per second [4x that of the 16C650, as I recall] top speed).

==========
lmcclure1@mindspring.com

535. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-14 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <884812491@stackbbs.xs4all.nl>
Source record: 67082

-=> Quoting Webmaster@atari.nu to All <=-

[snipitysnip]

We> was the SC1435, thats about it. I hated those ugly cases Tramiel
We> used. I wish he had stay with the XL look, the design was clean and
We> high-tech, the XE/ST just looked cheap. (You get what you pay for)

I tend to disagree here.
I think the XE's looked fine. No dark color anymore.
The keyboards are a lot better.
Anyway, that's how I feel about it.

I never doubted which computer to take.
My brother started out with an Atari 800, I owned a
S100 for more than a year already. At that time, the
Commo... Crommo... Commie... well that other machine
was not even on the market! The Atari was expensive though.
Appoximately $2,500 or so including disk drive and software.
Anyway, never regretted it a single minute.
We now own 40 Atari's or so (you need to have some backup's
you know...). I never understood the popularity of that other
machine... Why do one wants to own a Volkswagen Beetle, if one
could own a Ferrari?

Let's face it, Commo... well you know, s*cks.
So why are we reading those stupid commie messages in here.
I want to read about Atari, period.

Bo.

___ Blue Wave/386 v2.30

536. More Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34BEA1E0.4F89B177@sisna.com>
Source record: 66933

3-130XE Computer, power supply at $35.00ea shipping included.

3-800XL Computer, power supply at $25.00ea shipping included

1-800 Computer power supply, and basic cart $20.00 shipping included

4-ea Atari 1050 disk drive, power supply and sio cable $20.00ea shipping included

1- Atari 850 Interface comes with power supply and printer cable $25.00 shipping included.

These computers and disk drives come from a school district may have the school name engraved in case, come with video cables and sio cables along with 30 day gurantee.
bob

537. Atari 8-bit P/D CD

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34BEA2DA.6E7C472F@sisna.com>
Source record: 66934

I have completed the Public Domain Atari 8-Bit CD, at this time has to
be read on a PC
contains items from the Pool disk, along with 2 club libraries, and some
BBS Express!
Professional P/D software. Price $20.00 Shipping/handling $3.00 total
$23.00.

bob

538. Re: Has anyone seen the APE 1.16 Beta Yet?????????

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34BE7AD4.DAB@sprynet.com>
Source record: 66935

Paul Castellani Jr wrote:
>
> I got an E-mail from him a couple of days ago. He said he had been out of
> town lately and hw would be sending some stuff out this week.
>
> Atari8Bit wrote in message
> <19980115124600.HAA11336@ladder02.news.aol.com>...
> >Did anyone ever get a copy of the APE 1.16 Beta from Steven Tucker?? He
> >advertised it here a while back.
hi,

got mine :)
danny
dalabast@sprynet.com

539. help,,, looking for 232max chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34BEEB3F.52AB@sprynet.com>
Source record: 66936

Hi everybody,

Anybody know where i can get a MAX232 16pin IC. Anybody got them and
want to sell me some...PLEASE!! :). thanks and please e-mail me,,

Thanks,
Danny
dalabast@sprynet.com

540. This page is worth a look....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: atebit@wwa.com
Message-ID: <69k2eq$j90$1@hirame.wwa.com>
Source record: 66995

Hey, I found a page I enjoyed a bit...It's nice to see a serious programmer got his start on Atari computers.

Here it goes:
http://www.connix.com/~cwalnum/memoryl.htm

AsciiRider

541. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: uhclem.spamisbad@nemesis.lonestar.org
Message-ID: <EMt40y.ltw@nemesis.lonestar.org>
Source record: 66996
Cross-posted to: comp.sys.tandy,comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,rec.games.video.classic

Gareth Davies (garethd_@dial.pipex.com) wrote:
: No, I know that the US has the equivalent of the UK (and European) Data
: Protection Acts which make it a crimminal offence to store or transmit
: electronic data containing personal information without consent.
: Printing addresses in Usenet would fall under the scope of the
: Acts/Laws. In remember reading of a case of prosecution in the US for
: this very reason.

As someone who doesn't see why any part this thread is even in comp.sys.tandy
or why anyone there cares:

If you can site a specific case at the federal level for your above statement,
(eg, US Government vs somebody) do so. However, the fact that people in the
USA are able to sell millions of email addresses they obtained without the
prior permission of the owners of those email addresses (personal and business
addreses), and they are not being arrested indicates that there currently is
no such federal law.

In fact I had an FBI agent in the office yesterday, picking up evidence for a
grand jury on denial-of-service attacks, and when asked on this point he said
that selling the addresses reaped from news postings (as an example of the
taking of addresses without consent) was a grey-area and in his opinion he
probably could not create a solid case that a grand jury would idict someone
over.

I would be delighted to hear that there is a solid foundation for giving
these email-lists sellers a new job: making small rocks from big rocks.

Frank Durda IV - only these addresses work:|"WHAT PART OF 'NO_SPAM' DID YOU
<uhclem.spamisbad%nemesis.lonestar.org> | NOT UNDERSTAND?" Part of a
| canned reply to spammers when
These Anti-spam addresses expire Jan. 31th | "no_spam" was part of my address.
(c) 1998, ask before reprinting.

542. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34bdb1c3.1573244@news.pressenter.com>
Source record: 66997
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

On Wed, 14 Jan 1998 18:36:25 +0000, Gareth Davies
<garethd_@dial.pipex.com> wrote:

[Austin Franklin wrote:
[
[> Why is that? It is publicly available information. I don't find
[> anything prohibiting me from doing that in my TOS with my ISP?
[>
[> Austin
[
[
[No, I know that the US has the equivalent of the UK (and European)
Data
[Protection Acts which make it a crimminal offence to store or
transmit
[electronic data containing personal information without consent.
[Printing addresses in Usenet would fall under the scope of the
[Acts/Laws. In remember reading of a case of prosecution in the US for
[this very reason.
[--
[
[Gareth Davies.
[
[To reply remove the _ character from the reply to address.
[
[
I don't think so.
It is perfectly legal.

*** Please make sure responses are also sent via email.

543. Re: C64 hard disk support

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980115072301.CAA22373@ladder01.news.aol.com>
Source record: 66998

>Subject: C64 hard disk support
>From: Alan Christie <94chrisv@scar.utoronto.ca>
>Date: Thu, Jan 8, 1998 17:53 EST
>Message-id:
><Pine.GSO.3.95.980108174834.17043J-100000@fissure.scar.utoronto.ca
>Just out of curiousity, what was the C64 hard disk support like. Anyone
>knowledgable can throw out the C64 hard disk support history? Atari 8bits

Back in 1987 I was looking for a HD for MY Commie 64 to rn a bbs on, There was a system called "Magic Chef" it has a small 10 or 20 meg HD with it. But get this, Theres no DOS and the largest partition you could have was 180k. It came with Partition software for 96 180k Partitions. Now get this, The developers where HAPPY that the "Magic Chef" would slow threw-put to that of a stocked 1541 . {Kludge} I aborted the thought and Called Bob Puff.

<<Star>>

544. More Atari Stock Added! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <69kma5gmo1@user2.teleport.com>
Source record: 66999
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

545. Re: portflio palmtop

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980115100100.FAA03595@ladder01.news.aol.com>
Source record: 67000

```
Yeah, where can you find portfolios?
DSolimano
Have an Atari Day
```

546. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34BDF9C6.6BE1159F@ix.netcom.com>
Source record: 67001

Lonnie McClure wrote:
>
> On Wed, 14 Jan 1998 04:28:45 -0600 "Neuromancer"
> <baron_harkkonen@hotmail.com> wrote:
>
> >Ok, I've compiled a preliminary list of what this new board would need.....
> >
> > 65816 14MHz
> > 30-pin SIMM sockets
> > SIO port(s)
> > Expansion Bus(can you say "Reverse Engineer the 1090?
> > Good, I knew you could.")
> > 80-Column Text
> > MMU (dual FREDDY perhaps?)
> > Hdd would be a nice bonus, but would probably be
> > better off being implemented on an add-in card.
> > Fit in an AT type PC case
> > Use a PC-type keyboard (or appropriately hacked ATR kb)
>
> I believe it would be better to go with a 72-pin SIMM slot, as unless
> you are going with 1meg SIMMs, 72-pin SIMMs offer more bytes for the
> buck. Also, 72-pin 16meg SIMMs are easy to find and relatively cheap,
> whereas a 16meg 30-pin SIMM is harder to find and more expensive,
> meaning allowing a full 16meg expansion economically with 30-pin SIMMs
> would really need to have 4 SIMM slots vs. a single one if a 72-pin
> SIMM socket was used. Less SIMM slots = lower cost due not only to
> fewer SIMM sockets, but also less PCB space required.
>
> Another important feature, that CMD learned when doing the RAMcard for
> the SuperCPU 65816-based accelerator, is that using a 72-pin SIMM
> (which yes, can be accessed in 8-bit segments) allowed for interleaved
> memory access, since four 8-bit segments would always be present,
> regardless of the SIMM size fitted. When you are using a 14Mhz (or in
> their case, 20Mhz) 65816, even 60ns memory is too slow for true zero
> wait-state access.
>
> As to the bus, I still vote for using something for which hardware
> already exists; either the proven 65xx compatible bus of the Apple II
> series, or PC ISA slots using either some type of bridge circuitry, or
> an x86 coprocessor handling the slots with dual-port RAM shared with
> the 65816 for control and communication.
>
> The 1090 bus might be more in the "pure Atari" spirit, but you'll be
> kept waiting while someone decides there is enough demand to warrant

> the time and money it will take to design and build the cards. With an
> existing bus, someone needs only decide the demand is there to do the
> software, as the hardware already exists.
>
> As to the case, going with an AT type case results in cheaper cases
> with a lot of choices, but the most of the ports would need to be
> mounted on panels that would take up the slots (although most have a
> couple of knockouts a couple of DB-9's [joysticks] and DB-25's can
> mount on), and some ports, such as the SIO, are too large to fit. For
> the SIO port, one would need to use a smaller connector (such as a PC
> joystick's full-size DB-15, or VGA's high-density DB-15), and have an
> external cable that converts it back to a standard SIO socket.
>
> A more elegant solution would be to use an ATX case. These have a open
> panel area that provides for double-height connectors mounted to the
> motherboard, which would allow all the connectors, including the SIO,
> to be mounted directly to the back of the motherboard. True, these
> cases are typically slightly more expensive, and there are fewer
> designs to chose from, but I doubt it will remain that way. Try
> finding an non-ATX Pentium II motherboard, and you'll see what I mean.
>
> As to the MMU, the standard scheme for addressing the first 128-256K
> should be fine, and then only needed for keeping compatibility for
> those few programs that require it. Since the primary use for extra
> RAM is as a RAMdisk, this could be better served by a RAMdisk routine
> that switches the 65816 from 6502 mode to native mode, grabs the data
> from anywhere in upper RAM, stuffs it into the lowest 64K where it is
> needed, and then switches back to 6502 mode.
>
> I definitely agree on the ability to use a PC keyboard. This alone
> would be a big selling point. The ability to use the extra keys of a
> Win95 keyboard would also be a plus (although a Win95 keyboard should
> not be made a requirement).
>
> I also agree with making at least standard 80-column text a standard
> feature, even if it was nothing more than monochrome (although
> 16-color CGA-type output could no doubt be done almost as cheaply).
> Hi-res and/or hi-color bitmapped graphics would be nice, but if they
> would add significantly to the cost of the board, should be kept as an
> option.
>
> ========================
> lmcclure1@mindspring.com

The only thing I would like to add is that it contains 2 PC compatible 16550 UART RS232 ports and at least one bidirectional 25 pin PC standard parallel printer port (and maybe some printer drivers for more rescent printers). The hard drive interface (a requirement these days) should be either IDE, EIDE or SCSI. The IDE/EIDE would be a bit less expensive all around, but the SCSI is more adaptible and can support more devices at

one time.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

547. Re: 8bit Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34BDFB3C.A44F232A@ix.netcom.com>
Source record: 67002

velcro_spy@webtv.net wrote:
>
> Is there a compiler to create faster running versions of Atari Basic
> programs? When I had an Amiga I felt really empowered by the speed of
> the compiled programs I was able to get. (I am only a Basic programmer)
>
> When I was a kid I wrote some strange things for Atari 8, but the
> slowness was a disadvantage. Any compilers out there?

Velcro,
There was one years ago (from or called) ABC compiler. It was strictly
for Atari BASIC. I never actually saw it, but knew of its existance.
That was around 1982/83. I have no clue if it still exists or (if it
does) if you can find a copy.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

548. 850 Cable and Tackball Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34BDFF8C.B588F8ED@erols.comX>
Source record: 67003

2 totally unrelated questions:

1. What cable do I need to buy from B&C to hook my standard parallel printer to my 850? the 850 side seems to have a strange connector on it.

2. What games support trackball mode besides Missile Command for the Atari8's(or even the 5200 conversions done)?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

549. Has anyone seen the APE 1.16 Beta Yet?????????

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: atari8bit@aol.com
Message-ID: <19980115124600.HAA11336@ladder02.news.aol.com>
Source record: 67004

Did anyone ever get a copy of the APE 1.16 Beta from Steven Tucker?? He advertised it here a while back.

550. Re: 8bit Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd21b5$4c05fd20$65c2accf@asharkis.erols.com>
Source record: 67005

There were many BASIC compilers made for Ataris. Many went beyond standard
Atari BASIC in what they offered, and all produced fast-running programs.
ABC BASIC was mentioned by Robert Smith Ely. I owned one produced by Advan
Language Systems for a while, but did little with it.

Of course, there's always compiled TurboBasic.

velcro_spy@webtv.net wrote in article
<69jmvf$2in$1@newsd-123.bryant.webtv.net>...
> Is there a compiler to create faster running versions of Atari Basic
> programs?

551. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd21b8$667b5620$65c2accf@asharkis.erols.com>
Source record: 67006

Bo Schreurs <bo.schreurs@stackbbs.xs4all.nl> wrote in article
<884812492@stackbbs.xs4all.nl>...
> -=> Quoting Kenneth@spam.not.sayeth.i to All <=-
> Right.
> Come to think of it, why dow we need cross platform code anyway?
> I only want code which runs on an Atari. Who care about those other
> machines? Writing SLIP code which can be used by all 6502's?
> Don't make me laugh ok? Why access the Internet with an XL/XE?
> Are we still on the same planet or what? 99.999% of all Internet
> users use a PC, because it's cheap, there is Internet software for it,
> IP providers support it, etc. Even if one would have a SLIP connection
> with his XL/XE or other 6502 based machine, then what?
> Write a newsreader (that is fun), or a Netscape clone?, or an
> Email program like Eudorea? Yeah, right, make my day.
> Accessing 100 KB+ webpages, saving it to floppy (?), and then
> access that page real sssssllllloooooowwwwww. Isn't that fun.
>

There are guys who will never buy a PC or Mac. Call them cheap, or frugal, or scared, or whatever, but they are suddenly aware that an Internet exists and they want to be able to access it with the computers they now own.

I must confess that I use my PC for Internet access, but a good part of what I get with my PC goes toward supporting the 8-bit community and helping the guys in my user group.

Just take the Pool Disk, which you and Ernest put together so well, as an example. At the time that my group bought it, I was appointed its custodian because at the time I was the only one with a PC that had a CD-ROM drive and an SIO2PC. Two years later, the other guys are happy that I keep putting programs from it into our newsletter. But even though some of them now own new PCs, NOBODY has asked me how to get an SIO2PC cable or to borrow the Pool Disk. They're happily dependent on me for Pool Disk access, just as they're dependent on me for Internet access.

All of this will change in the spring, when our public library system is due to offer free internet access to patrons. I can't see these guys going out and buying PCs. I can see them wanting to use their Ataris for accessing this ng and for e-mail.

And then there's the Web. Why should they be left out of that?

No, the people who want to write Internet software, up to and including Web browsers for the Atari 8-bits or for any 6502 machines won't get rich off the guys I described above. But why deny them the challenge of writing such software even if the market is small?

So, we've identified two groups of admitted hobbyists who can at least try to satisfy each other's needs.

552. Commie with HD and real dos

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980115131800.IAA19715@ladder01.news.aol.com>
Source record: 67007

Can you imagin a Commie with a 1.2gig HD and a dos that can access it?
I know you cant... or even better, With a Multi-plexer and 8 nodes?

At one time I was planning to run Star NET on a Commie setup, at that point I looked into there Hard drives system and almost died. I belive it was called the 'CHEFF' or Magic "Cheff" it came with 10 meg HD and software for 96 - 180k partitions. And to really top the cake, the designers of this thing slow the HD speed down to that of the 1541.

Sure I was a Commie user, it had lots of great games. Almost as but NOT as good as the new stuff we got from Poland the last few years. Oh we had ARC but not real ARC, LZH but NOT real LZH hmmm...

Atari was the way to go for real power in the 8bit world, and about SID music yeah it was good, But no way as good as the 8bit Atari with CMC or MPT software.

Just the Faq's Just the Faq's

553. WTB: Atari 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: wesinnc@aol.com
Message-ID: <19980115112400.GAA17807@ladder02.news.aol.com>
Source record: 67008

I am looking for any complete Atari 8 bit computer system. Please E-mail me if you have one that you wish to sell.

Wes Lowry
wesinnc@aol.com

554. WTB: Atari 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: wesinnc@aol.com
Message-ID: <19980115115300.GAA28925@ladder01.news.aol.com>
Source record: 67009

I am looking for any complete Atari 8 bit computer system. Please E-mail me if you have one that you wish to sell.

Wes Lowry
wesinnc@aol.com

555. Re: Commie with HD and real dos

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34BE34F7.8F45EA7D@kaa.bbn.hp.com>
Source record: 67010

> Atari was the way to go for real power in the 8bit world, and about SID music
> yeah it was good, But no way as good as the 8bit Atari with CMC or MPT
> software.

I have heard rumours about inserting a SID chip into an atari 8 bit. Are these rumours true and if yes, where can I get the schematics?

Tschuess,
Frank

556. Re: 850 Cable and Tackball Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <01bd21d7$dad1a6e0$150101c8@ap-rieder>
Source record: 67011

> 2. What games support trackball mode besides Missile Command for the
> Atari8's(or even the 5200 conversions done)?

It's funny: in Centipede there is a switch-key for trackball (ctrl-t).
It seems not to work correctly, but It does something !?
I haven't tried MC yet, but I don't think that both trackball's I own are
defect ...

-rudi

557. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <34BE5509.3256B3B2@dial.pipex.com>
Source record: 67012
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,rec.games.video.classic

Frank Durda IV wrote:

> If you can site a specific case at the federal level for your above
> statement,
> (eg, US Government vs somebody) do so.

Not talking about e-mail addresses but postal addresses - completely
different. And yes SPAM e-mail is illegal although for different
reasons.
--

Gareth Davies.

To reply remove the _ character from the reply to address.

558. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <884887989.104202252@dejanews.com>
Source record: 67013

```
In article <34BB20B5.CE233218@kaa.bbn.hp.com>,
Frank Szymanski <franks@kaa.bbn.hp.com> wrote:
> > email phillip price and tell him to amend his source code to run on a
> > single disk!
>
> I don't think that he will put any effort into Alternate Reality.

Well, the 8-bit versions... He's a bit busy with AR Online.

----------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet
```

559. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <69lk8c$4e4@cyber1.servtech.com>
Source record: 67014

In article <34bc1cb8.33032277@news.acns.nwu.edu>,
Special Sauce <spam_this@juno.com> wrote:
>
>>if there was a 3.5" disk drive it would solve all our problems we could
>>email phillip price and tell him to amend his source code to run on a
>>single disk!
>
>There was a 3.5-inch drive made for the Atari. Amdek made a dual-disk
>drive for the Atari and other 8-bits when the 3.5 disks first came
>out, but I don't know what the model was.
>
>I'm surprised no one on here remembered this or owns one.

I remember considering buying one of those when they came out (and for quite some time afterward). I changed my mind when I actually SAW one, though, because (unless I drastically misunderstood what I was seeing) it turned out to be a THREE-inch, _not_ three-and-a-half-inch, drive. I suppose you could easily get disks for it at the time it was made, but I foresaw that it would soon be IMPOSSIBLE, as indeed it now seems to be.

I'll be interested to see whether anyone else recalls the Amdek drive the same way I do...

Chris Chiesa
cfchiesa@servtech.com <-- NOTE CHANGE OF USERNAME! No longer 'lvt-cfc'!

560. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f282674c26df6ae98968c@nntp.ix.netcom.com>
Source record: 67015
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

In article <34BBB180.62654639@dial.pipex.com>, garethd_@dial.pipex.com says...
> I'm not arguing with your reasons for printing his name but did you need
> to print his address? People would know to be weary of him if you just
> printed his name. Wouldn't you be annoyed if someone printed your
> address without your permission? I understand that you feel ripped off
> and, to be honest, I'ld probably do the same thing but with reflection
> it probably wouldn't be a good idea.

Now, can you REALLY read the address? Not Harry's address, but Geoff's? I can barely make out most of it....but there is a lot of missing information.

I doubt the intent was to post his address, and anyway, I think fussing over posting someones address is just that, fussing. I can always look up anyones address if I really want to.

It's funny how more people jumped on Harry inadvertently posting Geoffs stupid address than Geoff actually ripping Harry off....amazing how people can focus on such absurdities and avoid the REAL issue at hand.

Austin

561. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f2825ac7e30ae0898968b@nntp.ix.netcom.com>
Source record: 67016
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

In article <34bd26ab.7611748@news.demon.co.uk>,
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk says...
> dark7room@ix.netcom.com (Austin Franklin) wrote:
> >In article <34BA999A.ECFAF978@dial.pipex.com>, garethd_@dial.pipex.com
> >> You have to be careful here: publishing his name and address will get
> >> you in to serious trouble with your ISP.
> >
> >Why is that? It is publicly available information. I don't find
> >anything prohibiting me from doing that in my TOS with my ISP?
>
> It's poor etiquette. There are some real loonies, and it's nice to
> think there's a certain amount of protection between one's physical
> person and the world o' nutcases that is the Internet. I certainly
> wouldn't trade with anyone who gives home addresses out without
> permission, because I wouldn't trust them not to do it to me.
>

The address of the seller is hardly readable. Also, as has been stated,
anyone can get anyones address from public information sources, like
phone books, SwitchBoard etc.

You really don't pose a sound argument.

Austin

562. FS: Atari 800 Computer and Peripherals

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: "Glenn M. Gomes" <ggomes@oavax.csuchico.edu>
Message-ID: <34BE68DF.1128@oavax.csuchico.edu>
Source record: 67017

Greetings! It is pre-Spring cleaning time, and I am offering this
entire bundle of hardware, software, and books/magazines for sale.

Hardware:

Atari 800 Computer
Atari 850 Interface
Rana Systems 1000 Disk Drive
Joystick
Power Supplies (6)
Connecting Cables (2)
Serial-to-Parallel Cable

Software:

AtariWriter Cartridges (2, with manuals)
Atari Basic Cartridge

Books:

Poole, Your Atari Computer
Moore, Lower, & Albrecht, Atari Sound and Graphics
Bell, The VisiCalc Book
Albrecht, Finkel, & Brown, Atari Basic
Poole, Borchers, & Cook Some Common Basic Programs
Haskell, Atari Basic
A.N.A.L.O.G. Computing, The ANALOG Compendium (1983)

Magazines:

ANALOG, #12 (July-August, 1983) through #55 (June 1987),
missing numbers 48 and 50;
Atari Connection, Summer 1983 through Summer 1984;
ST Log, #11 (February 1987) and #12 (March 1987);
Atari Explorer, February 1985

Everything is in working order and in very good condition. The entire
bundle is currently being offered via the eBay on-line auction service,
and can be found at the following address:

http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=4370773

--
* Glenn M. Gomes, Ph.D. | Internet: ggomes@oavax.csuchico.edu *
* Department of Management | Office: (530)898-5663 *
* Calif. State Univ., Chico | Fax: (530)898-4584 *
* Personal Home Page: http://www-cob.csuchico.edu/gomes.html *

563. Has anyone seen the APE 1.16 Beta Yet?????????

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: atari8bit@aol.com
Message-ID: <19980115123800.HAA09199@ladder02.news.aol.com>
Source record: 67018

Did anyone ever get a copy of the APE 1.16 Beta from Steven Tucker?? He advertised it here a while back.

564. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f282e0ef66586a798968d@nntp.ix.netcom.com>
Source record: 67019
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit
,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

>
> Are you totally out of your mind? Do you really think he sold you
> the original box and manuals of the Magnetic Scrolls games but kept
> the original disks and sent you copies, hoping you wouldn't notice?
> Why on Earth would he do that?

Why would the seller believe unlabeled disks were original disks, and not
mention them to the buyer?

> The way I see it, he simply sold you the items he had, namely those
> two games, and he didn't care to check whether the disks should
> have proper labels or not. So maybe he was careless,

You've got to be kidding.... Proper labels? How about NO labels?
Careless, how about negligent?

> but accusing
> him of piracy could (and should!) get you into serious legal
> trouble.

You're kidding, right? Do you really believe what you typed? He can't
get into any legal trouble by stating the truth. The seller sold him
disks with no labels, it is common sense to assume they may be illegal
copies.

As I see it, it is common sense to assume UNLABELED disks are copied
disks. This is NOT a careless mistake. If you ask an 8 year old, he can
tell the difference between a copied disk and an original.... If the
disks are unlabeled, it was the sellers responsibility to state that to
the buyer. Given this, the seller misrepresented the product, and should
refund the money IN FULL to the buyer...including shipping. If the
seller intentionally misrepresented the items, then this is called FRAUD.
Again, this falls back to common sense, and ANYONE, well, except may be
you, knows that an unlabeled disk IS MOST LIKELY A COPY, and this
information should have been conveyed to the buyer.

After the buyer received the disks the seller admitted, the disks were
unlabeled. Now, whether the seller did the copying or not, is yet,
another story.

It's really unbelievable that anyone would actually believe the seller
could sue the buyer for the buyer stating UNDISPUTED facts.

Austin Franklin
darkroom@ix.netcom.com

565. Commie with HD and real dos

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980115120600.HAA00738@ladder02.news.aol.com>
Source record: 67020

Can you imagin a Commie with a 1.2gig HD and a dos that can access it?
I know you cant... or even better, With a Multi-plexer and 8 nodes?

At one time I was planning to run Star NET on a Commie setup, at that point I looked into there Hard drives system and almost died. I belive it was called the 'CHEFF' or Magic "Cheff" it came with 10 meg HD and software for 96 - 180k partitions. And to really top the cake, the designers of this thing slow the HD speed down to that of the 1541.

Sure I was a Commie user, it had lots of great games. Almost as but NOT as good as the new stuff we got from Poland the last few years. Oh we had ARC but not real ARC, LZH but NOT real LZH hmmm...

Atari was the way to go for real power in the 8bit world, and about SID music yeah it was good, But no way as good as the 8bit Atari with CMC or MPT software.

Just the Faq's Just the Faq's

566. S-Video from monitor output

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Ian Muttoo <imuttoo@interlog.com>
Message-ID: <69loh2nmi1@news.interlog.com>
Source record: 67021

Can someone point me to a schematic that shows how to build a S-Video
cable for my 130XE?

Thanks!

--

Ian Muttoo - http://www.interlog.com/~imuttoo - imuttoo@interlog.com
---

567. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Hans-Martin Krober <hmk@best.com>
Message-ID: <69lvbp$su9$1@nntp2.ba.best.com>
Source record: 67022

Curt Vendel wrote in message <34BB9F2D.2CDE394D@atari.nu>...
> The the Jaguar, a good piece of hardware which "IF" it had been
>delayed 6 more months or even a year (Atari still had a 2 year lead over
>everyone else and could have spent that time super hyping it like
>Nintendo did with its N64) and released it with proper development tools
>and more onboard memory and cache, had the CD players ready to go and
>had the modems ready to go, but no... another RUSHED project with a lot
>of potential if they could have waited a bit longer to refine it.

Sorry, Curt, but you are missing a big point here. At that time Atari did not have the Sega lawsuit money yet. Sales of ST based machines were WAY down. They needed a new product fast. Of course, now it's easy to say that they should have waited another six months. Yes they should have. But at the given time, they didn't have much choice. Look at the financial reports. The company was bleeding. Yes, I know the Jaguar did not turn things around. But the urge to do something was there.

One mistake I grant you, they should have put much more effort into software development for the machine early on. I think development time for 3rd generation systems was underestimated. People should have been aware that these are not your typical write it in six months side scroller games.

Apple, Atari, Commodore and others - they all missed the market change to open systems. Companies forming alliances to set standards. The old guys were used to do everything themselves, from computers to software to printers, disk drives and monitors. Look at Apple, they did do a much better marketing job than Atari and Commodore. They did have slots since the Mac II. They did address the business world. Still, they are going down. Because they thought of being something special. Without realising they were just at the right place at the right time. And you won't keep that privilege forever. Only the paranoid survive.

Hans-Martin Krober

568. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <EbR4sRAOGpv0EwBF@demon.net>
Source record: 67023

In article <34BB1EAF.538B6904@kaa.bbn.hp.com>, Frank Szymanski
<franks@kaa.bbn.hp.com> writes
>> >Another disadvantage is, that only a few emus support .exe-Files as
>> >"discimages". XL-it and the ugly XFormer support them.
>
>> At least I'm in 8 bit heaven though. Can't wait to have a shot
>
>Nice to read. ;-)
>
>> at Alley Cat after all these years....
>
>So you got it running?
>
>Tschuess
> Frank

Yes, at last! The other good news is that I've just managed to
buy an Atari 800XL + tape drive, 2 joysticks and 40 games for ï¿½20.
My old disk drive is dead tho' so my next quest is to find one...

--
Mark Ormerod, atari@valeofdreams.demon.co.uk

569. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <WLx8oZAPWpv0EwDM@demon.net>
Source record: 67024
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34BACD6F.646826B9@spyvspy.com>, gippah <gippah@spyvspy.com>
writes
>Well, if any of you DO decide to exchange ideas, let me point out that
>the atari world is WAY behind the commodore world when it comes to
>emulators. The Atari 800 emulators I've tried out are so ridiculously
>slow its unbelievable.
>
>So get off yer duffs and make a nice one, peruse the source code for
>VICE or something.

XL-it runs like the proverbial sit-off-a-shovel. I have to slow my PC
down to run it properly :)

--
Mark Ormerod, atari@valeofdreams.demon.co.uk

570. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34c19794.2976175@news.earthlink.net>
Source record: 67025
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

On Wed, 14 Jan 1998 20:59:59 GMT,
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) wrote:

>dark7room@ix.netcom.com (Austin Franklin) wrote:
>>In article <34BA999A.ECFAF978@dial.pipex.com>, garethd_@dial.pipex.com
>>> You have to be careful here: publishing his name and address will get
>>> you in to serious trouble with your ISP.
>>
>>Why is that? It is publicly available information. I don't find
>>anything prohibiting me from doing that in my TOS with my ISP?
>
>It's poor etiquette. There are some real loonies, and it's nice to
>think there's a certain amount of protection between one's physical
>person and the world o' nutcases that is the Internet. I certainly
>wouldn't trade with anyone who gives home addresses out without
>permission, because I wouldn't trust them not to do it to me.
>
>
Isn't this amazing. I took the time to expose a crook doing his nasty
business on the internet, and now the subject has become don't do
business with me because I showed everybody where he lives.

Actually that was a bonus. I was meerly trying to show he lied when he
said he didn't know my name ane I was trying to hide my identity.
>---
>"This is just plain sick and wrong. Those of you who would even suggest
>masturbating to pictures of the princess wounded and dying are in drastic
>need of both God and immediate psychiatric assistance.
>
>Get some help"

What is this? Do you sign all your mail this way? Get a life.

ZZyzx

"Me, indecisive? I'm not so sure about that."

571. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <884908120@stackbbs.xs4all.nl>
Source record: 67026

-=> Quoting Jtous@pcpros.net to All <=-

[snip, snip, more snip, even more snip]
[interesting quote encountered]

Jt> Ok, let me explain again, computers don't have races, ok?
Jt> Repeat after me, computers are machines, computers are machines...

[snip to end of long message]

Hmmm, that's probably the main difference between "that other computer"
owners and real Atari owners. I don't think of my Atari as a computer,
sorry. I think each 8 bit I have has a soul. So call me stupid,
I don't care. When I attend a computer fair (very often), and see
an Atari being sold, I think "It looks like that one needs a home",
and buy it on the spot. I do not have that feeling when I see
"that other computer".
If I see 2 cars, both having an engine (of type 6502), I can feel
more affection for one car than the other one, that's called human.

Computers are machines? Hmmm, would you call Mr. Data a machine???
Ask kids if their Tamagotchi is a computer or toy.
Atari is not a computer, it's way of living, making a statement...
Maybe it's my Tamagotchi...

Bo.

___ Blue Wave/386 v2.30

572. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <884908121@stackbbs.xs4all.nl>
Source record: 67027

-=> Quoting Bryede@emi.net to All <=-

[snip some interesting technical stuff]

Br> I'm not trying to say we Atari folk should put up a huge brick wall
Br> 'tween us'n them commie varmits

Which I wouldn't mind though.

[snip more interesting stuff]

Br> Hopefully I won't end up on anyone's (esp Noah's) attack list, but
Br> most of this thread has been emotional and not analytical in nature.

For me it IS emotional, sorry.
I don't care that much about differences between the 2. Their both computers, and tasks can be done on them in much the same matter (remember the games with on one side the Atari version, and on the other side the "other" one's version?).
So, basically one would choose a computer based on personal feelings (like one chooses a car I guess).
In my case it was Atari. You're not buying a computer, but a lifestyle (like when one buys a Harley Davidson).
Maybe a firewall will do?

Bo.
___ Blue Wave/386 v2.30

573. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <69lrqf$g9b$1@news02.btx.dtag.de>
Source record: 67028

Hi Bo.

>I think the XE's looked fine. No dark color anymore.
>The keyboards are a lot better.

I agree with you that the XE has a better design
than the XL's.
I love my 130XE - but I have to admit that keyboard
is really shitty ...
--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

574. Cubase Audio for the Atari Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: mra125@psu.edu
Message-ID: <69k9s5$1imq@r02n01.cac.psu.edu>
Source record: 67029

I'm looking to buy a relatively new version of Cubase Audio for the
Atari Falcon. If anyone knows of someone selling a used copy, will
you please post a follow-up here or email me at:
mra125@psu.edu

Thank you!

Mimi

575. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34BE1B92.B0188EEE@cherwell.com>
Source record: 67030

Bo Schreurs wrote:

> Come to think of it, why dow we need cross platform code anyway?

In the real world (as opposed to this fun projection into our four dimensions
from a multiple-dimensioned super space)...Where was I?
Oh yes, in the real world, cross platform code (back then) meant reduced
development costs in terms of development commitment vs units sold.

> Don't make me laugh ok? Why access the Internet with an XL/XE?
> Are we still on the same planet or what?

Accessing the internet on an xl? cool or what! "Why climb a mountain?"
Because it's there / to prove it can be done / etc.

> 99.999% of all Internet
> users use a PC, because it's cheap, there is Internet software for it,

Don't bet on it mister. Much more like 85% of SOHO and 30% overall (don't
overlook big industry networks)

> IP providers support it, etc. Even if one would have a SLIP connection
> with his XL/XE or other 6502 based machine, then what?
> Write a newsreader (that is fun), or a Netscape clone?, or an
> Email program like Eudorea?

I'm sure you can write something better than Eurdora. How about YAM?<lie>
I'm replying to you using an Atari 2600 VCS with a quinkey instead of a
keyboard
</lie>

> Yeah, right, make my day.
> Accessing 100 KB+ webpages, saving it to floppy (?), and then
> access that page real sssssllllloooooowwwwww. Isn't that fun.

That reminds me, can you overclock 6502's ;) ?

>

Adrian

576. Re: Atari800win chronic freeze problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34BE10BA.802A0EE2@cherwell.com>
Source record: 67031

Neal Shankman wrote:

> Another lonely voice loves Atari800win but is having trouble...
>
> I installed this quite wonderful program on my brand-spanking-new
> Win95 machine and played many exciting games of Jumpman before I
> tried to bring back the menu (I was playing in 300x200 mode). I
> hit a key combination DirectX or the emulator didn't like and now
> when I try to launch Atari800win my system freezes to the point of
> needing a reset-switch reboot.

Sounds like he's got Revision B BASIC ;-]

Adrian

577. Re: 8bit Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-15 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34BE112E.4506EB5D@cherwell.com>
Source record: 67032

velcro_spy@webtv.net wrote:

> Is there a compiler to create faster running versions of Atari Basic
> programs? When I had an Amiga I felt really empowered by the speed of
> the compiled programs I was able to get. (I am only a Basic programmer)

I used to have Turbo Basic. That gave lots of new commands to Atari Basic
(and fully backward compatible), was quicker when interpreted *and* could
compile to c-code (needed a runtime library, ala v-basic)

> When I was a kid I wrote some strange things for Atari 8, but the
> slowness was a disadvantage. Any compilers out there?

Just 'cos you were slow and disadvantaged as a child, don't take it out
on your Atari ;)

Adrian

578. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <tIAC4JALpqv0EwVX@demon.net>
Source record: 66937
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
It shouldn't be too difficult to write either a news or mail package
for 8 bit. Some of the old DOS software is very basic, and I've seen
plenty of 'text only' and ascii based browsers.
--
Mark Ormerod, atari@valeofdreams.demon.co.uk
```

579. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <69mmv2pms1@zinger.callamer.com>
Source record: 66938

In article <34bc1cb8.33032277@news.acns.nwu.edu>, spam_this@juno.com (Special Sauce) wrote:

>
>>if there was a 3.5" disk drive it would solve all our problems we could
>>email phillip price and tell him to amend his source code to run on a
>>single disk!
>
>There was a 3.5-inch drive made for the Atari. Amdek made a dual-disk
>drive for the Atari and other 8-bits when the 3.5 disks first came
>out, but I don't know what the model was.
>
>I'm surprised no one on here remembered this or owns one.

No one on here remembered this because it used 3-inch disks, totally different format.

>
>Gavin

580. Re: 850 Cable and Tackball Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <69mn8fpms3@zinger.callamer.com>
Source record: 66939

In article <34BDFF8C.B588F8ED@erols.comX>, Stephen Knox <gooch@erols.comX> wrote:
>2 totally unrelated questions:
>
>1. What cable do I need to buy from B&C to hook my standard parallel
>printer to my 850? the 850 side seems to have a strange connector on
>it.
>
>2. What games support trackball mode besides Missile Command for the
>Atari8's(or even the 5200 conversions done)?

Slime from Synapse.

581. Re: You gotta love backward compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <69mn4ppms2@zinger.callamer.com>
Source record: 66940

In article <01bd20e0$047ce8e0$150101c8@ap-rieder>, "Rieder Rudi" <rieder@MAPSONkufgem.at> wrote:
>> I've got a 48K Atari 400 (put it in myself) and MyDOS 4.3
>> booting a DS DD floppy from my XF551 on it is no joke. There
>> really is no appreciable difference between that 400 and my
>> regular 800XL. (except for the fact that I get a 192K
>> RAMdisk on the 800XL.)
>
>AFAIK is the difference between the 400/800 line
>and the XL/XE line the graphic-chip ...
>CTA on the old ones and GTA on the "newer".
>(The GTA-modes were added)

No, later 400/800s had GTIA chips also. Many CTIA 400/800s were upgraded.

582. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <69nbib$n59$1@star.cs.vu.nl>
Source record: 66941
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

kenneth@spam.not.sayeth.i (Kenneth Jennings) writes:

>One might also wonder that if getting a system-friendly TCP/IP
>working on a C64 was so easy that Andre would have done it instead
>of replacing the OS with something incompatible?

He didn't write an OS replacement just to do TCP/IP. He didn't even write
the OS for the C64 at first, but for a self-built 6502 system called
Gecko (IIRC). Anyway, I think everybody is getting _very_ tired of this
thread. We had these years ago and now it should be over.

Ivo

583. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: tgm@comic.net
Message-ID: <34bef004.7207779@news.supernews.com>
Source record: 66942

On Wed, 14 Jan 1998 19:20:11 +1100, Scott McLauchlan
<scott@isd.canberra.edu.au> wrote:

>Hello all!
>
>I've just got my hands on an Atari 400, but it has no doco, so I need to
>ask a couple of stupid questions.
>
>1) What sort of power supply do I need? The FAQ seems to suggest I need
> a 9V AC supply at about 1.7 Amps. Does the 400 *really* need that
> much juice, or will a 9V DC 1 Amp plug pack do the trick? Or have I
> misread the FAQ, and the 400 needs a different power supply?

the answer to this question is it's a 9 volt AC 31 VA (just read it
off one of mine for my 2 800's and 3 1050 drives....
>
>2) Can the Atari 400 use "standard" Atari 2600 games cartridges?

nope.....sorry
>
>3) Is there any way I can get my hands on a BASIC cartridge for the Atari
> 400? I can get access to an EPROM burner, so if the ROM image is
> available on the 'Net I can burn a ROM and put it in an old 2600
> cartridge (assuming the pinouts are the same). Alternatively, is there
> anywhere I can buy a BASIC cartrige for the 400 (somewhere in Australia
> would be nice).
>
my guess there is to try anyplace that sells atari stuff here in the
newsgroup....

>Thanks in advance!
>
>--
>| Scott McLauchlan |"Sometimes the need to mess with their heads|
>|Information Services Division| outweighs the millstone of humiliation." |
>| University of Canberra |__________Fox_Mulder_"The_X-Files:_Squeeze"_|
>| scott@isd.canberra.edu.au |http://www.canberra.edu.au/~scott/home.html |

584. Re: Does anyone remember Necromancer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd2248$8a2aeaa0$98374382@hawks-pentium>
Source record: 66943

```
A 1050 should not be hard to find. I am waiting for some 4 or 5 of them,
from eBay autions. At about $10-$20, I think it's fair. I already have
XF-551, but does anybody have one of those for sale, as I want one more ?
Take Atarian care
```

Mark Ormerod <atari@valeofdreams.demon.co.uk> wrote in article
<EbR4sRAOGpv0EwBF@demon.net>...
> In article <34BB1EAF.538B6904@kaa.bbn.hp.com>, Frank Szymanski
> <franks@kaa.bbn.hp.com> writes
> >> >Another disadvantage is, that only a few emus support .exe-Files as
> >> >"discimages". XL-it and the ugly XFormer support them.
> >
> >> At least I'm in 8 bit heaven though. Can't wait to have a shot
> >
> >Nice to read. ;-)
> >
> >> at Alley Cat after all these years....
> >
> >So you got it running?
> >
> >Tschuess
> > Frank
>
> Yes, at last! The other good news is that I've just managed to
> buy an Atari 800XL + tape drive, 2 joysticks and 40 games for £20.
> My old disk drive is dead tho' so my next quest is to find one...
>
>
> --
> Mark Ormerod, atari@valeofdreams.demon.co.uk
>

585. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980116054701.AAA10394@ladder01.news.aol.com>
Source record: 66944

This message thread is Machine VS Machine ... Read header.

If there was a REAL SLIP browser for the commie it would also be a kludge and buggy. Atari 8bit is the BEST 6502 machine made - bar none - While this message is not to make you laugh, look for some real strong software already programed:

Iceterm
Apacview
Term80

Contack the authors for (code) Help, and you could make a GREAT SLIP for the 8bit Atari. I would like to use one.

8bit for ever (Atari)

586. Re: 850 Cable and Tackball Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34BF5F0D.CB42E59D@erols.comX>
Source record: 66945

Missile Command worked with the CTRL-T (awesome!)

Centipede didn't do anything much to my dissappointment!

Thanks,
Steve

Rieder Rudi wrote:

> > 2. What games support trackball mode besides Missile Command for the
> > Atari8's(or even the 5200 conversions done)?
>
> It's funny: in Centipede there is a switch-key for trackball (ctrl-t).
> It seems not to work correctly, but It does something !?
> I haven't tried MC yet, but I don't think that both trackball's I own are
> defect ...
>
> -rudi

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

587. Auction: Atari 8-Bit/More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980116151400.KAA16867@ladder01.news.aol.com>
Source record: 66946

January Auction

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Nintendo 64 - Complete in Boxes
N1. Mario Kart 64 (complete with box/instructions, excellent condition) -$24.95 min

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min

2. Zone Ranger. New in box (unsealed) -$9.95 min

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$3.95 min
4. Ballblazer (excellent label) -$1.95 min
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 min
7. Centipede (excellent label) -$1 min
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 min
11. Dreadnaught Factor (light label wear along edge) --$3.95 min
12. Frogger (very good label) -$1 min
13. Frogger II ThreeeDeep! (excellent label) -$9.95 min
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$3.95 min
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 min
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 min
21. Montezumas Revenge (excellent label) -$9.95 min
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$4.95 min
24. Ms. Pac-man (very good label) -$1 min
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$1.95 min
27. Pitfall II excellent label) -$2.95 min
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 min
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 min
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$1.95 min
36. Space Dungeon (excellent label) -$1.95 min
37. Space Invaders (excellent label) -$1 min
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$4.95 min
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$1.50 min

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 min
43. Star Raiders single -$2 min
44. Centipede pair -$2 min
45. Space Invaders pair -$2 min
46. Missile Command pair -$2 min
47. Defender pair -$2 min

48. Galaxian pair -$2 min
49. Qix pair -$2 min
50. Frogger pair (excellent condition) -$4 min

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 min
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 min
64. Joust -$1.95 min
65. Jungle Hunt -$1.95 min
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$1.95 min
71. Mr Do's Castle -$1.95 min
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$1.95 min
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$1.95 min
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$1.95 min
84. Space Shuttle -$1.95 min
85. Star Wars Arcade -$3.95 min
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 min
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$6.95 min

A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$5.95 min

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64) , Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1) , Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$1.95 min
A23. Atari Standard Joystick (single) -$1.95 min
A24. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min

A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 min
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$4.95 min
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color) . -$1 min
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 min

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$.75 min
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$.75 min
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$.75 min
B9. Frostbite, Activision (colored) -$.75 min
B10. Hangman, Atari (small black, crushed/taped) -$.75 min
B11. Haunted House, Atari (b&w) -$.75 min
B12. Home Run, Atari (small black) -$.75 min
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 min
B15. Star Trek, Sega -$.75 min
B16. Star Wars Jedi Arena, Parker Bros. -$.75 min
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 min
B18. Stellar Track, Sears (small black) -$1.95 min
B19. Street Racer, Atari (small black) -$.75 min
B20. Super Breakout, Atari (colored) -$.75 min
B21. Superman, Atari (small red) -$.75 min
B22. Surround, Atari (small black) -$.75 min
B23. Swordquest 1 Comic Book, Atari -$.75 min
B24. Swordquest Earthworld, Atari (colored) -$.75 min
B25. Swordquest Fireworld, Atari (colored) -$.75 min
B26. Tac-Scan, Instructions/Poster -$.75 min
B27. TAZ, Atari (colored) -$.75 min
B28. Tennis, Activision (colored) -$.75 min
B29. Towering Inferno, US Games -$.75 min

B30. Vanguard, Atari (colored) -$.75 min
B31. Video Chess, Atari (small black) -$.75 min
B32. Video Olympics, Atari (colored) -$.75 min
B33. Video Pinball, Atari (small colored) -$.75 min
B34. Warlords, Atari (colored) -$.75 min
B35. Warplock, Data Age -$.75 min
B36. Word Zapper, Vidtec -$.75 min
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 min
B38. Yars Revenge, Atari (colored) , some scores written in back -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing) . -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822) , The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2) . -$5.95 min

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.) , Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation) , Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more) . Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$4.95 min

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot) , Creepy Music, more. Interfacing (Atari 850/Printers) . Trapping a CLOAD. -$4.95 min

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included) . New Products: Atari Pilot with Turtle Graphics. The Atari Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's Guide To Painting with Atari Computer Color (with type-in Christmas Tree) . Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari

Gift Collection. -$4.95 min

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program) . Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$4.95 min

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System) . A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$4.95 min

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section) . APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$4.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.) . Good Show! (Summer Consumer Electronics Show) . Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards) . Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate

20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists) . Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 min
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

588. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f2927969244a08c98968f@nntp.ix.netcom.com>
Source record: 66947
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

In article <Pine.BSF.3.96.980116000551.14433B-100000@shell15.ba.best.com>, shotgun@best.com says...
>
> Hi,
>
> On Sun, 11 Jan 1998, zzyzx wrote:
>
> : He knows who I am. Attached is a pix of his own handwriting on one of
> : the packages.
>
> I can't believe that you actually thought that adding that binary to your
> post is some how justified by the things that has happened.

It was evidence that the seller, who stated he didn't know the buyers name, lied. It did add something.

> You don't go
> around hurting others just because you got hurt.

Really? You really believe posting someones partially readable address hurts them? That is just plain silly.

> Stop, think, then don't post binary in a non-binary group.

It was was a very small binary. I believe it was appropriate. Stop, think, your self. There is more flack about this silly address thing (which is NOT readable) by the group whiners than could ever have been taken up by the appropriately posted picture, also, the original issue, the seller misrepresented the goods has been lost due to a bunch of whiney fussers who, for some nonsensical reason, whom have jumped on the 'evil partially unreadable address poster (Harry)'.

It's funny how some people just ignore the matter at hand, pay no attention to the facts, yet pursue some random tangent that they feel is sooooo important, when it is completely nonsensical and irrelevant. Go figure.

Austin Franklin
darkroom@ix.netcom.com

589. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34BFA7B8.1953BF09@wwa.com>
Source record: 66948

Nobody help him. Visit his webpage. He is a lover of the c128. Didn't he see
the Atari vs. CBM thread?

Here is some stuff from his page:

"I'm interested in good old 8-bit Commodore computers (especially the Commodore
128). These computers are probably the
best programmed computers in the world. Commodore programmers have made (and are
making) these humble machines do
things the Commodore designers never even dreamed of."

!!IM JUST
KIDDING!!!

Welcome to the wonderful world of Atari David!

AsciiRider
atebit@wwa.com

David Ennis wrote:

> On Wed, 14 Jan 1998 19:20:11 +1100, Scott McLauchlan
> <scott@isd.canberra.edu.au> wrote:
>
> >Hello all!
> >
> >I've just got my hands on an Atari 400, but it has no doco, so I need to
> >ask a couple of stupid questions.
> >
> >1) What sort of power supply do I need? The FAQ seems to suggest I need
> > a 9V AC supply at about 1.7 Amps. Does the 400 *really* need that
> > much juice, or will a 9V DC 1 Amp plug pack do the trick? Or have I
> > misread the FAQ, and the 400 needs a different power supply?
>
> the answer to this question is it's a 9 volt AC 31 VA (just read it
> off one of mine for my 2 800's and 3 1050 drives....
> >
> >2) Can the Atari 400 use "standard" Atari 2600 games cartridges?
>
> nope.....sorry
> >
> >3) Is there any way I can get my hands on a BASIC cartridge for the Atari
> > 400? I can get access to an EPROM burner, so if the ROM image is
> > available on the 'Net I can burn a ROM and put it in an old 2600
> > cartridge (assuming the pinouts are the same). Alternatively, is there
> > anywhere I can buy a BASIC cartrige for the 400 (somewhere in Australia

> > would be nice).
> >
> my guess there is to try anyplace that sells atari stuff here in the
> newsgroup....
>
> >Thanks in advance!
> >
> >--
> >| Scott McLauchlan |"Sometimes the need to mess with their heads|
> >|Information Services Division| outweighs the millstone of humiliation." |
> >| University of Canberra |__________Fox_Mulder_"The_X-Files:_Squeeze"_|
> >| scott@isd.canberra.edu.au |http://www.canberra.edu.au/~scott/home.html |

590. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34BFA603.CB96F3CA@wwa.com>
Source record: 66949

I seem to remember WAY back somebody was talking about a project very similar to this one. I think it went under the thread "Atari with detachable keyboard" er something like that.

Anyway, there was lots of talk about how many orders would be needed to justify it, blah blah blah, it never got done blah blah blah

I really like my stock 800xl. I like the keyboard. I like the case. I like the sounds it makes. I like all of the cables everywhere. I even like my 40 (or 38?) columns.

Is somebody suggesting we turn these wonderful little computer into a Super NES? ARGHH!!!!!

AsciiRider
atebit@wwa.com

591. Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34c0e7dc.1555944@news.pressenter.com>
Source record: 66950

What is this Atari800Win emulator I keep hearing about? Is it a Win95 incarnation of the DOS Atari800 emulator? Is it freeware, shareware, commercial or what? Is it any good? I have Xl-It and Xformer 3.6 for DOS and the limited demo of Rainbow for 95. They seem good or ok. Wondering what all the excitement with this one is.

*** Please make sure responses are also sent via email.

592. Re: Trouble shoot....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-16 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C05CB0.A3E00E4D@erols.com>
Source record: 66951

Bob Woolley wrote:

> Mike LaRue wrote:
> >
> > Sold all most of my service manuals last years, now have a problem
> > with my XE,
> >
> > Green screen...
> >
> > Is that ram??
> >
> > --
> >
> > ><><><><><><><><><><><><><><><><><><><><><><><><><><><><
> > > 1979 Atari 400 1981 Atari 800 <
> > > <><> <
> > > St's and PC's HoHum Amiga's < Remove NOSPAM from name
> > > <><> < To email
> > > Now! Saturn-N64-PSX-3DO-Jag-MORE! <
> > > <><> <
> ----
> could be anything..... leave it on for 5 minutes and replace the RAM
> chip that is much hotter than the rest. works sometimes.
>
> Bob

Might be the power supply too. The "brick" type would fade till the
system
was starved and the result was usually a locked system with a solid
color
screen. If he was getting occasional crashes he could try moving the
supply
to a know working system and see if it works...

593. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams.demon.co.uk>
Message-ID: <Kx0b2YAmKDw0EwbG@demon.net>
Source record: 66952

In article <34c0e7dc.1555944@news.pressenter.com>, "Jon D. Melbo"
<jmelbo@pressenter.com> writes
>What is this Atari800Win emulator I keep hearing about? Is it a Win95
>incarnation of the DOS Atari800 emulator? Is it freeware, shareware,
>commercial or what? Is it any good? I have Xl-It and Xformer 3.6 for
>DOS and the limited demo of Rainbow for 95. They seem good or ok.
>Wondering what all the excitement with this one is.
>
>
>*** Please make sure responses are also sent via email.

I personally found the xl-it to be the better of the two - if you don't
have a win95 joystick you won't be able to play any games, and sound
support is a little sketchy.

Anyway point your browser at http://www.cris.com/~Twist/atari800win/
for more info.

Luddite that I am, I prefer the DOS version, xl-it (even though I've got
to set the pal refersh rate or everything wizzes past at a hell of a
rate).

I get to pick up my 800xl, tape drive, two joysticks and 40 games for 20
UKP on Sunday (grinning like a happy child...)
--
Mark Ormerod, atari@valeofdreams.demon.co.uk

594. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C06C6B.EBC03742@erols.com>
Source record: 66953
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Bryan Edewaard wrote:

> On Sun, 11 Jan 1998 23:40:18 GMT, kenneth@spam.not.sayeth.i (Kenneth
> Jennings) wrote:
>
> <snip snip snip snip (gasp) snip snip >
>
> >>The Atari hasn't really changed much since the original 800.
> >>And that's sad.
> >
> >No, compatability and consistency is good. It's why today I can take
>
> >a commercial program written for an Atari 800 in 1980 and reasonably
> >expect it to load from a hard drive and run on an Atari XL made in
> 1985.
>
> This is one thing that I wish Atari had done more work on. If you
> look at the 8-bit's history, Atari avoided doing any additional ASIC
> work once the 400/800 shipped. Sure, there's Freddie, but what does
> that add?

Memory expansion

> Separate bank switching for Antic and the CPU? Big deal, no
> one uses it. Atari tried to base everything on these IC's for a
> decade - I think a few enhancements to the 5200 would have been
> appropriate, and by the time we got to the XE's we certainly should
> have had an 80 column mode.
>

There was a number of 80 col adapters starting with the 800 and
thesehappened before the 64 came on the scene.

> Atari's best engineers left the company once it became clear that
> they'd rather design new cases than to contiune silicon level
> development.

Engineers as a group move at the end of projects to follow their own
ideals.Usually all companies need time to recoup their development costs
by
building and selling PRODUCTS. their primary motivation

> The Amiga would have been designed in house by Atari and
> released earlier if their attitude had been different - possibly
> giving it a jump on the Macintosh.

Amiga development was running way over cost during its developmentIf
Atari had gotten involved the way your suggesting Atari would have
been bankrupt. Amiga development stopped because of the lack of
necessary
funding.

> So many companies could have had a huge impact on the market if they'd
>
> just kept up. No matter what you think of the various computer
> companies of the 80's, they all gave the market away

No one really had an understanding of the "market".. Each was tryingin
its own way to be successful

> . The PC only won
> because IBM built such a simple machince and it got cloned.

IBM didn't want the PC cloned. They used off the shelf components,but
kept the information about its operating system (BIOS) a secret.
It took the first company over 1 million dollars just to legally reverse

engineer the bios.

The real reason that the PC was successful was due to a pre-existing
IBM strengths. IBM was willing and able to SERVICE the PC anywhere.
Business then chose the IBM because back then IBM had the reputation
of understanding computers due to their successful mainframe business
IBM was simply the biggest and they were the only company ready to
and able to send an engineer to your location of business to fix it.
(They already had a service staff for their mainframe, typewriter and
dictation equipment business) ,That reduced down time,and down
time meant lost revenue.(Apple was close with authorized service
centers)
As the IBM systems became successful within business, people who
wanted to be able to take work home (to get a jump on their co-workers)
purchased a IBM system or later a IBM clone for themselves.

> IBM has
> spent the time since trying (unsuccessfully) to regain control in the
> PC market.
>
> -Bry

IBM starting losing control after the BIOS was cloned. Microchannel
was their only real attempt to regain control of the market.

Just to set the record straight....

Personally I felt the Atari design elegant, advanced. Warner simply
didn't
understand how to advance Nolan Busnell ideas.

595. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980117064401.BAA26002@ladder01.news.aol.com>
Source record: 66954

Actually,

The New Atari 8-bit with detachable keyboard project was started by myself and a friend in Utah, we had started but costs got to be way too high and both of us ran out of spare time to continue it so its shelved for right now, but not forgotten, believe me when I say 'we've already looked at everything thats been mentioned so far and most is possible, but at a cost which few individuals can afford, unless you know any avid Atari enthusiasts with $50k-$100 for design and small run production costs?

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

596. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: "b.b." <fverazza@rimini.com>
Message-ID: <69q7kh$g0p@server-b.cs.interbusiness.it>
Source record: 66955

why???
Bryan Edewaard ha scritto nel messaggio
<34b52753.15762959@megsnews.megsinet.net>...
>On 8 Jan 1998 19:39:48 GMT, jcompton@typhoon.xnet.com (Jason Compton)
>wrote:
>

597. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_885039286@rtfm.mit.edu>
Source record: 66956
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

598. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69qkca$1br$1@plug.news.pipex.net>
Source record: 66957

Austin Franklin wrote in message ...

>Now, can you REALLY read the address? Not Harry's address, but Geoff's?
>I can barely make out most of it....but there is a lot of missing
>information.

Am I missing something here - or rather seeing something that no one else sees?! His address was *printed* (typed) by zzyzx in a message dated 11/1/98 (it's still available on my server.) I've asked, just out of curiosity, a friend of mine who's a lawyer and I've been told that this is without doubt illegal should George Wallis wish to make a formal complaint. ISP's in the UK and US have procedures for dealing with such complaints which are then passed on to the relevant authorities.

The lesson is simple: be careful.

599. Best atari emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <69qthe$bmc@mtinsc04.worldnet.att.net>
Source record: 66958

I've seen a few different sites, and was wondering what's the best emulator for my old ataris?? I've got three of them, and a ton of software, and grabbed lots of the executables a while back, but had quite a bit of probelms getting alot of them to run.. rescue at fractalus was VERY fast, but the keyboard commands didn't work (and no one has ever given me a reply at to whether they've gotten it to run correctly, and on what emu..

I also never got bounty bob strikes back to work either...

Oh and does anyone have any of the old synapse software boxes they would part with?/ I'm trying to preserve the box art from them, and have some of the posters they put out to the stores, but alot of them are missing....

any help (hell, ALL help) will of course be appreciated!!

(Oh! and if you owned an atari around Cleveland back when they were out, ya probably knew me from the biggest store that sold them there, and the atari users group....)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

600. Re: Atari Surfers - Please Visit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69qrqi$8ib$1@newsd-121.bryant.webtv.net>
Source record: 66959

That's a nice webring but it seems to be mostly for the Atari ST, not the 8bit.

601. Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69qs35$8iu$1@newsd-121.bryant.webtv.net>
Source record: 66960

Ever since about 1982 I've wondered about the "Notepad" built into the
Atari 800 we bought. Did anyone actually use this, ever?

Does it have some hidden features, or were you honestly expected to type
"honey, i've gone to the grocery store, back at 6" and leave it running?

vs

602. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34c9081a.3984941@news.earthlink.net>
Source record: 66961

On Sat, 17 Jan 1998 15:57:47 -0000, "Gareth Davies"
<garethd_@dial.pipex.com> wrote:

>
>Austin Franklin wrote in message ...
>
>>Now, can you REALLY read the address? Not Harry's address, but Geoff's?
>>I can barely make out most of it....but there is a lot of missing
>>information.
>
>
>Am I missing something here - or rather seeing something that no one else
>sees?! His address was *printed* (typed) by zzyzx in a message dated 11/1/98
>(it's still available on my server.) I've asked, just out of curiosity, a
>friend of mine who's a lawyer and I've been told that this is without doubt
>illegal should George Wallis wish to make a formal complaint. ISP's in the
>UK and US have procedures for dealing with such complaints which are then
>passed on to the relevant authorities.
>
>The lesson is simple: be careful.
>
Wannabe lawyers have their own newsgroups. Please go there
immediately.

ZZyzx

"Me, indecisive? I'm not so sure about that."

603. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69r7mn$l0$1@plug.news.pipex.net>
Source record: 66962

zzyzx wrote in message <34c9081a.3984941@news.earthlink.net>...
>Wannabe lawyers have their own newsgroups. Please go there
>immediately.
>
>
>
>
> ZZyzx
>
>"Me, indecisive? I'm not so sure about that."

I think you misunderstand what I'm saying so I'll spell it out. You feel ripped off by Geoff Wallis. Understandable (although why he'ld rip you off in the way you describe doesn't really make sense - could there be a logical explanation?) Does that give you the right to print his postal address? Would just his name have sufficed? If anyone printed my postal address in usenet without my permission I would make sure that legal action was taken through established crimminal law procedure - firstly it's a real breach of privacy and secondly there are just too many bloody wierdos out there in net land. (I'ld also not trade with anyone who printed an address - misunderstandings and problems do happen and I wouldn't like to be on the receiving end of this type of behaviour.)

This doesn't deny the fact that you feel ripped off or that you may have been ripped off. The problem is that Geoff Wallis hasn't posted a response here himself - hasn't defended himself.

Gareth Davies.

604. Group for Text Adventures?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: Prominus@geocities.com
Message-ID: <34c125ab.5237848@news.pacbell.net>
Source record: 66963

What's the name of the newsgroup that discusses text-based games like Zork, Scott Adams Adventures, etc.? I forgot the name, and I spent a long time searching for it. thanks

605. mapping the atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <69re9q$45f$1@gte1.gte.net>
Source record: 66964

I want to get started with assembler. Any one know of any online info
for me. Especially memory maps? Which assembler is superior?

606. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69rk9f$fh1$1@newsd-123.bryant.webtv.net>
Source record: 66965

I agree that when someone posts a residential address saying "this guy ripped me off" it's sort of an invasive situation for the person who has his address posted. And there are two sides to every story.

I started using a pseudonym/nick after repeated reading crazed weirdos who liked to post addresses, make harassing and threatening phonecalls, and spend hours doing dejanews author searches.

Still, I understand the anger when you think you've been ripped off. A long timer on this group (who has posted recently) agreed to transfer my Atari8 diskettes to ATR's, in exchange for some small amount of money and most of the diskettes. I sent them off and waited 3 weeks, asked him about them, waited 5 weeks, asked him again. The third time (7 weeks) I said "hey what's the holdup" he said I was the rudest most obnoxious person he had ever dealt with. He sent back my diskettes but I believe he kept AR City's Disk A, as well as Apshai Trilogy diskette, and probably a couple more.

So I understand.

607. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f2b2f57b871bf66989696@nntp.ix.netcom.com>
Source record: 66966

> (although why he'ld rip you off
> in the way you describe doesn't really make sense - could there be a logical
> explanation?)

Yes, someone else has the original disks....Now is that such a far
stretch?

> Does that give you the right to print his postal address?
> Would just his name have sufficed? If anyone printed my postal address in
> usenet without my permission I would make sure that legal action was taken
> through established crimminal law procedure

And you'd waste a lot of your own time and money, and be laughed out of
court. People who behave like this are called 'litigious', and generally
not taken seriously.

> - firstly it's a real breach of
> privacy

Oh, please. Addresses are public information. If he wrote it on a
package....did he hide it when he took it to the post office so no one
else would see it?

> and secondly there are just too many bloody wierdos out there in net
> land.

And I believe we've found one...cruising the Atari8 news group....anyone
who would sue someone for posting their address is weird. Again, anyone
wanting an address can get it from MANY publicly available sources.

> (I'ld also not trade with anyone who printed an address -
> misunderstandings and problems do happen and I wouldn't like to be on the
> receiving end of this type of behaviour.)

Your prerogative....and your business.

> This doesn't deny the fact that you feel ripped off or that you may have
> been ripped off. The problem is that Geoff Wallis hasn't posted a response
> here himself - hasn't defended himself.

His response was posted by Harry in his first post.... I don't believe
he has ANY defense....he probably believes what he said in the his
recount in the first post....which would lead me to believe he is either
unreasonable, or just plain naive.

Austin

608. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-17 00:00:00 UTC
From: Dan Mazurowski <dm3411@noc.gteanet.com>
Message-ID: <34C16EBD.2F1C@noc.gteanet.com>
Source record: 66967
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

Michael wrote:
>
> I can't believe that you actually thought that adding that binary to your
> post is some how justified by the things that has happened. You don't go
> around hurting others just because you got hurt.
>
> Stop, think, then don't post binary in a non-binary group.

Personally, I found the binary to be completely painless.

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley.antispam@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

609. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c195e0.37492208@news.aatech.com>
Source record: 66833

On 9 Jan 1998 15:56:22 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:
>Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote
>> On 8 Jan 1998 13:55:53 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:

[snip]

>>>But, doggone it, both communities have lasted longer than they were
>>>"supposed to." Who knows how long they can continue to last if each
>>>continues to challenge the other in this way?

>> It depends; which camp has the most zealots? :-)

>I see. (And yes, it's a funny line.)

>The community that dies with the most zealots wins?

>I'm very happy that there are zealots around. Long may they live and keep
>their computer communites alive in the process!

Well, if it is any consolation: Since the last time I posted (which
was Tuesday I think) I found 109 new messages and c.s.cbm and
138 in c.s.a.8bit. Pretty good considering that at one time they
supposedly outnumbered us something like 10 to 1.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

610. Re: An apology or Stop me before I post again

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c1909d.36145411@news.aatech.com>
Source record: 66834
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 17:17:53 -0600, Noah Vail <jtous@pcpros.net> wrote:

Well, I read news sequentially, so I finished posting some
nasty-grams to the Dreaded Thread From Hell before I ran
across this. I guess it explains why Noah didn't follow-up
with a post to implement the Atari's 56 graphics modes on
the C64.

>Linards Ticmanis spoke thusly,

>>Come on guys!

>>1.) This discussion is about a computing hobby. Not about some religious
>>dogma.

>But I'm involved in a cult that worships 6526 chips.

I follow the Doctrine Of Miner Implementations, thank you.

>>2.) Need to vent hate? Watch some Zombie movies instead of clogging up
>>this group.

>That reminds me, I need to return some videos

That reminds me, too. My VCR has been in the shop for a month, because
the repair guy says its not really a consumer VCR and needed to order
parts. More lame excuses.

>>3.) Read the current "Amstrad vs Commodore" thread to see how this
>>discussion could be handled (namely, like it's customary among civilized
>>people.)

>I'm not civilized, I'm an American.

(Kenneth checks his passport.) Hey how about that. So am I.
Where is that on the map again?

>>4.) Get a life.

>Have one, thank you.

I have a dog instead.

>>5.) SHUT the hell UP!

>I have to admit, you're right, sometimes I forget, what may be a great
>deal of fun for me, may be offensive or upsetting to a mass audience.

>I should have taken things to email. but I enjoy a good tussle and I
>knew ol' Kenny could handle it, problem is, I forgot about everyone else.

Is it or isn't it a compliment? I'm not sure.

>So I formally apologize to comp.sys.atari.8bit and comp.sys.cbm.

I formally apologize to the above described newsgroups, too.
I did post some other nasty-grams before I saw this post, so
I'll apologize for those, too.

>Sorry guys. No more stupid war. I will, just out of spite, be working
>on 6502 PPP code and post my progress.

(Actually, I would like to see you first port the 6502 code in my last
post to the C64. :-)

I'll get back to typing in DeReAtari and writing my ATR/DOS
simulator on the Amiga.

>I'll shut up, again my sincere apologies, guys.

After this, me too. I promise to play/post nice with everyone,
even Noah, from now on.

>>6.) Rent a Space Shuttle, go fight each other on the moon, unlike this
>>group it's UNINHABITED! (Thanks to H. Groenemeyer for this line.)

>I'm a 6' 3" weighlifter, so it's an unfair advantage.
>But if anyone could come up with the Shuttle rental....

I'm 6'2", so it wouldn't be so unfair. But, I'd be happy
to let you go first out the airlock door. ;-)

>>7.) Don't even _think_ about mailing/posting about how I don't know what
>>I'm saying, 'cause it's of course all the other guys fault.

>You know what you're saying, Consider me chastised.

Again, dittos. I stand corrected on the subject of my attitude.

>>Thanks for your attention.

>Well, I don't get much email from guys named "Linards" :)

I got mail from a guy named "Laurens" once.

Must be what happens when you live in civilization.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

611. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c197b9.37965243@news.aatech.com>
Source record: 66835

On Sat, 17 Jan 1998 13:08:37 -0500, velcro_spy@webtv.net wrote:

>Ever since about 1982 I've wondered about the "Notepad" built into the
>Atari 800 we bought. Did anyone actually use this, ever?

>Does it have some hidden features, or were you honestly expected to type
>"honey, i've gone to the grocery store, back at 6" and leave it running?

It is the fallback position after: no cart, no cassette, no disk,
so there's no code to run. Bank switching ROM wasn't really
thought of in the 8-bits in 1979, so without any of the above
there is nothing else for the computer to do.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

612. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd23d5$0b8ae4a0$0201010a@Fernando.SOFTWAREKITCHEN>
Source record: 66836

Wasn't that memo pad? Not that it makes any difference...

I guess they wanted to give it *some* name, and memo pad was the closest
thing you could call a blank typing screen.

Fernando

velcro_spy@webtv.net wrote in article
<69qs35$8iu$1@newsd-121.bryant.webtv.net>...
> Ever since about 1982 I've wondered about the "Notepad" built into the
> Atari 800 we bought. Did anyone actually use this, ever?
>
> Does it have some hidden features, or were you honestly expected to type
> "honey, i've gone to the grocery store, back at 6" and leave it running?
>
> vs
>

613. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: david moeser <erasmus@iglou.com>
Message-ID: <Pine.GSO.3.96.980118045528.6643C-100000@iglou2>
Source record: 66837

Scott McLauchlan (scott at isd dot canberra dot edu dot au) wrote:
->> What sort of power supply do I need? The FAQ seems to suggest
->> I need a 9V AC supply at about 1.7 Amps.

To which, On Wed, 14 Jan 1998, Robert S Ely (rsely at dhs dot state dot nj dot us) replied:
-> The PS is 9VAC 31VA (AC Watts) that translates to 3.4444 A.
-> This is the same PS used for most of the Atari peripherals (disk
-> drives and such).

The power supply that came with my 400 in 1982 is 9V AC, 15.3 VA (18.5W). 9 times 1.7 = 15.3, so the FAQ is correct.

Whether the 9VAC-31VA power supply works on a 400 is another matter, but it's much too broad a claim to say that it's used for "most" Atari 8-bit peripherals. It's okay for the 800 computer and the 810 and 1050 disk drives, but I wouldn't try it on any other peripheral unless the FAQ file says so. (I saw a vendor at a show some years ago stubbornly insist that the 9VAC-31VA PS worked on everything, including non-Atari Company products like the Indus. He would plug in the 9VAC-31VA PS, try to turn on the item, get no response, and then say, "Guess this drive's dead. ... Well, that one's dead too. ... Hmmm, this one's also dead." Some people don't believe in reading the instructions!)

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

614. Auction: Atari Connection/Explorer Magazines/More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980118131100.IAA00968@ladder01.news.aol.com>
Source record: 66838

January Auction - Update 1

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Nintendo 64 - Complete in Boxes
N1. Mario Kart 64 (complete with box/instructions, excellent condition) -$24.95 min

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min

2. Zone Ranger. New in box (unsealed) -$9.95 min

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$3.95 awwatkin
4. Ballblazer (excellent label) -$1.95 min
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 min
7. Centipede (excellent label) -$1 min
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 min
11. Dreadnaught Factor (light label wear along edge) -$3.95 min
12. Frogger (very good label) -$1 min
13. Frogger II ThreeeDeep! (excellent label) -$9.95 awwatkin
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$3.95 min
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 min
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 min
21. Montezumas Revenge (excellent label) -$9.95 awwatkin
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$4.95 tempest
24. Ms. Pac-man (very good label) -$1 min
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$1.95 min
27. Pitfall II excellent label) -$2.95 min
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 min
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 min
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$1.95 min
36. Space Dungeon (excellent label) -$1.95 min
37. Space Invaders (excellent label) -$1 min
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$4.95 tempest
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$1.50 min

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 min
43. Star Raiders single -$2 min
44. Centipede pair -$2 min
45. Space Invaders pair -$2 saxymanny
46. Missile Command pair -$2 min
47. Defender pair -$2 saxymanny

48. Galaxian pair -$2 min
49. Qix pair -$2 min
50. Frogger pair (excellent condition) -$4 min

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 min
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 min
64. Joust -$1.95 min
65. Jungle Hunt -$1.95 min
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$1.95 min
71. Mr Do's Castle -$1.95 min
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$1.95 min
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$1.95 min
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$1.95 min
84. Space Shuttle -$1.95 min
85. Star Wars Arcade -$3.95 min
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 min
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$6.95 bgomes

A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min
A6a. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$5.95 min
A7a Rescue on Fractalus! -$5.95 min

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64), Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$1.95 min
A23. Atari Standard Joystick (single) -$1.95 joseph red
A24. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min

A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 min
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$4.95 bgomes
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 bgomes
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 bgomes

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$.75 jeremy
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$.75 cwilkson
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$.75 cwilkson
B9. Frostbite, Activision (colored) -$.75 cwilkson
B10. Hangman, Atari (small black, crushed/taped) -$.75 cwilkson
B11. Haunted House, Atari (b&w) -$.75 min
B12. Home Run, Atari (small black) -$.75 min
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 cwilkson
B15. Star Trek, Sega -$.75 cwilkson
B16. Star Wars Jedi Arena, Parker Bros. -$.75 cwilkson
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 min
B18. Stellar Track, Sears (small black) -$1.95 cwilkson
B19. Street Racer, Atari (small black) -$.75 min
B20. Super Breakout, Atari (colored) -$.75 min
B21. Superman, Atari (small red) -$.75 jeremy
B22. Surround, Atari (small black) -$.75 min
B23. Swordquest 1 Comic Book, Atari -$.75 cwilkson
B24. Swordquest Earthworld, Atari (colored) -$.75 cwilkson
B25. Swordquest Fireworld, Atari (colored) -$.75 cwilkson
B26. Tac-Scan, Instructions/Poster -$.75 cwilkson

B27. TAZ, Atari (colored) -$.75 cwilkson
B28. Tennis, Activision (colored) -$.75 min
B29. Towering Inferno, US Games -$.75 cwilkson
B30. Vanguard, Atari (colored) -$.75 cwilkson
B31. Video Chess, Atari (small black) -$.75 cwilkson
B32. Video Olympics, Atari (colored) -$.75 min
B33. Video Pinball, Atari (small colored) -$.75 min
B34. Warlords, Atari (colored) -$.75 min
B35. Warplock, Data Age -$.75 cwilkson
B36. Word Zapper, Vidtec -$.75 cwilkson
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 min
B38. Yars Revenge, Atari (colored), some scores written in back -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822), The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2). -$5.95 min

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.), Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation), Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more). Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$4.95 min

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot), Creepy Music, more. Interfacing (Atari 850/Printers). Trapping a CLOAD. -$4.95 min

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included). New Products: Atari Pilot with Turtle Graphics. The Atari

Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's Guide To Painting with Atari Computer Color (with type-in Christmas Tree). Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari Gift Collection. -$4.95 min

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program). Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$4.95 min

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System). A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$4.95 min

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section). APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$4.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 min
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

615. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69t1b2$3om$1@plug.news.pipex.net>
Source record: 66839

Austin Franklin wrote in message ...
>> If anyone printed my postal address in
>> usenet without my permission I would make sure that legal action was
taken
>> through established crimminal law procedure
>
>And you'd waste a lot of your own time and money, and be laughed out of
>court. People who behave like this are called 'litigious', and generally
>not taken seriously.

I'm trying my best not to be impolite - I'll *try* and spell it out again.
It wouldn't cost me a penny of my own money. That's the whole point of
crimminal law procedure - do you understand this basic point? Re-read and
try again if you don't.

>
>> - firstly it's a real breach of
>> privacy
>
>Oh, please. Addresses are public information. If he wrote it on a
>package....did he hide it when he took it to the post office so no one
>else would see it?

Addresses as public information. Not public for any *use*. There is specific
legislation and international law designed to prevent the electronic storage
and transmission of personal information - postal addresses *are* included
in this formulation. (Also read the above post by velcro_spy where he
describes his experience with net wierdos - it really is not responsible to
print a person's postal address without their permission.)

>> and secondly there are just too many bloody wierdos out there in net
>> land.
>
>And I believe we've found one...cruising the Atari8 news group....anyone
>who would sue someone for posting their address is weird. Again, anyone
>wanting an address can get it from MANY publicly available sources.
>
I'm a wierdo for objecting, as others have done in this thread, to printing
Geoff Wallis's address? At risk of overreacting to your pathetic snipes -
just look at the facts and *try* and think through the arguments. (Btw, not
suing (sic?) someone - a matter of the crimminal justice system doing it for
me. It isn't (just) a civil matter it's a *crimminal offence*. Sheesh.)

Here's an idiot's guide to the issues. Firstly there's the idea of consent -
you're address or telephone number does not appear in telephone directories
without your consent. My telephone number and address does not appear in my

telephone directory because I don't want it to. You know those mailshots and promo offers you get through the door - the ones with a little box to tick if you don't want to receive information from "carefully screened companies" well that's an example of consent. Anyway, the data protection laws relate specifically to electronic data and the storage/transmission of personal information precisely because there are unique risks.

>> (I'ld also not trade with anyone who printed an address -
>> misunderstandings and problems do happen and I wouldn't like to be on the
>> receiving end of this type of behaviour.)
>
>Your prerogative....and your business.

The point is that if something went wrong and my address was printed it wouldn't be my business. (This is just too easy.)

>> This doesn't deny the fact that you feel ripped off or that you may have
>> been ripped off. The problem is that Geoff Wallis hasn't posted a
response
>> here himself - hasn't defended himself.
>
>His response was posted by Harry in his first post.... I don't believe
>he has ANY defense....he probably believes what he said in the his
>recount in the first post....which would lead me to believe he is either
>unreasonable, or just plain naive.

Posted in the first post. Well it's not a response to the posts then is it? Can you understand this basic point too?! Probably not.

Gareth Davies.

616. Re: mapping the atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69t1on$4d3$1@plug.news.pipex.net>
Source record: 66840

John Schnittker wrote in message <69re9q$45f$1@gte1.gte.net>...
>I want to get started with assembler. Any one know of any online info
>for me. Especially memory maps? Which assembler is superior?

I don't think that there are any online memory maps. I'm in the process of writing to Ian Chadwick re: Mapping the Atari in the hope that he may allow an ascii/html copy of his book.

You could try some of the inline Antic articles - there may be something there on fairly specific things like graphics and sound but, as far as I know, there isn't anything truly comprehensive like Mapping the Atari.

Gareth Davies.

617. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2419$b73db9a0$94c2accf@asharkis.erols.com>
Source record: 66841

Kenneth Jennings <kenneth@daffy.aatech> wrote in article
<34c195e0.37492208@news.aatech.com>...
> On 9 Jan 1998 15:56:22 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:
> >Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote
> >> On 8 Jan 1998 13:55:53 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:
>
> [snip]
>
>
> Well, if it is any consolation: Since the last time I posted (which
> was Tuesday I think) I found 109 new messages and c.s.cbm and
> 138 in c.s.a.8bit. Pretty good considering that at one time they
> supposedly outnumbered us something like 10 to 1.
>
Well, Kenneth, when you consider that many of the posts in csa8 have
revolved around this thread and related ones, I guess we have a hot topic
going! There are those who respond "what for," when somebody mentions
development of Internet hardware for the 8-bits, as if all of us also own
PCs or Macs. I do, but one of my user groups consists of guys who only own
Atari 8-bits. They also own modems and haven't used them. Now that the
library system in our county is due to offer free Internet access to its
patrons, they're suddenly very interested. Suppose that's duplicated
around the country/world(?) a few times?

It may not be a big market, certainly not a profitable one, but at least
developers do have a target audience.

Add to that the stuff that seems to be happening in the CBM community, the
intellectual challenge of producing Internet software, etc., and you can
keep the spirit alive for years to come.

618. Re: CAR HELP

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd241c$a918c920$94c2accf@asharkis.erols.com>
Source record: 66842

Bellcom 132 is definitely on the Pool Disk I. I just checked my file
listing.

Mathy Van.nisselroy <mathy.van_nisselroy@stackbbs.xs4all.nl> wrote in
article <885091700@stackbbs.xs4all.nl>...
> Howdy James King
>
> You are looking for: "Automotive
> software

> I don't know if this is what you are
> looking for but chec out BellCom Disk
> #132, called CAR HELP. This is what
> the old catalog said:
>
> "Unique database of records and
> expenses for your car! This package
> also provides helpfull information on
> fuel economy and features informative
> tutorials covering maintenance,
> ignition, cooling system, brakes,
> tires, suspension, fuel system, and
> much more. Give your Atari something
> to do!"
>
> Next to it is a picture of a
> sparkplug.
>
> Bellcom has long been gone, but i
> believe Bob Woolley is keeping the
> collection of Bellcom disks and maybe
> it's on the POOLDISK #1 (there are a
> lot of Bellcom disk on it I heard).
>
> CU Mathy Van Nisselroy
>
> E-mail me at:
> nisse-ma AT reze-1 DOT rz DOT
> rwth-aachen DOT de
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
> ---
>

>

619. The history of the Atari 8-bit video

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd241c$4d92ea40$LocalHost@pc001>
Source record: 66843

Over the past few days, I've been looking through some of my old Atari 8-bit archive material, and it suddenly struck me that what we all need is a single resource which we can keep forever containing pictures, magazine shots, game demonstrations, historical information, and anything else we can think of. The best way of doing this, I think, is to produce a video. Video is great because we can say something like 'in 1981 Atari released ...' and we can show pictures of it at the same time. Video is also great because we can record output directly from the Atari to show old or classic games being used.

Last year I produced a video of the AMS show in the UK, and I had a lot of fun doing that, and it worked very well, so I would have great fun doing the history of the Atari video.

Initially, I have to research it. I need all my facts straight. I know there's a lot of stuff on the net relating to historical events, and I will be using all that to try and piece everything together. I also have quite a bit of Atari 8-bit equipment and software myself, which I will use as part of the video. However, what I really would like are photographs/slides of any computer shows either from the US, UK or Europe in which the Atari features. I would particularly like these to be of shows from the early 80's, but more recent shows are great too. I have no photos at all from US shows, so these would be nice. Home videos/films recorded at any of these would be fantastic. I would also like photos of rare equipment (1450XLD etc.). I know there are some on the net, but the resolution is not high enough to transfer to video. Videos of such equipment being used would also be superb. Although I am in the UK, I have equipment which can play NTSC format VHS tapes, so there should be no problems.

The final video will be in PAL format, but I will make several master tapes, so one can be used to convert to NTSC.

I think this will be a great project, and the final result should be something all Atari 8-bit users can keep forever. At this early stage, I would like input from as many of you as possible. If you have any photos, or other archive material, please E-Mail me. If we all work together on this, we should have it done in no time.

Dean Garraghty
dgs@clara.net

620. MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69t0v3hrn1@newsd-123.bryant.webtv.net>
Source record: 66844

This is a real good constructive group, for getting 8bit users the answers they need. I found out there's a hack to modify an Atari XF551 disk drive to "3.5 (but will it use the added capacity under standard OS) and that there is indeed an Atari basic compiler (ABC or Turbo) to speed up those old basic programs that we all did with the help of a runtime library.

So here's question #3: Wasn't there an MS-DOS emulator for the Atari 8bit computer which would actually run the crudest an oldest of MS-DOS programs on the Atari? I swear I've heard of it somewhere.

vs

621. Re: MEMO PAD on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69t1a1$hs6$1@newsd-123.bryant.webtv.net>
Source record: 66845

ATARI COMPUTER - MEMO PAD

Yeah, you are right, it was called MEMO PAD, I just checked. You can type stuff on it until the cows come home (including those graphics characters) but no key has any effect except for RESET.

vs

622. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: david@persona.claranet
Message-ID: <34c2901f.2750973@news.clara.net>
Source record: 66846
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

On Mon, 12 Jan 1998 21:59:23 -0800, "David-Editor of Blitz Fanzine!"
<david@persona.clara.net> wrote:

>A brief update on the 4th NSSS web-site.
>
>By this coming weekend, the site will be updated with a list of places
>to stay in the Wetherby area and full maps of how to get to the town
>(together with a map showing where Wetherby is for you new to the show).
>
>Stay tuned to
>www.persona.clara.net/nsss/index.htm
>
>David
>

Now added the list of places to stay, and also a couple of maps
showing where abouts in the UK Wetherby is....

More details soon :)

BTW - Book your places to stay soon!

David

623. Help! 3.5" to Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Toni Ernesak <Toni.Ernesak@public.srce.hr>
Message-ID: <01bd2428$849522e0$LocalHost@defy>
Source record: 66847

I' want to connect 3.5" (1.44Mb or 720kB) floopy drive on my Atari 800xl
but I'need more information (some schematic or stuff like that)

any information on my e-mail: Toni.Ernesak@public.srce.hr

624. Atari 400/800 BASIC Cart & books

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: DRT <dtietsw@home.net>
Message-ID: <34C22C83.E94F95F9@home.net>
Source record: 66848

$10 + shipping takes the package.

email if interested.

625. Re: Help! 3.5" to Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69tev5ntr1@plug.news.pipex.net>
Source record: 66849

Toni Ernesak wrote in message <01bd2428$849522e0$LocalHost@defy>...
>I' want to connect 3.5" (1.44Mb or 720kB) floopy drive on my Atari 800xl
>but I'need more information (some schematic or stuff like that)
>
I wrote to Atari User (UK) magazine with the same question about 10 years ago. I got a reply telling me that it wasn't feasible - that the 800/XL and Atari disk drive used too much specialised hardware for another disk drive to be compatible. I'm pretty sure that I saw advertised a mechanism which would allow XL users to use a "normal" disk dive with their computer - it was a long time ago though and I could be confusing it with a "use any tape unit" device. I'll have a look through my old mags and try and dig up the details but don't hold your breath.

Gareth Davies.

626. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69tfc7ofc1@plug.news.pipex.net>
Source record: 66850

There was certainly one for the Atari ST - PC Ditto - but I've never heard of one for the 8 bits. Anyway, PC Ditto could only run the crudest (oldest) MS-Dos progs and even then at such a slow rate it was almost unusable so I suppose that an 8bit version would be even slower. The whole point of the MS Dos emu was that you could read, and therefore take advantage of, MS Dos format disks on an ST allowing you to, say, continue writing wp docs at home. As far as I'm aware there's no reliable way of reading MS-Dos format disks using an Atari 8 bit disk drive so the exercise would be pretty useless. Still, I've had a go at reading 8 bit disks on an MS-Dos machine using utilities without much luck - other people seem to have had some luck so maybe there is some mileage in the exercise.

627. Re: Best atari emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <69tfu1pcc1@plug.news.pipex.net>
Source record: 66851

Gareee,

For Bounty Bob Strikes Back download VSS (5200 emu, the latest version) from Dave's Classics at http://www.davesclassics.com The 5200 roms for Bounty Bob Strikes Back are also there and the good news is that it works (almost) perfectly!

I find the best Emu to be XL-it! although I couldn't really explain why - some of the game colours aren't as good as when using pokey (which also seems to run more games.) Still, short of paying for the newest copy of Rainbow it's the best there is. XL-it! also has a decentish dos GUI which has options for speed cripling etc.

Gareth Davies.

To reply remove the underscore from the reply-to address.

628. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34c2433a.1395469@news.pressenter.com>
Source record: 66852

On Sat, 17 Jan 1998 04:25:10 +0000, Mark Ormerod
<atari@valeofdreams.demon.co.uk> wrote:

[In article <34c0e7dc.1555944@news.pressenter.com>, "Jon D. Melbo"
[<jmelbo@pressenter.com> writes
[>What is this Atari800Win emulator I keep hearing about? Is it a
Win95

[I personally found the xl-it to be the better of the two - if you
don't
[have a win95 joystick you won't be able to play any games, and sound
[support is a little sketchy.
[
[Anyway point your browser at http://www.cris.com/~Twist/atari800win/
[for more info.
[
Thanks for the reply. Much appreciated.

*** Please make sure responses are also sent via email.

629. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <885139574@stackbbs.xs4all.nl>
Source record: 66853

-=> Quoting Asharkis@erols.com to All <=-

As> There are guys who will never buy a PC or Mac. Call them cheap, or
As> frugal, or scared, or whatever, but they are suddenly aware that an
As> Internet exists and they want to be able to access it with the
As> computers they now own.
As> I must confess that I use my PC for Internet access, but a good part
As> of what I get with my PC goes toward supporting the 8-bit community and
As> helping the guys in my user group.

I use my pc for 8 bit purposes as well, of course.
But also for things as M$ Access and so, and mainly for Internet access
and programming (programs for the 8bit on pc).
Still my point. 80286 machines are up for graps nowadays.
Use those machines for Internet access, 8 bit drive emulator (SIO2PC).
Why bother to write complex Internet program for the XL/XE machines,
which will probably work if a clever guy/girl writes it, but
will be slow, and won't support graphics, and other nice stuff,
which makes the web so attractive?

Better do the following. Have a user running a (PC) based bbs, access
the internet, download the Atari newsgroups, and make them available
to users through QWK. That way they can access the newsgroups WITH
there 8 bit machines. At least that is how I'm doing things here...

As> Just take the Pool Disk, which you and Ernest put together so well, as
As> an example. At the time that my group bought it, I was appointed its
As> custodian because at the time I was the only one with a PC that had a
As> CD-ROM drive and an SIO2PC. Two years later, the other guys are happy
As> that I keep putting programs from it into our newsletter. But even
As> though some of them now own new PCs, NOBODY has asked me how to get an
As> SIO2PC cable or to borrow the Pool Disk. They're happily dependent on
As> me for Pool Disk access, just as they're dependent on me for Internet
As> access.

We're currently working on Pooldisk II, release date around end of february
or so, due to the fact people actually have send us software, which we
will be putting on the CD...
We thing this CD (and other 8 bit CD's) help to stimulate the 8 bit community.
I normally have more fun hacking around on my 8-bit than in hacking around
in Gate$ his mind boggling hell.

As> All of this will change in the spring, when our public library system
As> is due to offer free internet access to patrons. I can't see these
As> guys going out and buying PCs. I can see them wanting to use their
As> Ataris for accessing this ng and for e-mail.

As> And then there's the Web. Why should they be left out of that?

Because the XL/XE won't support those HUGE pages.
But maybe I'm wrong here.

As> No, the people who want to write Internet software, up to and
As> including Web browsers for the Atari 8-bits or for any 6502 machines
As> won't get rich off the guys I described above. But why deny them the
As> challenge of writing such software even if the market is small?

Well, as long as people see it as a challenge, hobby, etc. I'm the last
one to subject against this, believe me. But people will normally expect
it to be the same as people who access it using a pc, and I just want to
say that will get disappointed there...
Netscape and Micro$oft put a lot of time, money and people on such projects,
and it still takes them months to deliver a browser. Think how long it will
take for 1 Atari programmer to do the same for an 8 bit machine...

As> So, we've identified two groups of admitted hobbyists who can at least
As> try to satisfy each other's needs.

As soon as it or 1 Internet program is ready, we will be happy to put
a pd, freeware or shareware version on our next CD...
Don't get me wrong here, I hope they succeed!!!
But I'm trying to be a realist here...
Maybe I shouldn't?

Bo.
___ Blue Wave/386 v2.30

630. Re: Group for Text Adventures?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <34c24ad1.4789072@news.supernews.com>
Source record: 66854

On Sat, 17 Jan 1998 21:43:47 GMT, Prominus@geocities.com (Captain Vic)
wrote:

> What's the name of the newsgroup that discusses text-based games
>like Zork, Scott Adams Adventures, etc.? I forgot the name, and I
>spent a long time searching for it. thanks

That would be: rec.games.int-fiction

Sincerely,
- Byron Followell
followell@dynasty.net

631. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34C27374.CB9E9EA@ny.tds.net>
Source record: 66855

velcro_spy@webtv.net wrote:

> This is a real good constructive group, for getting 8bit users the
> answers they need. I found out there's a hack to modify an Atari XF551
> disk drive to "3.5 (but will it use the added capacity under standard
> OS) and that there is indeed an Atari basic compiler (ABC or Turbo) to
> speed up those old basic programs that we all did with the help of a
> runtime library.
>
> So here's question #3: Wasn't there an MS-DOS emulator for the Atari
> 8bit computer which would actually run the crudest an oldest of MS-DOS
> programs on the Atari? I swear I've heard of it somewhere.
>
> vs

There was an MS-DOS emulator for the ST series, but not the 8-bit.

632. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34C27212.99FC21C2@ny.tds.net>
Source record: 66856

velcro_spy@webtv.net wrote:

> This is a real good constructive group, for getting 8bit users the
> answers they need. I found out there's a hack to modify an Atari XF551
> disk drive to "3.5 (but will it use the added capacity under standard
> OS) and that there is indeed an Atari basic compiler (ABC or Turbo) to
> speed up those old basic programs that we all did with the help of a
> runtime library.
>
> So here's question #3: Wasn't there an MS-DOS emulator for the Atari
> 8bit computer which would actually run the crudest an oldest of MS-DOS
> programs on the Atari? I swear I've heard of it somewhere.
>
> vs

There was a MS-DOS emulator for the ST series, but not the 8-bits.

633. BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34C275F4.B3F405A0@ny.tds.net>
Source record: 66857

Bob, with our venerable old Ataris getting older all the time, I've been painfully aware of how hard it is to keep a BBS running old the older equipment. Hardware failures and difficult backups make it hard to keep things going. I think that what we need is a PC version of PRO that has the same look and feel of the Atari version, and includes ATASCII emulation along with the ANSI and RIP that the PC users look for. Could we encourage Tom Hunt a,d possibly others to collaborate on such a project? I am willing to offer my services as a beta tester for it. What do you think?

634. Re: More Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-KroXjEsMbCdW@DRACO>
Source record: 66858

On Thu, 15 Jan 1998 23:55:13, BobKlaas <bobkla19@sisna.com> wrote:

> 3-130XE Computer, power supply at $35.00ea shipping included.
>
> 3-800XL Computer, power supply at $25.00ea shipping included
>
> 1-800 Computer power supply, and basic cart $20.00 shipping included
>
> 4-ea Atari 1050 disk drive, power supply and sio cable $20.00ea shipping
> included
>
> 1- Atari 850 Interface comes with power supply and printer cable $25.00
> shipping included.
>
>
> These computers and disk drives come from a school district may have the
> school name engraved in case, come with video cables and sio cables
> along with 30 day gurantee.
> bob
>

are those 1050 drives stock? I am looking for a dsdd drive.

635. Re: help,,, looking for 232max chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-guQiROniHFjy@DRACO>
Source record: 66859

On Fri, 16 Jan 1998 05:08:15, dan <dalabast@sprynet.com> wrote:

> Hi everybody,
>
> Anybody know where i can get a MAX232 16pin IC. Anybody got them and
> want to sell me some...PLEASE!! :). thanks and please e-mail me,,
>
> Thanks,
> Danny
> dalabast@sprynet.com

you can get them from JDR MicroDevices. http://www.jdr.com

636. FS/T XEGS system

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <69tmdu$9v0$1@artemis.it.luc.edu>
Source record: 66860

Hi, i have an atari XEGS system that i am interested in trading for:

1. atari 8bit carts i need (sned list)
2. atari 2600 carts i need
3. tabletops/game and watches i need

i realize not everyone has stuff i need, so i will listen to cash offers
as well..

I have the XEGS base unit
keyboard attachment
power supply
missle command (built-in)
basic (built-in)
flight sim II cartridge
frogger game cartridge for 8bit
XE lightgun (i'm keeping this separate from the main system, so make
separate offers)
XE game, bug hunt (for lightgun)

Ted B

637. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@onefinger.dyn.ml.org>
Message-ID: <69tmo9$56a@news.southeast.net>
Source record: 66861

>>There was a 3.5-inch drive made for the Atari. Amdek made a dual-disk
>>drive for the Atari and other 8-bits when the 3.5 disks first came
>>out, but I don't know what the model was.
>
...
>turned out to be a THREE-inch, _not_ three-and-a-half-inch, drive. I
>suppose you could easily get disks for it at the time it was made, but I
>foresaw that it would soon be IMPOSSIBLE, as indeed it now seems to be.
>
>I'll be interested to see whether anyone else recalls the Amdek drive the
>same way I do...

I don't know anything about the Amdek drive but what I saw was a kit to convert the XF551 drive into a 3.5" drive using standard IBM components (and one or two new chips).

Bill Himmelstoss
http://himmelstoss.home.ml.org mailto:whimmel@onefinger.dyn.ml.org
Site Builder Network - Level 2

638. UK ATARI 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <69tnos$392$1@heliodor.xara.net>
Source record: 66862

Any person wishing to swap games please email me.
I had two names but lost them when my hard drive died.

John
magrep@globalnet.co.uk

http://www.users.globalnet.co.uk/~magrep

639. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19980118210000.QAA00166@ladder01.news.aol.com>
Source record: 66863

Gentlemen,

Bottom line here, for twenty five cents per name I can BUY addresses (mailing and E-Mail) from any one of several thousand perfectly legal and reputable sources. These numbers are gleaned from phone directories, public records, companies customer lists, etc. Yes, you can request that a businees you deal with not sell your address, However, at this time, there is NO LEGAL recourse if they do. The laws that are CURRENLY on the books in the UNITED STATES regarding limiting availablity of personal information pertain to personal medical, financial, etc. information. The only limiting law currently in effect is in regards to unwanted telephone communication (both voice and Fax). Even then the law prohibits using the telephone number to make unwanted contact, not selling it or giving it away. For example, If I buy John Doe's telephone number from someone, no laws are broken. I also have broken no laws if I make an unsolicited phone call to Mr. Doe to sell a product or service. If during that call John Doe tells me specifically not to call back, I'm legally prohibited from doing so for a period of 12 months. The federal fine for calling again within 12 months is $500. Of course, harrassment laws for repeated non-sales related calls would also apply.
.
Unsolicited FAXs are prohibited under all circumstances. The reasoning for this is that an unsolicted FAX wastes the recipients resources (FAX Paper).

With regards to physical mailings, there are no restrictions as long as the material sent is not objectionable by local community standards, is not illegal under federal or state statute, and no illegal threats or similar transgressions occur.

It may be that the U.K. or Europe have other laws. I don't deal overseas, and have no need or desire to make myself aware of their laws. Regardless, limits concerning recirprocity mean that they would have no effect here.

With specific regards to the posting of the address of Mr. Wallis, I don't think I would have done it, but then again I wasn't the one who felt wronged and wanted to protect the rest of the public from a similar fate. Had I done it, my concern would not have been the legality of posting the address, but whether I had sufficient evidence to protect myself from a libel suit based on the other content of the post. If I had sufficient evidence, then that wouldn't worry me either.

JF

640. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <885132678_OASIS_@eastky.net>
Source record: 66864

In article <69tfc7ofc1@plug.news.pipex.net>
"Gareth Davies" <garethd_@dial.pipex.com> said:-

>There was certainly one for the Atari ST - PC Ditto - but I've never heard
>of one for the 8 bits. Anyway, PC Ditto could only run the crudest (oldest)
>MS-Dos progs and even then at such a slow rate it was almost unusable so I
>suppose that an 8bit version would be even slower. The whole point of the MS
>Dos emu was that you could read, and therefore take advantage of, MS Dos
>format disks on an ST allowing you to, say, continue writing wp docs at
>home. As far as I'm aware there's no reliable way of reading MS-Dos format
>disks using an Atari 8 bit disk drive so the exercise would be pretty
>useless. Still, I've had a go at reading 8 bit disks on an MS-Dos machine
>using utilities without much luck - other people seem to have had some luck
>so maybe there is some mileage in the exercise.
>
>

There was a Microsoft Basic II cartridge and disk. Which allowed one to use
old Microsoft BASIC programs. It was also suppose to convert Microsoft
BASIC programs written for other computers so that they would run on an
Atari 8-bit.

Not sure how good it is. I have it, but haven't really tried it out.

--

E-Mail Address phantomm@eastky.net
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

641. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Cartoon <bdbrix@mail.spamenot.bbc.net>
Message-ID: <34C27315.7DA3@mail.spamenot.bbc.net>
Source record: 66865
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,rec.games.video.classic

Michael wrote:
>
> Hi Frank,
>
> On Thu, 15 Jan 1998, Frank Durda IV wrote:
>
> : However, the fact that people in the USA are able to sell millions of
> : email addresses they obtained without the prior permission of the owners
> : of those email addresses (personal and business addreses), and they are
> : not being arrested indicates that there currently is no such federal law.
>
> Well I'm not going to get into the law aspect, but what you write is not
> the same thing that was mentioned. You are talking about publicly posted
> E-Mail address in UseNet and what the conversation is about (you may want
> to read it again) is about physical street address. You are talking apples
> and oranges.

Millions of physical mail addresses are bought and sold also. I'm speculating here but, it seems to me that certain records are accessible to the public like property ownership, building permits, blueprints, and possibly property tax records - documents which may include your address and therefore make your address a matter of public record.

Regardless of what the law actually is regarding this, common sense indicates that there are too many laws designed to protect "dumb fuck" criminals and so many more people who are willing to do just that. I thought this phenomena was limited to the United States but, perhaps this stupidity has become a truly global event.

In my opinion you shouldn't be able sue somebody because they sold you hot coffee and you burned your lips or, sue the bike manufacturer because you got hit by a car and the bike didn't protect you from injury. But you should, if you know whereof a thief lives, be able to stand there and shout that information to all the suckers passing by without fear of arrest.

My theory is that theft is murder in small portions and should be treated accordingly. How I arrive at that is:

1. Time is money. It takes time from your life to earn money. Time you might have spent doing something else.

2. Life is of limited duration (time is life).

3. Algebraically then: money = time = life.

4. Murder = taking of all of a person's remaining life.

So, thieves are stealing money which is the same as time which is the same as life. The formula for theft is:

Theft = X/Murder. X being the amount of time it will take an individual to replace what was stolen and Murder being the unknown quantity of the individuals life which remains.

To make the calculation possible, Murder can be given the value A-a. "A" being average life expectancy in hours and "a" being the victims age in hours.

On the other side of the equation, X can be calculated as E/e. "E" being the amount of money needed to replace what was stolen and "e" being the amount the victim earns per hour less taxes "t".

Interesting thing here is the government may actually benefit from theft because the victim now has to work to earn money to replace the item that was stolen. The victim may take some overtime or sacrifice time off to recoup this loss. Time spent working and earning that may not have been spent otherwise and the product of which now becomes taxable.

Theft = (E/(e-t))/(A-a). This should yield a fraction which indicates the portion of murder inflicted through theft. Appropriate punishments can then be assigned to each interval. Say death penalty for 1/3 or above reflecting the victims ancient right to three fold damages.

The beauty of this approach is, it is takes into account the victims ability to earn and replace what was stolen. So, if a thief steals a 1990 Buick from a poor man, the thief's punishment will be much greater than if he steals the same from a rich man. This accuratly reflects the hardship worked on the individual victims.

Brek Brixius
Anybody wishing to use this theory, this document or portions of this document (excluding quotes from other posts) must notify and credit me.
To email me, get rid of "spa" and "me" and "not" and use what is left of my address. I worked hard on this and now my brain hurts and I still have to go to work. :-)

642. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <69ttgp$d64@examiner.concentric.net>
Source record: 66866
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

kenneth@daffy.aatech (Kenneth Jennings) writes:

>On 16 Jan 1998 10:08:11 GMT, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

>>He didn't write an OS replacement just to do TCP/IP. He didn't even write
>>the OS for the C64 at first, but for a self-built 6502 system called
>>Gecko (IIRC).

>That is the point I was making. It is not C64 compatible and porting
>it to the C64 will be more than trivial and then porting it to the
>Atari 8-bit will be tought still.

What do you mean, it's 'not compatible'? Unless I have some mutant
supercybernetic genetically engineered 64, it ran on my system just fine.
He's already done it. If you need proof, look at

http://www.tu-chemnitz.de/~fachat/8bit/osa/index.html

Version 1.3, the non-MMU version, does run on 64s.

Now, if you mean with the native operating system such that, say, Nether
became immediately and instantly networkable, the answer is yes, it's not
compatible. But that's not saying that it won't run on a 64.

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

643. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34C27609.D68@pacbell.net>
Source record: 66867

Kenneth Jennings wrote:

> Synchronizing which 1/4 screen goes where could be a problem. There
> might have to be some hardware register strobed every VBI to tell
> the sampling hardware which of the 4 screens is being displayed next.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com
---
yep - you have to set the target register before you output a screen,
but this can be done well before the end of the current screen. In fact,
it can be done (should be done) as a part of the LAST VBI since it sets
up the NEXT VBI. That way a critcal VBI will not dump the process,
assuming that the new screen control VBI code is not in the deferred VBI
(which is up to you).

sequence:

screen is being stored in video memory....

VBI occurs....

alter screen target register to new quadrant....

alter DL to point to new screen....

continue....

at the end of VBI, the new screen will now be stored in its designated
location in video memory. if you defer the VBI, the old screen gets
output into its proper location and you lose one frame update.

Bob

644. Re: Best atari emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <69uj4a$s2b@mtinsc04.worldnet.att.net>
Source record: 66868

So no one has gotten either bounty bob or rescue at fractalus to work
properly with all the key commands and such yet?? Sorry to hear that...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Gareth Davies wrote in message <69tfu1pcc1@plug.news.pipex.net>...
>Gareee,
>
>For Bounty Bob Strikes Back download VSS (5200 emu, the latest version)
from
>Dave's Classics at http://www.davesclassics.com The 5200 roms for Bounty
Bob
>Strikes Back are also there and the good news is that it works (almost)
>perfectly!
>
>I find the best Emu to be XL-it! although I couldn't really explain why -
>some of the game colours aren't as good as when using pokey (which also
>seems to run more games.) Still, short of paying for the newest copy of
>Rainbow it's the best there is. XL-it! also has a decentish dos GUI which
>has options for speed cripling etc.
>
>Gareth Davies.
>
>To reply remove the underscore from the reply-to address.
>
>
>

645. Re: Group for Text Adventures?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R1801982024380001@nntp.ix.netcom.com>
Source record: 66869

In article <34c125ab.5237848@news.pacbell.net>, Prominus@geocities.com
(Captain Vic) wrote:

> What's the name of the newsgroup that discusses text-based games
>like Zork, Scott Adams Adventures, etc.? I forgot the name, and I
>spent a long time searching for it. thanks

There's rec.arts.int-fiction which focuses on coding adventure games, and
rec.games.int-fiction, which is about playing those games.

646. Re: Wanted: Activision's Shanghai for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f2bdf17ff7c4b01989689@news.midwest.net>
Source record: 66870

```
In article <34b7d165.15050314@news.pacbell.net>, prominus@geocities.com
says...
> On Sat, 10 Jan 1998 18:22:15 GMT, dhugdahl1@isd.net (Dag Hugdahl)
> wrote:
>
> >On Sun, 04 Jan 1998 17:20:09 GMT, dhugdahl1@isd.net (Dag Hugdahl)
> >wrote:
> >
> >>I'm looking for an original or copy of Activision's Shanghai for the
> >>Atari 8-bit. I know this was released in Europe, so if anyone can
> >>point me in the right direction, that would be great! Please reply to
> >>me by email, since I haven't been able to read this group as much as I
> >>would like lately.
> >>
> >
> >As luck would have it, I happened to locate a copy of it on the Closer
> >To Home website - http://closertohome.dyn.ml.org. It was in the ATR
> >section.
> >
> >
> >
> >-Dag- ---> dhugdahl1@isd.net
> >(Remove 'one' for correct address)
>
> How do you run the Shanghai .atr file? I know how to load
> most .atr files (using a DOS disk in drive 1, etc.). But once I have
> Shanghai in Drive 2, what do I load? I am unable to load
> Adventure2600 (.atr) as well. I can't seem to run any of the files
> listed. I am using XL-It!, by the way. Does anyone know what I'm
> talking about?
>
Have you tried booting w/ the game disk itself? ie. putting Shangai in
drive 1?

--
Ron
rlaski@midwest.net
```

647. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c16af1.26499561@news.aatech.com>
Source record: 66968
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 17 Jan 1998 00:31:39 -0800, pmulvey <pmulvey@erols.com> wrote:

>Bryan Edewaard wrote:

[snippity]

>> This is one thing that I wish Atari had done more work on. If you
>> look at the 8-bit's history, Atari avoided doing any additional ASIC
>> work once the 400/800 shipped. Sure, there's Freddie, but what does
>> that add?

>Memory expansion

Bank switching using similar schemes is available as a retrofit to
pre-XEs models without using Freddie. AFAIK, Freddie only allows the
CPU and ANTIC to be using different banks at the same time in the bank
switched memory area. It's a feature that hasn't seen much use.

>> Separate bank switching for Antic and the CPU? Big deal, no
>> one uses it. Atari tried to base everything on these IC's for a
>> decade - I think a few enhancements to the 5200 would have been
>> appropriate, and by the time we got to the XE's we certainly should
>> have had an 80 column mode.

>There was a number of 80 col adapters starting with the 800 and
>these happened before the 64 came on the scene.

None of these hardware 80 column boards work in the XL or XEs. They are
only for the Atari 800. Other than some software attempts at making
unlegible text on a hi-res display there hasn't been anything done to
work a real 80-column display into the 8-bit architecture. The Tramiel-
produced XEpoopoo80 is shameful.

>> Atari's best engineers left the company once it became clear that
>> they'd rather design new cases than to continue silicon level
>> development.

>Engineers as a group move at the end of projects to follow their own
>ideals.

Or when the company tells them they're no better than
towel bar designers. :-)

>Usually all companies need time to recoup their development costs
>by building and selling PRODUCTS. their primary motivation

>> The Amiga would have been designed in house by Atari and
>> released earlier if their attitude had been different - possibly
>> giving it a jump on the Macintosh.

>Amiga development was running way over cost during its developmentIf
>Atari had gotten involved the way your suggesting Atari would have
>been bankrupt. Amiga development stopped because of the lack of
>necessary
>funding.

Compared to what Atari was used to spending on R&D the Amiga company's development was peanuts, especially considering the very large scale of the integration they were designing compared to what was available to the consumer.

[snippitty]

>Just to set the record straight....

>Personally I felt the Atari design elegant, advanced. Warner simply
>didn't understand how to advance Nolan Busnell ideas.

Same problem Commodore had with the Amiga. When God handed out clues marketing people were too busy networking with promising contact to stand in line.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

648. Re: Thoughts on Turbo Bas

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <885091663@stackbbs.xs4all.nl>
Source record: 66969

```
< Turbo-Basic / DOS >
Turbo-Basic runs at least with: DOS 2.5, DOS 2.0, Turbo-Dos, BiBo-Dos,
BeWe-Dos, My-Dos, and there even is a special version for use with
Sparta-Dos...

Sysop Fox-1

Do NOT send private post to address above.
Use: fox-1 AT fatima DOT dds DOT nl for personal message's...
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

649. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <885091661@stackbbs.xs4all.nl>
Source record: 66970

```
< Sampling on Atari 8-Bit >
I have the Mirage 4-Bit A/D converter from (Mirage Poland), and the
STUDIO-MASTER sample program, and this program is able to sample and
re-produce good quality sound. It's pretty configurable, and
'high-quality' sample's will require some memory, so it's only running at
130XE Atari's or compatible...

You can compose your own 'MOD-file' in the program, but the format isn't
compatible, and the sample's are still only 4-bit, but the sample-rate is
high...

Sounds still amazing for only 4-bit sample's...

But MOD's can be replayed directly on the Atari 8-bitters also. The
Gatekeeper from the Netherlands coded such a player some years ago, and
it's working nice, however, when converting the MOD's to the MD8-format,
sound-quality will increase...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---
```

650. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c1755a.29164907@news.aatech.com>
Source record: 66971
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 15:48:48 -0600, Noah Vail <jtous@pcpros.net> wrote:

>Kenneth Jennings wrote:
>> On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >Kenneth Jennings wrote:
>> >> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >Kenneth Jennings wrote:
>> >> >> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >> >On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >> >>Kenneth Jennings wrote:

[snip]

>>>And I meant it in the broad sense,

>> And now that you've been caught lying you have to requalify
>> your promises. "Nothing is stopping you" except your
>> own huge ego.

>Aww, shucks, lil' 'ol me???

>Ok, tell you what, I prefer PPP, I'll write that - will you eat
>every page of source code when I finish? It'd be something nice
>to have on video tape.

Oooo. Of course, without TCP you're not going to be doing
very much inet application programming.

>>>Why should I start on SLIP code, when much of the work has already been
>>>done. You knew that I meant IP coding in a general sense, yet you distort

>> [Noah thinks: backpedal, backpedal, maybe I've added enough
>> text that nobody is going to scroll back and read it again...]

Yeah, what Noah says and what Noah means never have to
actually match.

>No, I'm pedaling forward, why would I want to work on a project
>someone else is doing? No, I'll do PPP instead, it's what most ISP's
>prefer anyways. Bon appetite!

>(Snipping all the BS about me being afraid to write a SLIP protocol....)

>> So, trying to offer yet another hopelessly lame excuse why you
>> can't use his SLIP code like you said you could?

>I said I would use his SLIP
>code to write inet apps. Aren't you listing?

That's exactly what I said. Pay attention. First you're spouting
about how great TCP/IP is on the C64 then how easy it will be to
"lift out the SLIP code" and drop it into a C64 or Atari 8-bit.
Then suddenly you have to wait for him to finish the SLIP code.
So what is it? Is SLIP working or not? If so, then why do you
balk at using it after committing yourself to it earlier? If not,
then why lie about it being easy to port into any 8-bit? How can
you easily port something that isn't written?

>If I searched the Atari archives I'll bet I wouldn't see amy of your code.

And? I'm not the one running around saying, "Nothing stops me from
lifting the SLIP code out and using it as a program on the C64 with
its native OS, or using it as a program on the Atari with it's native
OS" and then later deciding that I can't do the work, because I have
to wait for someone else to write the SLIP code.

>Ok, weasel-boy, ball's in your court.

>Whattya gonna do, code chicken?

I'm not the one who promises coding miracles and then has
to wheedle his way out of doing the work.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

651. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c174cb.29021969@news.aatech.com>
Source record: 66972
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 15:48:48 -0600, Noah Vail <jtous@pcpros.net> wrote:

>Kenneth Jennings wrote:
>> On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >Kenneth Jennings wrote:
>> >> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >Kenneth Jennings wrote:
>> >> >> On Sat, 10 Jan 1998 15:37:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >> >On Fri, 09 Jan 1998 12:49:19 -0600, Noah Vail <jtous@pcpros.net> wrote:
>> >> >> >>What's the frequency Kenneth Jennings wrote:

>> [snip]

>I see, if you can't distort my words, you'll just cut them out.

No, the stuff you're shoveling is getting too deep.

>> >> who resorts to racist insinuations and hasn't bothered to listen to all

>> >You are a racist when it comes to computers, you are actually filled with
>> >hatred for a machine. I mean, most 17 years olds eventually get over
>> >this attitiude once they've seen more than one brand of computer.

>> You must be some kind of closet racist yourself trying to project
>> your sins on others with your puerile racist insinuations that
>> have no place in any discussion, including here.

>No, some of my best friends are closets. I have no sins to project,
>I love Apple, Atari, CBM, CoCo's, Amiga's, Pentium's, Macs, etc.
>I've never seen a Spectrum, but I'll bet I'd love them too.

Yet you admit to purposely removing Bill Gates from your computer.
So, you really are a bigot.

>You're the one who's filled with hate and bitterness for a machine.

And you love Bill Gates stuff on your PC, right? That's why you
run Linux?

[blah]

>> month to harp on them for being all gangbusters for the Amiga before
>> Jack Tramiel bought Atari and then doing complete 180s when the
>> inferior ST was released.

>Wow, yet another computer you hate.

Wow, you'll accept anything. You really have no standards, do you?

>> You should also be apparently aware that I have three Atari 8-bits
>> and four Amigas ranging from a stock 2000 up to a machine with
>> 128M RAM, 2G hard drive, and a graphics card.

>Well, I'm a big Jay Minor fan too.

>Well, let's see, I've lost count of my 500's, sold my 600, I'm useing
>my CD32 as part of my stereo, I have a 3000 Tower in the bedroom and
>I use a 4000/40 at work. So am I supposed to be impressed?

Yes, I've got an o6o. :-) Be impressed. Be very impressed.

>You don't even want know what I've got for 8 bit machines, I keep telling
>my wife, "Don't worry, these'll all be worth something some day."

So, you lie to your wife, too? Poor woman.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

652. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c17667.29434673@news.aatech.com>
Source record: 66973
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 16:55:36 -0600, Noah Vail <jtous@pcpros.net> wrote:

>Kenneth Jennings wrote:
>> On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:

>> [snip Noah's pathetic excuses for his inability to code]

>Wow, two posts for my every one, I see, you're trying to make up in
>volume for what you lack in substance. You need more posts then.

My substance. Your volume.

>>>> But, let's get back to Noah's original fantasies, refuted by many
>>>> others, that started this all:

[More of Noah trying to divert attention from his silly ideas]

>>>> "If you look at every 8-bit computer every made the Atari 800/C=64
>>>> are the closest related machines of all time."
>>>> "...these machines have so much in common..."
>>>> "The same code runs on both machines with only minor modifications."
>>>> "The 800xl and c64 are closely related brothers..."

>>>Yes, they are. This only angers brand bigots like you who don't

[More of Noah trying to divert attention from his silly ideas]

>Ok, let me explain again, computers don't have races, ok?

I know that, but why do you use childish racist insinuations
against other people who disagree with you about computers?
You are a brand-bigot yourself. Explain why you removed the
Microsoft stuff from your PC.

>>>So in a very few bytes, you'd have very simple routines that the SLIP
>>>code would call. That is,

>>>....JSR OpenSer
>>>....JSR SendSerByte
>>>....JSR GetSerByte
>>>....JSR GetSerError
>>>....JSR CloseSer

>> Congratulations Mr. Gates. Have you really thought about
>> where that is going??? You've discovered Microsoft
>> Principle #1 for Making Users Frustrated: Reduce performance
>> by adding yet another layer of API. You have graduated
>> and may now happily re-install Windows 95 on your PC.

>Really? Mr Gates would be laughing his rich ass off at you.

And? What does that matter? Tell me why you removed Bill Gates from
your PC and run linux instead? So, you think emulating the MS behaviour
of redundant software layers is intelligent programming on a 1-2Mhz
8-bit computer with 64K of RAM? Thank you for assuming you own all
our computers' resources.

>Even he's not crooked enough to label a serial driver as a layer of API.

I think you missed the fact that a JSR SendSerByte doesn't actually
do anything unless there's a SendSerByte to call. The method of writing
serial bytes out of a C64 and an Atari 8-bit are different. So, you
have your idea of handling bytes before the JSR SendSerByte which
probably isn't the way one or both of the 8-bits in question prefer it,
so the routine will have to translate whatever you're doing into the
way those computers do it. In either case, most of that 6502 code for
this SendSerByte on each platform is isn't even going to be similar.
So, how do you figure that "The same code runs on both machines with
only minor modifications" when SendSerByte requires a major overhaul
to implement on both platforms.

>By the way, throw away your Amiga's, you wouldn't be want to be
>using real API's like "Intuition" now, would you? Pinhead.

We're talking of your abuse of the 8-bit. Not the way faster computers
with (comparatively) humungous amounts of memory do things.

>> And, your vision of serial I/O on the computers would probably
>> prevent high-speed I/O from working on the Atari. Thank you
>> for gutting high-performance I/O from the Atari in the name
>> of compatability. I know we all appreciate it immensely.

>That's the whole point of a driver, oh thick skulled one.

An extra bit of software blocking a program's use of the real driver
supplied by the OS is not a "driver". The Atari has one; use it.

Gee, but if you do, then that 6502 code won't be compatible with the
C64. You think maybe that's why the machines are different?

>>>Hardly "useless 6502's with 64K of RAM"
>>>A ML sort routine, memory move, math libraries, etc., work the
>>>same on any 6502.

>> Because at that level it is just a 6502 with RAM. Duh, that
>> point stuck you right between the eyes and you're too dull to
>> feel the pain. Oooo, lets move some memory here. oooo, lets
>> move it over there. Oooo, this is so "useful". ha ha ha.
>> You're funny.

>No, I was refering to the routines that are already done in the
>6502 library. And these routines are usefull, maybe if you'd
>actually used one, you'd know that.

Useful to someone who thinks of their 8-bit as just a 6502 with
RAM. Hey, anyone out there get their 8-bit thinking graphics and
sound were irrelavent features? Yup, Noah and that hermit in the
corner.

The reason there is a c.s.a.8bit and a c.s.cbm is that these computers
are different. They have different features. Most people have the
8-bits they do, because the discriminate between the features they
want and the features they don't care about (in the other platform).
You're not going to find a big audience for a low-performance, bloated,
graphics/audio impaired compatability package.

6502 code written for the features of one will not run for the
other when the other lacks any comparable function. Period.
Look at the software base of both 8-bits and you'll see there's
almost nothing that does not use the unique feature of either
platform.

>> Yup. I figured you'd come up with some non-intensive routines
>> as an example of your supremely unparalleled thinking. Only

>I didn't come up with these, they're already in the library.

>> background support stuff. Just wait till you get to the stuff
>> that the majority of 8-bit users code for: graphics and sound.
>> That will be really funny.

>I already have that stuff, at least on the C64 and CoCo, big deal,

Not like there are a terribly large number of graphics options
between these two.

>if I want stunning graphics I'll go with a 2meg video card.

Oh? You can plug a 2M video card into the C64? We're discussing
6502 programming on the 8-bits.

>The idea is to push the machine to where it hasn't been before,

Running boring programs built of larger code with fewer features
slower than ever before is not where a lot of people want to go.
Someone needs to check Starship Noah into space dock and have him
overhauled.

>video and sound have been done to death on 8 bits, if I see another
>scrolling demo I'll vomit.

That's your opinion which I don't believe many will agree. Graphics
and sound are what people code for.

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ken at ntalr dot aatech dot com

653. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980118040300.XAA26945@ladder02.news.aol.com>
Source record: 66974

Gavin,

Actually the drives from Amdek with 3", not 3.5 disk drives and used disks that looked like minature 5.25" as opposed to the final 3.5" disks in hard plastic shells with sliding metal doors that at one point were selling for about $12.00 each when they were released.

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

654. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c180b4.32071330@news.aatech.com>
Source record: 66975
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 14 Jan 1998 08:46:14 GMT, martijnb@mud.stack.nl (Martijn van Buul) wrote:
>It occurred to me that Kenneth Jennings wrote:
>>On Tue, 13 Jan 1998 11:38:15 -0600, Noah Vail <jtous@pcpros.net> wrote:
>>>Kenneth Jennings wrote:
>>>> On Mon, 12 Jan 1998 13:00:17 -0600, Noah Vail <jtous@pcpros.net> wrote:

>[snip]

>> >So in a very few bytes, you'd have very simple routines that the SLIP
>> >code would call. That is,

>> >....JSR OpenSer
>> >....JSR SendSerByte
>> >....JSR GetSerByte
>> >....JSR GetSerError
>> >....JSR CloseSer

>> Congratulations Mr. Gates. Have you really thought about
>> where that is going??? You've discovered Microsoft
>> Principle #1 for Making Users Frustrated: Reduce performance
>> by adding yet another layer of API. You have graduated
>> and may now happily re-install Windows 95 on your PC.

>What pure nonsense. Ever heard about Unix or other cross-platform OS'es
>like, for example, CP/M ? Ever followed a course on structured programming ?

Someone has a useful implementation of unix running on the Atari 8-bits?
Noah is suggesting adding more code (that would not occur on either 8-bit)
to support his imaginary ideal of a uniform 6502 environment. The idea
of trying to make two inherently incompatible platforms run supposedly
common code will produce uninteresting programs that run slower than
anyone imagined. Basically, this idea is to design a neutral emulator
for both computers.

>> And, your vision of serial I/O on the computers would probably
>> prevent high-speed I/O from working on the Atari. Thank you
>> for gutting high-performance I/O from the Atari in the name
>> of compatability. I know we all appreciate it immensely.

>Not necisarely. There's no reason why transfer should be done byte-by-byte.
>It should be quite easily to transfer a complete datapacket instead of just
>one byte. Even cross-platform.

>> >Hardly "useless 6502's with 64K of RAM"
>> >A ML sort routine, memory move, math libraries, etc., work the
>> >same on any 6502.

>> Because at that level it is just a 6502 with RAM. Duh, that
>> point stuck you right between the eyes and you're too dull to
>> feel the pain. Oooo, lets move some memory here. oooo, lets
>> move it over there. Oooo, this is so "useful". ha ha ha.
>> You're funny.

>What _is_ a computer but a CPU with some RAM, IO and stuff ?

Graphics, audio, etc. You have the 8-bit that you do, because
you don't care a whit about the other hardware in the machine
other than the 6502, right?

>What
>_is_ an OS but some routines to do some basic stuff like operating
>devices and doing some internal organisation ?

It is the thing that lets you efficiently use the computer's
resources. And its one of the many things that make these
two 8-bits incompatible. And wrapping another layer of generic
code on top of it isn't going to improve performance, is it?

>> Yup. I figured you'd come up with some non-intensive routines
>> as an example of your supremely unparalleled thinking. Only
>> background support stuff. Just wait till you get to the stuff
>> that the majority of 8-bit users code for: graphics and sound.
>> That will be really funny.

>I don't see what graphics and sound have to do with a common interface
>for networking.

As soon as you write any code to support graphics (anything more than
a minimal text display) or sound on either platform, that code immediately
becomes non-portable between the 8-bits. I assume you agree a good
web browser would support graphics? Noah's bloated compatability
library and IP stack then become a performance and memory robbing liability.
The Atari 8-bit users would be better served by someone coding a TCP/IP
stack explicitly for the platform. Same goes for the C64 users.

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655. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c185df.33395041@news.aatech.com>
Source record: 66976

On Wed, 14 Jan 1998 16:58:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Webmaster@atari.nu to All <=-

>[snipitysnip]

> We> was the SC1435, thats about it. I hated those ugly cases Tramiel
> We> used. I wish he had stay with the XL look, the design was clean and
> We> high-tech, the XE/ST just looked cheap. (You get what you pay for)

>I tend to disagree here.
>I think the XE's looked fine. No dark color anymore.
>The keyboards are a lot better.
>Anyway, that's how I feel about it.

I rather prefer the XL case. That unsightly yellowing of
the case isn't so obvious on it.

>I never doubted which computer to take.
>My brother started out with an Atari 800, I owned a
>S100 for more than a year already. At that time, the
>Commo... Crommo... Commie... well that other machine
>was not even on the market! The Atari was expensive though.
>Appoximately $2,500 or so including disk drive and software.

Now that's an early buyer. I bought my first one for
something like $850 and got the extra 32K for free.
Didn't have the >$450 for the floppy drive then, so
I lived with a 410 cassette recorder... for years
until the play button broke and had to be held down
with a clamp.

>Anyway, never regretted it a single minute.
>We now own 40 Atari's or so (you need to have some backup's
>you know...). I never understood the popularity of that other
>machine... Why do one wants to own a Volkswagen Beetle, if one
>could own a Ferrari?

>Let's face it, Commo... well you know, s*cks.
>So why are we reading those stupid commie messages in here.
>I want to read about Atari, period.

he he

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656. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c184d5.33128819@news.aatech.com>
Source record: 66977
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 16 Jan 1998 10:08:11 GMT, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

>kenneth@spam.not.sayeth.i (Kenneth Jennings) writes:

>>One might also wonder that if getting a system-friendly TCP/IP
>>working on a C64 was so easy that Andre would have done it instead
>>of replacing the OS with something incompatible?

>He didn't write an OS replacement just to do TCP/IP. He didn't even write
>the OS for the C64 at first, but for a self-built 6502 system called
>Gecko (IIRC).

That is the point I was making. It is not C64 compatible and porting
it to the C64 will be more than trivial and then porting it to the
Atari 8-bit will be tought still.

Unless we use Noah's handy-dandy generic software interface which
sucks up RAM and processing time and runs on Noah's generic platform
specs where we scrap all of our computer's unique features.

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657. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c186ce.33633536@news.aatech.com>
Source record: 66978

On Wed, 14 Jan 1998 17:14:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Kenneth@spam.not.sayeth.i to All <=-
>
> Ke> Noah might try to cop-out and write some really clever [heh]
> Ke> counting loops that will run on both computers without
> Ke> modification. But what's the point of trying to involve the
> Ke> entire Atari 8-bit and C64 communities in programming that
> Ke> nobody cares about, Noah?
>
> Ke> Maybe Noah might find one or two people who want to help calculate
> Ke> pi on the 6502. What Noah didn't seem to think about is that
> Ke> 90% (probably more) of the programs everyone uses on both platforms
> Ke> involve some kind of graphics and/or sound and/or I/O.

>Right.

>Come to think of it, why dow we need cross platform code anyway?
>I only want code which runs on an Atari. Who care about those other
>machines? Writing SLIP code which can be used by all 6502's?
>Don't make me laugh ok? Why access the Internet with an XL/XE?
>Are we still on the same planet or what? 99.999% of all Internet
>users use a PC, because it's cheap, there is Internet software for it,
>IP providers support it, etc.

Well, I use an Amiga (for everything but inter-office mail and
news). It is more compatabile with my work which involves
unix programming. As far as the rest of the net is concerned
it looks like just another unix box.

>Even if one would have a SLIP connection
>with his XL/XE or other 6502 based machine, then what?

I'm not sure. TCP/IP is memory intensive. After it sucks
up all the memory there's not a lot left for user-interface
coding. The extremely limited SLIP being discussed only runs
on the C64 after you throw the OS away.

>Write a newsreader (that is fun), or a Netscape clone?, or an
>Email program like Eudorea? Yeah, right, make my day.
>Accessing 100 KB+ webpages, saving it to floppy (?), and then
>access that page real sssssllllloooooowwwwww. Isn't that fun.

>Here in the Netherlands there was something called Basicode.
>The Basic programs (because every computer shares some Basic syntax code),
>were transmitted over the radio, and people could "download" it that way.
>Didn't catch on by the way. At least not in my oppinion.

>Look at Java at this moment. Even this language has it problems.

>If a real programmer wants to write a program, he wants to take his
>machine to the limit, use all available opcodes, subroutines, features,
>and make use of all the peripherals he can lay his hand on.
>No crappy upcode limits or whatever...
>Once again, this is my humble oppinion.
>Can we go back to Atari matters now?

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658. Re: You gotta love backward compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c18a99.34605425@news.aatech.com>
Source record: 66979

On 14 Jan 98 11:32:54 GMT, "Rieder Rudi" <rieder@MAPSONkufgem.at> wrote:

>> I've got a 48K Atari 400 (put it in myself) and MyDOS 4.3
>> booting a DS DD floppy from my XF551 on it is no joke. There
>> really is no appreciable difference between that 400 and my
>> regular 800XL. (except for the fact that I get a 192K
>> RAMdisk on the 800XL.)

>AFAIK is the difference between the 400/800 line
>and the XL/XE line the graphic-chip ...
>CTA on the old ones and GTA on the "newer".
>(The GTA-modes were added)

CTIA was the chip in the first 400s and 800s. Later (before
the XLs came out) GTIA was installed. Does anyone still have
a straight CTIA machine?

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659. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c188be.34129698@news.aatech.com>
Source record: 66980

On Tue, 13 Jan 1998 21:21:35 -0800, Bob Woolley <rwoolley@pacbell.net> wrote:

>Cvendel wrote:

>> I'm not saying USE the Bit-3, I'm just giving an example of the mechanism used,
>> basically passing through the normal composite from the 4050 from the
>> GTIA/Antic and then cutting it off and letting a daughter card take over from
>> there. Yes I'm aware of Austin Franklin (Hey Austin, you out there, I'm
>> still waiting...)

>now you got me doodling around with the ANTIC..... :)

>ya know, you could just maybe make an adaptor that replaced GTIA, not
>ANTIC. To hook into a VGA monitor, you need to scan the screen into a
>memory array, while reading it out into the VGA monitor. Using one of
>these VGA adaptors just turns your really great VGA monitor into a TV.
>You want to turn your Tvideo into VGA! So, you write the Atari screen
>into a memory array. At the same time, you read that same array data out
>into the VGA monitor - this is not a synchronized operation - the VGA
>data is read at 4x the Atari screen data. The Atari screen will be 1/4
>of the VGA screen, but it will look just like extremely sharp Atari
>screens.

This sounds vaguely like the description of an Amiga scandoubler/deinterlacer.

>yeah, so?

>well,,, if you tell ANTIC to output data using a second DL (which points
>to a second data source) AND you store this second screen in a different
>section of the VGA memory array, you will see two Atari screens on you
>VGA monitor....

>now, do a third Atari screen

>and a fourth....

>you now have four Atari screens on your VGA monitor all at the same time
>- not overlapped, but side by side and one above the other.

Now it sounds vaguely like that hi-res monitor (based on the Viking
Moniterm) that didn't really take off. Not that I'm dissing the
idea. Just to let you know something similar has been implemented
and worked pretty well.

>suppose these four screens were 80 column GR.0 screens - you know, where
>you would do horizontal scrolling...

>the VGA screen would display an 80x48 GR.0 screen! The characters would
>be just like the normal 8x8 Atari characters... you could use alternate
>character sets as you normally would... it would not take too much
>fooling around with the E: handler... ALL the other Atari modes would
>also work (P/M would be hard, but...)...

>The Atari would just swap DLs at every VBI. Unlike the flicker you get
>when you try that on the Atari, the refresh rate on the VGA will still
>be 60hz. The frame rate would be 15hz, which isn't too bad (it would
>take 4 times as long to update the data on a frame).

>You could also just display a small Atari screen with no fiddling in the
>Atari.

>this actually may not be too hard to do. you would have VGA (real VGA)
>and 80 columns (and 16 color 160x160, and four color 320x320, and two
>color 640x640, and...)

Synchronizing which 1/4 screen goes where could be a problem. There
might have to be some hardware register strobed every VBI to tell
the sampling hardware which of the 4 screens is being displayed next.

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660. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c189d6.34410231@news.aatech.com>
Source record: 66981

On Wed, 14 Jan 1998 12:34:17 -0600, ronwizbot@juno.com wrote:

>In article <34BBA21A.1E4E1D30@atari.nu>,
> Curt Vendel <webmaster@atari.nu> wrote:

>> Ok, so we can't mod the ANTIC??? How about using the Bit-3 80 column
>> card mechanism, basically we pipe the composite video into an internal
>> daughter card with circuitry to generate higher resultion graphics via
>> memory peeks to bitmaps and by executing a USR command like the Bit-3,
>> the card and its graphic processor would become accessible and the
>> composite video being piped through would be cut-off and the 2nd video
>> processor would kick in, possibility?

>Curt,

> Since you are using the 65816, the heart of a Nintendo Super NES, why
>not figure out how to use the other chips (stereo & graphics) from the
>Super NES too? Or get the Atari and the Super NES wired to a common bus
>(the SNES expansion slot to the Atari SIO, for example), since as a
>descendent of the 6502, the 65816 should allow the opcodes from the 6502?

What did the Apple IIgs use for graphics? I think that
was more than a tad better than the NES display.

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661. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-18 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c18ba8.34876070@news.aatech.com>
Source record: 66982
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 13 Jan 1998 19:58:06 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

Well, this is interesting. No reply to this. Most curious.

[snip]

Noah thinks:

>>"If you look at every 8-bit computer every made the Atari 800/C=64
>> are the closest related machines of all time."
>>"...these machines have so much in common..."
>>"The same code runs on both machines with only minor modifications."
>>"The 800xl and c64 are closely related brothers..."

[snip]

Noah can easily prove it with a trivial programming exercise:

>Start with graphics, Noah. I'll even suggest some easy requirments.
>You don't have to think about sprites, fine scrolling, mixed display
>lists, redefined character sets, or DLIs. Just deal with a plain
>screen of uniform graphics.

>Atari's ANTIC has 14 display modes which multiplied by GTIA's 4 color
>interpretations comes out to 56 unique graphics displays. Granted,
>some aren't as useful as others, but then again why should you dictate
>to Atari users what kind of graphics they are allowed to operate?

>Now, you figure out how you're going to get Atari 6502 code using any
>of the possible graphics modes to run on the C64 with similar results
>and [quote] only minor modifications. [unquote]

Ok, he can't seem to manage that. Maybe the problem was coding
from scratch. How about a concrete example of actual source code?

Let's see if Noah can get some very simple 6502 code for the
Atari to work the same on the C64:

```
LDA #$A8
STA $D207
LDA #$84
STA $D206
```

Everyone will agree that the above is definitely 6502 code. If there
are any dissenting opinions I'd like to know. The example uses only 2
different opcodes and it runs uniformly on all Atari 8-bits producing
an obvious result. If it is true that "The same code runs on both

machines with only minor modifications" this should be very easy for Noah to port to the C64.

Noah, when you have it beat, tell us all how you implemented a fourth sound channel on the C64 using only minor modifications to the above 6502 code.

The fact is that these computers don't have much at all in common other than the 6502 and some RAM. Even at that, RAM usage isn't categorically compatible, because the OS on each decides that many sections are usable for only specific purposes. Any program that even touches on the many differences between the computers is likely to be impossible to port, because the other platform doesn't have a comparable feature implemented. The only way to imagine these computers "have so much in common" is to throw out the 90% of the computers' features that make them unique. Hence the reason why I say you're "gutting" the platforms.

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662. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c29cbf.17783661@news.aatech.com>
Source record: 66871
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 18 Jan 1998 21:51:21 GMT, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net>
wrote:

>kenneth@daffy.aatech (Kenneth Jennings) writes:

>>On 16 Jan 1998 10:08:11 GMT, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

>>>He didn't write an OS replacement just to do TCP/IP. He didn't even write
>>>the OS for the C64 at first, but for a self-built 6502 system called
>>>Gecko (IIRC).

>>That is the point I was making. It is not C64 compatible and porting
>>it to the C64 will be more than trivial and then porting it to the
>>Atari 8-bit will be tought still.

>What do you mean, it's 'not compatible'? Unless I have some mutant
>supercybernetic genetically engineered 64, it ran on my system just fine.

Only after replacing the OS. At that point it isn't a C64 anymore and
as long as it is in that mode you're not going to get any C64 software
that calls an OS function to run on it. Hence, it looks like a C64, but
it isn't C64 compatible.

>He's already done it. If you need proof, look at

>http://www.tu-chemnitz.de/~fachat/8bit/osa/index.html

>Version 1.3, the non-MMU version, does run on 64s.

>Now, if you mean with the native operating system such that, say, Nether
>became immediately and instantly networkable, the answer is yes, it's not
>compatible. But that's not saying that it won't run on a 64.

Yes, that's what I mean.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

663. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2473$860ed580$bbc2accf@asharkis.erols.com>
Source record: 66872

Bo Schreurs <bo.schreurs@stackbbs.xs4all.nl> wrote in article
<885139574@stackbbs.xs4all.nl>...
> -=> Quoting Asharkis@erols.com to All <=-
>
<Rest snipped for brevity. (Why can 't Brevity do the snipping himself?)

Bo, there's nothing wrong with being a realist. When I talk about 8-bits and the Web, remember that there's always the Lynx browser, available at some servers, which will allow browsing in text mode. Anyone with an 8-bit and a program that gives VT-100 emulation (there are several already) can use that. Graphics? Well, I don't know if the average 8-bitter will have a modem that even runs at 19.2Kbps, which is now the top speed for us. So, the World Wide Wait will be likely to give us all long gray beards!

But I know what challenges can do. I often read and download from alt.binaries.sounds.midi, and I find, almost on a daily basis, somebody asking for a utility to convert .WAV files to .MID files. The conventional wisdom is that it can't be done. But, more and more, I hear of some program being able to do it on a very limited basis. Given the hardware it would take, which is considerable, somebody is going to do it soon enough. And, yes, it will probably be done on a Wintel, which means that it will probably be bloatware of the highest degree. But eventually, it will work, it will be practical, users will be able to afford it, etc.

People who program for Atari 8-bits don't have much of a commercial market. They have to work within the restraints of the 8-bit. I'd say that their challenge is greater, and if they pull it off, they will really demonstrate their programming skills.

About Pool Disk II -- does it appear to have enough material for a double CD-ROM at this point? Can software still be sent? Every once in a while I run across something that might be useful and if I could sneak one more in, I'd like to.

Alan

664. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: xy3951@epix.net
Message-ID: <69ulor$m2d$1@news1.epix.net>
Source record: 66873
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.video.classic

Well I have corruption in a orginal box with docs and audio clue tape.
And true it did not have a normal stick on label, it was professinaly
printed on with ink (by a machine) saying Corruption by Rainbird disk 1
(or 2). Also the ink was yellow. If does not have this then I think
there was a problem somewhere. :/

zzyzx (zzyzx97@earthlink.net) wrote:
: In November I bought 4 computer games from Geoff Wallis
: from London. He accepted my offer of 40 UK pounds plus 10 pounds
: shipping. The games were LOST TREASURES OF INFOCOM I and II,
: CORRUPTION AND JINXTER.

: Before I made an offer I asked about condition:
: :
: > What about condition and missing props, items?

: "The packaging is in good condition and all props are present. I've
: just loaded the game and it works perfectly."

Dan Barber
xy3951@epix.net

665. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <e5Bv3mJJ9GA.220@nih2naac.prod2.compuserve.com>
Source record: 66874
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

You should also remember that warner didn't own Atari Corp.
when they came out with the 520ST, it was owned by old J.T. by that time.

--
"You are not ready for Immortality" Kosh on Babylon 5

666. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <u9whopJJ9GA.307@nih2naac.prod2.compuserve.com>
Source record: 66875
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

So your counting machines??? Lets see, I've got at lest one 800XL, I've
given my 65XE to a new user to lean on, I've got a 4meg 16mhz 1040ST,
a TT/030 4meg ST ram/4meg TT ram 540meg SCSI inside hard drive,
A Falcon030 running a 44meg SyQuest and a 157n SCSI hard drive, this is
hooked up to my yamaha MiDi keyboard. Oh ya, my Jag for playing games
is hooked into my t.v. set.
--
"You are not ready for Immortality" Kosh on Babylon 5

667. Re: You gotta love backward compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2n2gsc3q2.fsf@caligula.srv.net>
Source record: 66876

kenneth@daffy.aatech (Kenneth Jennings) writes:

> On 14 Jan 98 11:32:54 GMT, "Rieder Rudi" <rieder@MAPSONkufgem.at> wrote:
>
> >AFAIK is the difference between the 400/800 line
> >and the XL/XE line the graphic-chip ...
> >CTA on the old ones and GTA on the "newer".
> >(The GTA-modes were added)
>
> CTIA was the chip in the first 400s and 800s. Later (before
> the XLs came out) GTIA was installed. Does anyone still have
> a straight CTIA machine?

They are collectors' items; I have personally never seen one. I
suspect the vast majority of 800s and 400s were made and sold with
GTIAs and that a large majority of CTIA machines were upgraded by
their owners.

Brent

668. Re: Commie with HD and real dos

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2lnwcc3es.fsf@caligula.srv.net>
Source record: 66877

Frank Szymanski <franks@kaa.bbn.hp.com> writes:

> I have heard rumours about inserting a SID chip into an atari 8
> bit. Are these rumours true and if yes, where can I get the
> schematics? Tschuess, Frank

It would probably not be too difficult from the pinout I've seen of the SID in some commie reference manual. You would need to generate a 1 Mhz clock signal for it.

I don't think it would be worth any real trouble to do---you would have to write all your own software for it. Considering it's easy to pick up a C64 series computer for next to nothing, and that oodles of software that exploits the SID fully has already been written for the 64, you might be better off just playing with a commie now and then if you want to fiddle with the SID.

Brent

669. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980119074200.CAA03058@ladder01.news.aol.com>
Source record: 66878

I ram MS-dos 3.0 with an old Atar 800 and the ATR8000 interface.
wow, Im going back 10 or more years... I could only run util and games that
had keyboard graphics that I DL form Compuserve.
Oh, The ATR had the CO-POWER board with 256k ram :)

<<Star>>

Star NET BBS new #

407- 737-8704 24hrs 7days Full ANSI/ATASCII
500 megs online, running Express pro mutiline
access first call. Pro Node 449
Where the 8bit rule...

670. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980119075000.CAA12978@ladder02.news.aol.com>
Source record: 66879

>Subject: BBS Express PC
>From: Michael Schoedel <schoedel@ny.tds.net>
>Date: Sun, Jan 18, 1998 16:36 EST
>Message-id: <34C275F4.B3F405A0@ny.tds.net>
>>Bob, with our venerable old Ataris getting older all the time, I've been
>painfully aware of how hard it is to keep a BBS running old the older
>equipment. Hardware failures and difficult backups make it hard to keep
>things going. I think that what we need is a PC version of PRO that has
>the same look and feel of the Atari version, and include

>ATASCII
>emulation along with the ANSI and RIP that the PC users look for. Could
>we encourage Tom Hunt a,d possibly others to collaborate on such a
>project? I am willing to offer my services as a beta tester for it.
>What do you think?

I still love running my bbs on a real Atari 8bit, Theres still some areas
to explore on the 8bit. Im running 3 nodes system with multiplexer and will
pump even more money into it.

Ive bought 3 version from KP, 3-4-5 and await 6! Pro is perfect now just the
way it is, but you can still make it better :)

Go with the best GO PRO!

<<Star>>

671. Polish FTP: sites? WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980119075401.CAA03917@ladder01.news.aol.com>
Source record: 66880

```
Where are all the great Polish WEB sites?
Please send some LINKS....
```

672. Re: Polish FTP: sites? WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Slawek 'Slaves' Sledz <look@my.sign>
Message-ID: <69v68lpns1@helios.man.lublin.pl>
Source record: 66881

GUY1015 <guy1015@aol.com> wrote:

: Where are all the great Polish WEB sites?
: Please send some LINKS....

Some PL links :

http://student.uci.agh.edu.pl/~tatar/Atari/hp.html
http://ajax.umcs.lublin.pl/~mfranczak/
http://ajax.umcs.lublin.pl/~wbolesta/atari/site.html
http://chris.se.com.pl/
http://dhor.zakopane.top.pl/
http://www.cuprum.com.pl/~service/atari
http://www.orient.uw.edu.pl/~conradus/atarieng.html
http://free.polbox.pl/a/alex6502/Index.htm
http://bossx.boss.com.pl/~pecus/atari.html
http://www.physd.amu.edu.pl/~mikula/atari.html
http://www.boss.com.pl/atari/
http://free.polbox.pl/x/xraz/

Cu,
Slaves
--
PGP: finger slawek@gaja.ipan.lublin.pl | Mailto: slawek@gaja.ipan.lublin.pl

673. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <69va8cmip1@newsd-122.bryant.webtv.net>
Source record: 66882

Okay, my turn to provide obscure information. The ATR8000 was a sort of super 850 interface which would run CP/M programs and let you hook up other diskdrives than atari ones. It allowed for 80 column display with no mucking about with the atari's insides.

There was an add-on board for it that would let you run IBM-DOS on your Atari 8bit. I even found on the 'net a review of this from May 1984!

http://oak.oakland.edu/pub/cpm/atari/atr8000.txt

Now let's everyone rush to ferret out and purchase the last two remaining ones in existence!

ks

674. WTB:Game Carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34C336B6.7E10@ccnet.com>
Source record: 66883

I want to buy Atari 8-bit game carts.Please send me a list of carts you have and prices.

Thanks,
Jay

675. Re: Commie with HD and real dos

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34C33723.EE50D873@kaa.bbn.hp.com>
Source record: 66884

> > I have heard rumours about inserting a SID chip into an atari 8
> > bit. Are these rumours true and if yes, where can I get the
> > schematics?

> It would probably not be too difficult from the pinout I've seen of
> the SID in some commie reference manual. You would need to generate a
> 1 Mhz clock signal for it.

I have seen a polish sysinfo program that makes tests for the SID, so someone
must have done this before.

> I don't think it would be worth any real trouble to do---you would
> have to write all your own software for it.

So I believe there must be software available for it.

> pick up a C64 series computer for next to nothing, and that oodles of
> software that exploits the SID fully has already been written for the
> 64, you might be better off just playing with a commie now and then if
> you want to fiddle with the SID.

Oh, no. That's not what I want. Using (commercial) software for producing sounds
on a C64? For this task my falcon should be the better machine.
I simply wanted to insert a SID into my 8bit and write some simple programs.

Tschuess,
Frank

676. Re: More Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34C33797.FF5EFCA@kaa.bbn.hp.com>
Source record: 66885

> > 4-ea Atari 1050 disk drive, power supply and sio cable $20.00ea shipping
> > included

> are those 1050 drives stock? I am looking for a dsdd drive.

You could buy one of the stock 1050 drives and then insert a speedy (similar to
a happy chip).
The A.B.B.U.C. is still producing them and they only cost ~DM 50,-.

Tschuess,
Frank

677. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Werner Domroese <werner.domroese@pba.nl>
Message-ID: <69vdur$euu@news3.euro.net>
Source record: 66886

Ehm, isn't it true that there is some third party hardware that enables you to hook-up IDE equipment to your 8-bit Atari? If so, why not simply use LS-120 drives with LS-120 disks? They read & write most common 3.5" floppy disk formats, and also support the new 3M "SuperDisk" (what kind of a name is that?) format of 120MB/disk. It' s faster too.

678. Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34C35262.4F3B1767@cherwell.com>
Source record: 66887
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Dennis Bishop wrote:

> So your counting machines??? Lets see, I've got at lest one 800XL, I've
> given my 65XE to a new user to lean on, I've got a 4meg 16mhz 1040ST,
> a TT/030 4meg ST ram/4meg TT ram 540meg SCSI inside hard drive,
> A Falcon030 running a 44meg SyQuest and a 157n SCSI hard drive, this is
> hooked up to my yamaha MiDi keyboard. Oh ya, my Jag for playing games
> is hooked into my t.v. set.
> --
> "You are not ready for Immortality" Kosh on Babylon 5

I've had far too many computers in my time.
Countless Amigas (500s (still got one), 600s (still got two), 2000s (still got one) 3000 (primary computer), CDTV (primary CD player ;), CD32s (still got one))
Numerous Atari 800s and 65Xes (all sold now, sadly)
Seven or eight Apple IIIs (what's an Apple II ;)
More Ibm's and ibm clones than were made! (from 4.77 to 150Mhz)
Some macs
Lots of BBC B's and Masters
ZX81
Xerox cp/m thing wtih 8" drives
A few (four-ish) triumph adler alphatronics (p2 and p3)
Rare Black box
Some CBM 64's (still got one)
C16
CBM 64 games console
Oh, an Amstrad 464 as well.

Definately the best were the A3000, the 800XLs and the Amstrad PPCs (not cpc!!!)

Adrian

679. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f2d25c07981703298969d@nntp.ix.netcom.com>
Source record: 66888

<snip>

> It wouldn't cost me a penny of my own money. That's the whole point of
> crimminal law procedure - do you understand this basic point? Re-read and
> try again if you don't.

It is NOT a criminal act to put someones address in a post if you are not doing it maliciously, and have cause. If it is not criminal, then it is civil. It costs you MONEY to file a civil suit, and you usually have to have a lawyer, or have intimate knowledge of the legal system. Remember, the defendant lives in the US, not UK, so he would have to be sued in US courts, so US law applies. Now, it would also cost him money to fly over here, stay in a hotel, eat etc. only to be LAUGHED OUT OF THE COUNTRY, that is unless he got an Oprah/Sally watching jury ;-)

> There is specific
> legislation and international law designed to prevent the electronic storage
> and transmission of personal information - postal addresses *are* included
> in this formulation.

What is the specific legislation? Book and page? Not speculation and here say, but FACTS...you will find out you are wrong, as there is nothing illegal what has transpired.

<snip>

> I'm a wierdo for objecting, as others have done in this thread, to printing
> Geoff Wallis's address?

Yes, you are the only one who has popped a gasket about this. You are overreacting to this for some reason, of which I do not wish to explore.

> just look at the facts and *try* and think through the arguments. (Btw, not
> suing (sic?) someone - a matter of the crimminal justice system doing it for
> me. It isn't (just) a civil matter it's a *crimminal offence*. Sheesh.)

You are wrong. See above.

> Here's an idiot's guide to the issues. Firstly there's the idea of consent -
> you're address or telephone number does not appear in telephone directories
> without your consent. My telephone number and address does not appear in my
> telephone directory because I don't want it to. You know those mailshots and
> promo offers you get through the door - the ones with a little box to tick
> if you don't want to receive information from "carefully screened companies"
> well that's an example of consent. Anyway, the data protection laws relate
> specifically to electronic data and the storage/transmission of personal
> information precisely because there are unique risks.

It must be an idiots guide, because it doesn't make any point.... Bottom line is addresses are a matter of public record.

<snip>

> Can you understand this basic point too?! Probably not.

The basic point is you have clung on to some foolish notion that some egregious offense has been done here and you are trying desperately to bolster your ridiculous position on it. You are tilting at windmills.

You could have at least saved eight lemmings in the time you spent defending your ridiculous argument here (that was a joke for you who are humor impaired ;-).

Austin

680. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <69vpe3$gu4$1@flood.xnet.com>
Source record: 66889
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

atech.com> <34B6712F.3998CAF4@pcpros.net> <34b6fdbe.60243911@news.aatech.com>
<34B7EA0F.57D4AB93@pcpros.net> <34b93fb6.1515156@news.aatech.com>
<34BA6841.6EFC3A67@pcpros.net> <34ba8224.14288565@news.aatech.com>
<69nbib$n59$1@star.cs.vu.nl> <34c184d5.33128

8 <69ttgp$d64@examiner.concentric.net> <34c29cbf.17783661@news.aatech.com>
Distribution:

Kenneth Jennings (kenneth@daffy.aatech) wrote:
: Only after replacing the OS. At that point it isn't a C64 anymore and
: as long as it is in that mode you're not going to get any C64 software
: that calls an OS function to run on it. Hence, it looks like a C64, but
: it isn't C64 compatible.

You have a weird fixation with the concept of "OS" in reference to the 64.
By your definition, any program that kills the BASIC and/or Kernal "isn't
C64 compatible"--which means that an awful lot of programs are not 64
compatible. (many, many games leap instantly to mind.) GEOS itself would
not be "64 compatible" by your definition since it throws BASIC and the
Kernal away in favor of its own implementation.

Your assertions that in order to be worthwhile and respectible anything
(in this case a TCP stack) have to run under the BASIC interface are
nonsensical.

What, exactly, would you consider to be "running under the Atari OS", if
such a thing were to be implemented on the Atari 8-bit? That new menu
items be added to the MyDOS menu, like "ping", "traceroute", and so forth?

Bottom line, it doesn't matter how much of the 64's ROMs a TCP stack or
anything else throws away. It's still "64 compatible." Because who cares
at that point? Or are you saying that if I can't load and play Monopoly
in BASIC while a traceroute is being done it's somehow a lesser
implementation?

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

681. Cubase Audio for the Atari Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: mra125@psu.edu
Message-ID: <69vqqa$1kpm@r02n01.cac.psu.edu>
Source record: 66890

I'm looking to buy a relatively new version of Cubase Audio for the
Atari Falcon. If anyone knows of someone selling a used copy, will
you please post a follow-up here or email me at:
mra125@psu.edu

Thank you!

Mimi

682. I need some Shematic for Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Toni Ernesak <Toni.Ernesak@public.srce.hr>
Message-ID: <01bd24fb$6db4d240$LocalHost@defy>
Source record: 66891

I need Schematic or stuff like that for my atari 800xl and
I want to connect 1.44Mb(or 720k) floppy drive on my Atari800xl, but i dont know how
or where I get more information about thios

I will be for every information very grateful.

e-mail Toni.Ernesak@public.srce.hr
CROATIA

683. Re: More Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-Sk2EhL0FSIVX@DRACO>
Source record: 66892

On Mon, 19 Jan 1998 11:23:03, Frank Szymanski <franks@kaa.bbn.hp.com>
wrote:

> > > 4-ea Atari 1050 disk drive, power supply and sio cable $20.00ea shipping
> > > included
>
> > are those 1050 drives stock? I am looking for a dsdd drive.
>
> You could buy one of the stock 1050 drives and then insert a speedy (similar to
> a happy chip).
> The A.B.B.U.C. is still producing them and they only cost ~DM 50,-.
>
> Tschuess,
> Frank

Thanks for the info Frank, but could you translate "DM 50" into US
dollars?

684. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: martijnb@mud.stack.nl
Message-ID: <slrn6c77m2.97u.martijnb@mud.stack.nl>
Source record: 66893
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Kenneth Jennings wrote:
>
> >What pure nonsense. Ever heard about Unix or other cross-platform OS'es
> >like, for example, CP/M ? Ever followed a course on structured programming ?
>
> Someone has a useful implementation of unix running on the Atari 8-bits?
Apart from the fact that 'a usefull implementation of Unix' has absolutely
nothing to do with programming models with a certain degree of abstraction,
I've seen a nice Un*x machine running on a 6502 with (granted) 512 K ram
lately.

> Noah is suggesting adding more code (that would not occur on either 8-bit)
> to support his imaginary ideal of a uniform 6502 environment. The idea
> of trying to make two inherently incompatible platforms run supposedly
> common code will produce uninteresting programs that run slower than
> anyone imagined.
Bwaaaah! Don't make me laugh! It's not that hard to write machine-
independant code (when you've got a common programming interface). I've
got numerous programs for my whole commodore-collection, and I don't
even doubt the fact that they will be quite easy to convert to Atari.
What on Zarks sake (Yes, I've been reading Hitch Hikers Guide to the Galaxy
lately!) is the difference between a call to a subroutine in your own
program and a call to a subroutine to a multi-platform interface !?

> Basically, this idea is to design a neutral emulator
> for both computers.
I don't feel any need at all to be able to play Atari-games on my
Commodore. Emulation is not the same as being able to port
wide-purpose programs quite easily.

<snip>

> >What _is_ a computer but a CPU with some RAM, IO and stuff ?
>
> Graphics, audio, etc. You have the 8-bit that you do, because
> you don't care a whit about the other hardware in the machine
> other than the 6502, right?
Ofcourse not; but I must admit that the availability of the 6502 does
a great deal. However, it's not the basic point. _many_ (mainly
I/O) problems might prove to be platform-independant.

> >What
> >_is_ an OS but some routines to do some basic stuff like operating
> >devices and doing some internal organisation ?
>

> It is the thing that lets you efficiently use the computer's
> resources. And its one of the many things that make these
> two 8-bits incompatible. And wrapping another layer of generic
> code on top of it isn't going to improve performance, is it?
If you'd program your 'additional' layer efficiently, I don't see any
reason why it shouldn't be.

>
>
> >> Yup. I figured you'd come up with some non-intensive routines
> >> as an example of your supremely unparalleled thinking. Only
> >> background support stuff. Just wait till you get to the stuff
> >> that the majority of 8-bit users code for: graphics and sound.
> >> That will be really funny.
>
> >I don't see what graphics and sound have to do with a common interface
> >for networking.
>
> As soon as you write any code to support graphics (anything more than
> a minimal text display) or sound on either platform, that code immediately
> becomes non-portable between the 8-bits. I assume you agree a good
> web browser would support graphics?
No, I don't. A text based browser (like Lynx) is fine with me.

> Noah's bloated compatability
> library and IP stack then become a performance and memory robbing liability.
> The Atari 8-bit users would be better served by someone coding a TCP/IP
> stack explicitly for the platform. Same goes for the C64 users.
Coding a TCP/IP stack includes more than fiddling around with I/O chips.
It involves quite a lot of memory management, filtering usefull stuff etc.
that is what Noah means (IMHO). Ever heard of the OSI communications
standard ? Allthough the Transport layer will be different, a whole
part of the Network layer and the Application-layer will be transferrable.

--
Martijn van Buul, martijnb@mud.stack.nl
Tijntje@OuterSpace - 131.155.141.166 3333

685. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c39d26.5902210@news.aatech.com>
Source record: 66894
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 19 Jan 1998 14:53:55 GMT, jcompton@typhoon.xnet.com (Jason Compton) wrote:
>Kenneth Jennings (kenneth@daffy.aatech) wrote:

>: Only after replacing the OS. At that point it isn't a C64 anymore and
>: as long as it is in that mode you're not going to get any C64 software
>: that calls an OS function to run on it. Hence, it looks like a C64, but
>: it isn't C64 compatible.

>You have a weird fixation with the concept of "OS" in reference to the 64.
>By your definition, any program that kills the BASIC and/or Kernal "isn't
>C64 compatible"--which means that an awful lot of programs are not 64
>compatible.(many, many games leap instantly to mind.)

A TCP stack is not a game. A TCP stack works (on every other platform)
as an extension to the system. Excluding this proprietary OSA65 thing
can you think of a computer that denies the use of its regular software
when the network stack is running? The PC? Amiga? Anything?

>GEOS itself would
>not be "64 compatible" by your definition since it throws BASIC and the
>Kernal away in favor of its own implementation.

Technically, yes. GEOS is another OS that happens to run on the
C64 hardware. If it won't allow you to run the existing base of
C64 programs then its not any different than the Apple OS on an
apple or the Atari OS on an Atari. Its not C64 compatible. That
there is some support for GEOS makes it more accepted/acceptable.

>Your assertions that in order to be worthwhile and respectible anything
>(in this case a TCP stack) have to run under the BASIC interface are
>nonsensical.

Not "anything". Games and other standalone programs are often
expected to do everything themselves or otherwise ignore the OS.
But a network stack is not a game.

On the C64 programmers are used to ignoring the OS, because there is
so little OS to ignore. On the Atari there is a mechanism defined
for adding devices to the system. Can you see any advantage in an
N: network device? You could open that from BASIC and use a couple
XIOs to set target connections. Get and Put bytes to it. The same
mechanism could work with any language on the Atari. If properly
constructed, a net device would work with *existing* Atari software
just like any other device.

>What, exactly, would you consider to be "running under the Atari OS", if
>such a thing were to be implemented on the Atari 8-bit? That new menu
>items be added to the MyDOS menu, like "ping", "traceroute", and so forth?

That like any other network stack running on any other platform it
exists peaceably with the rest of the computer. As a device or
some other program interface that doesn't forbid use of the Atari's
existing resources.

>Bottom line, it doesn't matter how much of the 64's ROMs a TCP stack or
>anything else throws away.

Well, that's apparently the definition of the C64 architecture. Just
another point that means the two computers have very little in common.

>It's still "64 compatible." Because who cares
>at that point? Or are you saying that if I can't load and play Monopoly
>in BASIC while a traceroute is being done it's somehow a lesser
>implementation?

If it throws away the system to run then it is proprietary.
A proprietary net implementation may not go very far on the
Ataris.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

686. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c3a78a.8561856@news.aatech.com>
Source record: 66895
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 19 Jan 1998 13:17:22 +0000, Adrian Pickering <adrian@cherwell.com> wrote:

>Dennis Bishop wrote:

>> So your counting machines??? Lets see, I've got at lest one 800XL, I've
>> given my 65XE to a new user to lean on, I've got a 4meg 16mhz 1040ST,
>> a TT/030 4meg ST ram/4meg TT ram 540meg SCSI inside hard drive,
>> A Falcon030 running a 44meg SyQuest and a 157n SCSI hard drive, this is
>> hooked up to my yamaha MiDi keyboard. Oh ya, my Jag for playing games
>> is hooked into my t.v. set.

>I've had far too many computers in my time.
>Countless Amigas (500s (still got one),
>600s (still got two),
>2000s (still got one)
>3000 (primary computer),
>CDTV (primary CD player ;),
>CD32s (still got one))
>Numerous Atari 800s and 65Xes (all sold now, sadly)
>Seven or eight Apple IIIs (what's an Apple II ;)
>More Ibm's and ibm clones than were made! (from 4.77 to 150Mhz)
>Some macs
>Lots of BBC B's and Masters
>ZX81
>Xerox cp/m thing wtih 8" drives
>A few (four-ish) triumph adler alphatronics (p2 and p3)
>Rare Black box
>Some CBM 64's (still got one)
>C16
>CBM 64 games console
>Oh, an Amstrad 464 as well.

>Definately the best were the A3000, the 800XLs and the Amstrad PPCs (not
>cpc!!!)

I don't collect; I generally use most of the stuff I have. So, I don't
have/never had so many different things.

Used to have an 800. Sold that.
Still have a 400. Has 48K. Used for games.
Have an 800XL. Upgraded to 256K RAM, Ramrod XL OS. Used for development.
Have another 800XL. Stock. Runs the games that don't work on the 400.
Jason's 1400XL is looking kinda appealing. I might try to get one for
hacking around on.

Had an Amiga 500. Sold that.
Had a 3000. Substantially upgraded. The USPS trashed it when I left Germany.
Have a 2000, 128M RAM, 68060, 2G HD, CD-ROM, network, and graphics cards.
That 2000 is my primary machine in the office.
Have a 3000, 18M, new chips, 3.1, 2G drive. Going to be set up at home.
Have another 3000 I just started upgrading to run an AD516 and DPS PAR.
Have another 2000 that's being upgraded. It will run the Toaster 4000 until
I get a 4000 Tower. After that I may add a Flyer.

I have a 1040ST. Bought it, a second floppy, and a color monitor from the
neighbor's gar(b)age sale for $40. It's the only thing that doesn't really
get used. It lives in a closet. The only thing I can think of doing with
it is use it as a dumb serial terminal if we need another one in the office.

If I ever get a Commodore 8-bit it would probably be a C128.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

687. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34C3ABD7.B4F577BB@atari.nu>
Source record: 66896
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

When Kassar stepped in ALL R&D stopped in-house and they went to outside companies, that in itself was a huge mistake, 1 for losing Jay Minor because they wouldn't continue developing new hardware and 2, they got into a cost cutting fight to keep up with the intro of the Vic 20 and C64's, however it would have been interesting to see if Warner had held onto Atari's computer and video games divisions if the MARIE chip from the 7800 would have been adapted to the XL series or used on a card for the 1090XL Parallel Bus Box. The Marie had 320X242 resolution, it was faster and had unlimited sprites and more colors, in general it was a 2nd generation Antic/GTIA combo chip.

Curt
www.atari.nu

688. Using the MARIE chip?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34C3ACE2.3488DC98@atari.nu>
Source record: 66897

Bob,

Would you care to enlighten us a bit about the Atari 7800 MARIE
chip? I know it runs at a max res of 320X242, but would it be possible
to adapt the MARIE to work in an Atari 8-bit? I'm assuming a new OS
rewrite would be necessary to talk with it? Think its possible or too
much work for too little.

Curt
www.atari.nu

689. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6a0bst$kgf@news.acns.nwu.edu>
Source record: 66898
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34c39d26.5902210@news.aatech.com>,
Kenneth Jennings <kenneth@daffy.aatech> wrote:
>
>GEOS is another OS that happens to run on the C64 hardware.
>...Its not C64 compatible.

Absolutely classic.

>mechanism could work with any language on the Atari. If properly
>constructed, a net device would work with *existing* Atari software
>just like any other device.

Which software were you thinking of, specifically?

>If it throws away the system to run then it is proprietary.
>A proprietary net implementation may not go very far on the
>Ataris.

I think people would line up at the door for any tcp/ip stack whatsoever.
Indeed I think people would be happy just to have a few active Atari
programmers, period.

You do a disservice to the Atari community.

-S

690. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <6a0gmh$ml4$1@plug.news.pipex.net>
Source record: 66899

Austin, you're right - this is getting silly. The final shot from me follows!

First you claimed that the address hadn't been printed. Now you seem to agree that it was.

Look, for what it's worth I sympathise with the fact that someone seems to have been ripped off here - had it happened to me I would print the offender's name here to warn other people. I really do understand the disappointment - something similar has happened to me. I was, in the first place, merely questioning whether or not it was good netiquette to print the address of the person: thus my comment about trouble with the ISP. Maybe ISPs in the US are different to ones in the UK - if I were to print someone's address I would lose my account pretty quickly. It's *really* bad netiquette.

I think someone else asked why it's necessary to hurt someone just because you've been hurt yourself - by printing their address. I was just asking the same question and pointing to what, through reading about a few cases, I believe is American law and what I *know* to be British law (Data Protection Act 1984) which does forbid the electronic transmission of personal information: postal addresses are specifically included in the Act. (I'm not a lawyer and don't own law journals but I'm pretty sure that the US has an equivalent of the Data Protection Acts. The key point is transmitting a postal address in *electronic data*. The law seems to be particularly precious about this.)

My point is that if someone trading with me had a gripe I'ld be pretty annoyed if they printed my address in a news group. Without wanting to repeat myself just read the post of velcro_fly who describes his experience with some of the nutters who frequent these groups. It is I think a valid point to object to posts which flame (maybe with good reason) and print a postal address. In fact precisely because zzyzx has a good point and a valid case some particularly sad people may well vent their anger on Geoff Wallis through snail mail and e-mail. This is the reality of net use and abuse.

In short I have sympathy for zzyzx - he spent a lot of money on the disks and doesn't seem to have got a fair deal.

I would however question *your* willingness to resort to personal attacks on me. After all it was zzyzx who invited the discussion (and zzyz who has been criticised for wasting bandwidth in posting jpg images of the packaging.) I'm 'wierd' for accepting the invitation just because I disagree with zzyzx's methods? How odd.

Gareth Davies.

691. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c3acbc.9892132@news.aatech.com>
Source record: 66900
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 19 Jan 1998 18:40:19 GMT, martijnb@mud.stack.nl (Martijn van Buul) wrote:
>It occurred to me that Kenneth Jennings wrote:

>>>Ever heard about Unix or other cross-platform OS'es
>>>like, for example, CP/M ?

>> Someone has a useful implementation of unix running on the Atari 8-bits?

>Apart from the fact that 'a usefull implementation of Unix' has absolutely
>nothing to do with programming models with a certain degree of abstraction.

It does when you're working with an Atari 8-bit computer that has a 64K
address space with about a third of it already occupied by the OS/DOS.

>I've seen a nice Un*x machine running on a 6502 with (granted) 512 K ram
>lately.

512K RAM. You're helping proving my case about the results of "abstract
programming models" and multi-platform interfaces on 8-bit computers.
Will you be handing out free RAM upgrades with your programs?

>> He is suggesting adding more code (that would not occur on either 8-bit)
>> to support the imaginary ideal of a uniform 6502 environment. The idea
>> of trying to make two inherently incompatible platforms run supposedly
>> common code will produce uninteresting programs that run slower than
>> anyone imagined.

>It's not that hard to write machine-independant code (when you've got a
>common programming interface).

Right, it's not that hard, but it consumes more RAM and limits you to only
the functions that can be duplicated on all the platforms involved. The
result is slower programs with boring user interfaces.

>I've
>got numerous programs for my whole commodore-collection, and I don't
>even doubt the fact that they will be quite easy to convert to Atari.

Dull programs with a text user interface, no doubt. Nothing else in the
6502 realm could port very easily.

>What is the difference between a call to a subroutine in your own
>program and a call to a subroutine to a multi-platform interface?

A call to your own subroutine is just that. Your subroutine does what it
needs to the computer/special hardware/whatever and then leaves. A subroutine
efficiently written to use the existing resources of the 8-bit OS should not

entail much extra code. In other words, there should be little difference between the code the subroutine would execute vs the JSR itself being replaced with the actual code.

On the other hand, the multi-platform interface has to operate with an assumption of generic data handling that is likely not going to mesh well with the way the computer handles it. Every call to the interface requires the subroutine convert the generic data handling that's been assumed to what the computer actually needs before trying to manipulate the computer/special hardware/whatever. Then it has to convert the results back to whatever generic data handling is assumed by the multi-platform interface. (The Atari and C64 don't return the same error/success codes for I/O, do they?) Additional layers of code exist in both directions that do not exist in a subroutine written for the specific platform.

Generic, cross-platform coding makes a great subject for very thick books with a CD-ROM intended for 32-bit computers with megabytes of RAM and hard drive space. But these are 64K 8-bit computer we're talking. Buy me a memory upgrade and hard drive interface and I'll play along.

>> Basically, this idea is to design a neutral emulator for both computers.

>I don't feel any need at all to be able to play Atari-games on my Commodore.

I didn't say emulate the Atari. I said a neutral emulator. The code being discussed is basically an interface to equalize the lowest common denominator of functions existing on both computers. It is effectively a Neutral platform emulation that necessitates removing (ignoring) any feature that either computer includes which the other does not have. This amounts to ignoring the bulk of both computers.

>Emulation is not the same as being able to port wide-purpose
>programs quite easily.

You mean limited purpose programs, don't you? Anything other than generic data handling (which describes almost the entire software bases of the C64 and Atari 8-bits) isn't going to port easily (or port at all).

>>>What _is_ a computer but a CPU with some RAM, IO and stuff?

>> Graphics, audio, etc. You have the 8-bit that you do, because
>> you don't care a whit about the other hardware in the machine
>> other than the 6502, right?

>Ofcourse not; but I must admit that the availability of the 6502 does
>a great deal. However, it's not the basic point. _many_ (mainly
>I/O) problems might prove to be platform-independant.

Might. And probably does if C stdio is any indication. But it costs in terms of extra RAM use for more code layers and buys you lower performance. Neither the C64 or the Atari 8-bits have RAM and procesing time to waste. The difference between using stdio to read bytes out of a file vs using the actual OS functions to read the same file is dramatic. For fast computers you may not notice the difference unless the file

is large, but for slow computers (ours) the performance hit is noticeable.

>>>What _is_ an OS but some routines to do some basic stuff like operating
>>>devices and doing some internal organisation ?

>> It is the thing that lets you efficiently use the computer's
>> resources. And its one of the many things that make these
>> two 8-bits incompatible. And wrapping another layer of generic
>> code on top of it isn't going to improve performance, is it?

>If you'd program your 'additional' layer efficiently, I don't see any
>reason why it shouldn't be.

You mean that extra code can run without consuming CPU time? How long
has stdio been worked on for the various platforms? Nobody has figured
out how to make it use no processing time. It invariably brings reduced
performance to every program that uses it.

The 'additional' layer has to do a 'translation' of data into the function
and re-translate the results before exiting the function. This adds more
execution time. Performance is robbed. Even more so for things that have
to be called frequently.

[snip]

>>>I don't see what graphics and sound have to do with a common interface
>>>for networking.

>> As soon as you write any code to support graphics (anything more than
>> a minimal text display) or sound on either platform, that code immediately
>> becomes non-portable between the 8-bits. I assume you agree a good
>> web browser would support graphics?

>No, I don't. A text based browser (like Lynx) is fine with me.

Well, maybe for you. The discussion of a TCP stack started on c.s.a.8bit
some time ago with the question of how to implement graphics in a web browser.

However, a lot of pages that accommodate lynx browsers also assume an 80
column display otherwise you get a confusing mess. Now, coarse scroll the
C64 and Atari 800 40 column displays over 80 columns. This is no longer a
minimal text display. The methods used for coarse horizontal scrolling are
entirely different for both platforms. If you assume one or the other or use
a generic ideal instead, then you kill scrolling performance on one or both
computers and give yourself an infuriatingly slow screen update.

>> The bloated compatability
>> library and IP stack then become a performance and memory robbing liability.
>> The Atari 8-bit users would be better served by someone coding a TCP/IP
>> stack explicitly for the platform. Same goes for the C64 users.

>Coding a TCP/IP stack includes more than fiddling around with I/O chips.
>It involves quite a lot of memory management, filtering usefull stuff etc.
>_that_ is what Noah means (IMHO).

It also involves efficient I/O which doesn't happen with a generic interface layer. Also, memory usage is very different on both machines. A common scheme would either reduce both machines to areas of RAM that just happen to be common (which is probably too little RAM to be practical) OR it would necessitate throwing out the stuff that's using the RAM, namely the OS/DOS. Where the stack resides and how it uses RAM is another part that's best left coded explicitly for each platform.

>Ever heard of the OSI communications standard?

Yeah, that very nice and theoretical design that nobody has managed to follow in coding completely. Everyone takes shortcuts. i.e. Serial protocols that include packet framing for performance reasons.

>Although the Transport layer will be different, a whole
>part of the Network layer and the Application-layer will be transferrable.

Except for the highest application layer interface the code should be written specifically for each platform. Otherwise it is wasting RAM and processing time that isn't available on our tiny computers just to support an academic generic programming ideal. In other words, parts of the generic OSI model can function only if you have a lot of free memory and processing time to burn. We don't have it.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

692. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c3ccc6.18095805@news.aatech.com>
Source record: 66901
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 19 Jan 1998 20:09:01 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:

>In article <34c39d26.5902210@news.aatech.com>,
>Kenneth Jennings <kenneth@daffy.aatech> wrote:

>>GEOS is another OS that happens to run on the C64 hardware.
>>...Its not C64 compatible.

>Absolutely classic.

"C64" is a description of the entire computer; hardware, OS, RAM,
everything that this entails, not merely the label on the case. GEOS
is effectively a different operating system. GEOS runs GEOS programs.

If your pal doesn't have GEOS he's not going to be able to run a GEOS
program you give him, right? So, GEOS programs aren't compatible with
his C64, right? He has to first instal GEOS. Then he has a new, different
system.

Saying GEOS is C64 compatible is like saying a PC with DOS installed
can run linux programs just because both OSs can run on that CPU.
Since GEOS and the C64 are purposely targeted to the same hardware there
are a lot of similaries that they do share i.e. the differences aren't
quite as bad as the differences between PC DOS and unix.

>>mechanism could work with any language on the Atari. If properly
>>constructed, a net device would work with *existing* Atari software
>>just like any other device.

>Which software were you thinking of, specifically?

Any program that uses the CIO the way it is supposed to. i.e. just about
any programming language that currently exists for the Atari 8-bits could
be used to write programs that use the net.

Properly presented to the system, a NFS drive could be mounted that looks
just like any other disk. Any program that reads/writes files would work
just like this was a regular disk. In other words, just like the network
operates for any other computer.

>>If it throws away the system to run then it is proprietary.
>>A proprietary net implementation may not go very far on the Ataris.

>I think people would line up at the door for any tcp/ip stack whatsoever.
>Indeed I think people would be happy just to have a few active Atari
>programmers, period.

>You do a disservice to the Atari community.

I think not. It would be a disservice to the Atari community to allow to go unchallenged the C64 programming mentality of throwing away the OS whenever the programmer feels like it. TCP is supposed to be an additional system resource, not a system replacement.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

693. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: gonzo@ux1.cyberenet.net
Message-ID: <34c3d622.0@news.cyberenet.net>
Source record: 66902
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <6a0bst$kgf@news.acns.nwu.edu>, Stephen Judd wrote:
>In article <34c39d26.5902210@news.aatech.com>,
>Kenneth Jennings <kenneth@daffy.aatech> wrote:
>>
>>GEOS is another OS that happens to run on the C64 hardware.
>>...Its not C64 compatible.

GEOS was DEVELOPED for the 64 and ported to other platforms.

It doesn't just HAPPEN to RUN on the 64

>
>Absolutely classic.
>
>>mechanism could work with any language on the Atari. If properly
>>constructed, a net device would work with *existing* Atari software
>>just like any other device.
>
>Which software were you thinking of, specifically?
>
>>If it throws away the system to run then it is proprietary.
>>A proprietary net implementation may not go very far on the
>>Ataris.
>
>I think people would line up at the door for any tcp/ip stack whatsoever.
>Indeed I think people would be happy just to have a few active Atari
>programmers, period.
>
>You do a disservice to the Atari community.
>
>-S

694. Re fortress...

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34c3d90b.1689986@news.demon.co.uk>
Source record: 66903

A while back I made an atr of fortress from synapse for a few people,
well since then I have lost both the disk and the file I made so can
anyone who got it from me PLEASE send it back...

Many thanks...

:)

--
.... Paul

www.dellos.demon.co.uk

Robin Cook : MP, womaniser and right ugly bastard!!

695. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Murph <Not.Available@this.time>
Message-ID: <34C3DB03.414@this.time>
Source record: 66904
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Wow... You guys seem to have had quite a collection! I can't even remember all the computers I've had, but most of them weren't supported very long! (Dang the luck!) Here's my list (see if you remember these!):

Timex Sinclair 1000
Mattel Aquarius
Coleco Adam
C 64
C 64 SX
Amiga 2000
Apple IIe
IBM 8088
IBM 486/50
IBM P166+

Still have all of these! Everything from the Adam on, I surfed the local BBS scene in St. Louis on it! Yep, still have the 300 baud AdamLink modem for the old beast, and still print stuff on it from time to time. The Aquarius and the Timex have both been lost in various moves, but the rest of them are still hooked up and used on occasion! Nostalgia definately has a certain value to it, and unemulated just makes it that much sweeter! Sorry, though- No Ataris with Keyboards at anytime in my life. ;-)

Add to that list nearly every game system I could lay my hands on, and it's pretty sad! I've had the Fairchild, Atari, Intellivision, ColecoVision, Atari 5200, Nintendo, Sega Master System, Genesis, Snes, Jaguar, 3DO, Oddessy, GameBoy, Game Gear, Turbo Graphix 16, and more! Even sadder, I still have most of these!

Another Drunken Mick,
Murph

696. To list and address or not to

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34c5df9c.61086918@news.pressenter.com>
Source record: 66905

Hi all! I am really getting tired of this argument about posting someone's address as being legal or not. I'm not a lawyer, and I'm sure the rest of you aren't either. At least one of you _claims_ to have a so called lawyer friend or aquaintence whom you've consulted upon this subject. From my own common sense and armchair perspective combined with what knowledge of fact I do have or have heard, I tend to believe that posting someone's address is perfectly legal provided there is no incitement for crime to be stowed upon the addressee. If a person lists someone's address and tells a story about them, then as long as true statements are being made (note an opinion about someone that turns out to be untrue is still truth if it is stated as someone's opinion) and the address is considered generally available information (ie. public record would certainly count for this) then it's ok.

TO THOSE WHO INSIST THAT IT IS ILLEGAL (that means CRIMINAL) because they are just so smart, or they have the lawyer friend, please cite and include the statute(s) which clearly prove your position. If are asserting the existence of a law then please produce it or shut up.

THANK YOU.

*** Please make sure responses are also sent via email.

697. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: dark7room@ix.netcom.com
Message-ID: <MPG.f2dac2cf594ebce9896a0@nntp.ix.netcom.com>
Source record: 66906

> Austin, you're right - this is getting silly. The final shot from me
> follows!

Ditto.

> First you claimed that the address hadn't been printed. Now you seem to
> agree that it was.

You are right, it was listed at the bottom of the post...and also on the jpg. I don't find where I said it wasn't posted, though there were two issues, the jpg and the address in the post. Both contained the address. I have only been arguing the etiquette, ethics and legality of posting a small jpg and the address.

> I think someone else asked why it's necessary to hurt someone just because
> you've been hurt yourself - by printing their address.

I just don't see this as 'hurting' (that is in the emotional sense) someone. His address is a fact. It certainly was a warning to others, which could certainly 'hurt' future business with the seller. If that is your meaning, then, I would say yes.

I have been scammed on the web, and I took it upon my self to post follow up posts to every item the person was attempting to sell...I also found about 30 other people who were scammed by the same person. He took prepayments for items he never had, and never sent the items... That was a fact, and he was a thief!

> ... which does forbid the electronic transmission of personal
> information: postal addresses are specifically included in the Act.

See www.switchboard.com and look up my name... The address will be electronically transmitted. It is NOT illegal by any stretch of the imagination in the US. Though you can contact the source and request it be removed...

> My point is that if someone trading with me had a gripe I'ld be pretty
> annoyed if they printed my address in a news group.

I agree, if they hadn't tried to work it out first.

> I would however question *your* willingness to resort to personal attacks on
> me.

I questioned your sense and position on the ethicacy and legality of posting an address. I am sorry they came across as personal attacks. My apologies.

> I'm 'wierd' for accepting the invitation just because I disagree with
> zzyzx's methods? How odd.

No, I thought you 'weird' for defending a position that I felt irrational and had no foundation. I personally do NOT like the idea that someone believes they can sue someone, and waste their time and money, for something I believe to be completely silly and irrelevant. It is insulting and offensive to me.

A bit of a story on my experience with a litigious schmuck... I made an offer to purchase a house. The next step is to agree on all the terms and execute (sign) a mutually agreed upon Purchase & Sale agreement. We could not agree on terms (the guy wanted me to put in the P&S that I would pay for his legal fees if I chose to sue him in regards to this deal...no matter who won in court, basically, I'd be suing my self, and paying two lawyers for their time. This was an unacceptable term.) so after 3 months of negotiation, I withdrew my offer.

What happened, is this schmuck sued me for $80,000 in civil court for 'Loss of Benefit of the Bargain'. That is NOT a legal term, it is something his lawyer made up to sound like I was a real villain.

It took one year, and cost me thousands in legal fees to just have this schmuck laughed out of court. The judge, once he read my brief and statements, stood up, shook his finger at this guy and his dip lawyer and told them 'if they didn't drop this suit, he would keep them in court until hell froze over'. Needless to say, they scurried away with their tail between their legs. I won, but I lost...

Like I said, I really hate frivolous litigation...and unfortunately, there is NO penalty for those who do it. You can sue anyone for anything...and if it's frivolous, too bad.

I hate personal injury lawyers too...there are some cases that are legit...but most are just plain bull. And there is no penalty for bringing a false case against someone.

Well, if we can't agree on ethics, I believe we can agree that the Atari is/was a great computer, since we both frequent this group...

Austin

698. Re: Re fortress...

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6a0qq3$slb@bgtnsc01.worldnet.att.net>
Source record: 66907

and please send me a copy as well!! ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <34c3d90b.1689986@news.demon.co.uk>...
>
>A while back I made an atr of fortress from synapse for a few people,
>well since then I have lost both the disk and the file I made so can
>anyone who got it from me PLEASE send it back...
>
>Many thanks...
>
>:)
>
>--
>.... Paul
>
>www.dellos.demon.co.uk
>
>Robin Cook : MP, womaniser and right ugly bastard!!

699. 8bit Atari 800 & Atari XE, drives for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: ldetweil@csn.net
Message-ID: <6a0sji$8pl@teal.csn.net>
Source record: 66908

I have an 8bit 48k Atari 800, Atari XE 128k, Indus GT DD disk drive, 850 interface module, Percom AT88 DD disk drive, masses of programming manuals, languages, word processors, software, joysticks etc. all equipment is in good and complete working condition (all cables, adaptors, etc.). good for a young kid learning programming or word processing. some of the graphics chips (e.g. display lists, etc) on these computers have never been equalled even in modern computers as far as technical features.

if you would like to buy the whole thing or parts, please send me email. someone going after the whole thing would be much preferred but I'll work with what I can. (I definitely can't sell in pieces less than $20-$30)

thanks;

700. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-1901981836210001@ppp75-pac.sonnet.com>
Source record: 66909

In article <34BD4E63.1F2C5646@sisna.com>, bobkla19@sisna.com wrote:

> Was that the same drive that came out for the TRS80? Saw a double set
> of those about
> a year ago with a bunch of carts. Carts were fatter than standard 3.5
> disk and about 3 inches
> used a Percom to format them out they worked fine but traded them off.
>
> You can attach a 3.5 to a Percom and format it out to hold data.
>
> bob

I do believe Amdek came out with a version of their 3.0" drive for the TRS-80. The disks for the Amdek drive are difficult to find. However, they use the same disks as some Amdek Word Processors (and some other manufacturers). I have an Amdek and have managed to come across about 10 disks in the last year or so. Some new, some used.

-Marlin
--
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 236/Lynx:80/Jag:57/Sega: 89/CED: 1197/TG:60/3DO:48
--*-*-* INTV: 13 / Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

701. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980119222220.7961D-100000@fissure.scar.utoronto.ca>
Source record: 66910

On 17 Jan 1998, Cvendel wrote:

> Actually,
>
> The New Atari 8-bit with detachable keyboard project was started by myself
> and a friend in Utah, we had started but costs got to be way too high and both
> of us ran out of spare time to continue it so its shelved for right now, but
> not forgotten, believe me when I say 'we've already looked at everything thats
> been mentioned so far and most is possible, but at a cost which few individuals
> can afford, unless you know any avid Atari enthusiasts with $50k-$100 for
> design and small run production costs?
>

Well at least the thought was there! I remember the early posts about the
NEW super 8bit. Sounded great, and it certainly got people talking...
but the main problem, costs.. was a killer....

Alan
University of Toronto
Computer Science, Management and Economics

702. Re: Trouble shoot....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980119222432.7961E-100000@fissure.scar.utoronto.ca>
Source record: 66911

On Fri, 16 Jan 1998, pmulvey wrote:

> Bob Woolley wrote:
>
> > Mike LaRue wrote:
> > >
> > > Sold all most of my service manuals last years, now have a problem
> > > with my XE,
> > >
> > > Green screen...
> > >
> > > Is that ram??
> > >
> > > --
> > ----
> > could be anything..... leave it on for 5 minutes and replace the RAM
> > chip that is much hotter than the rest. works sometimes.
> >
> > Bob
>
> Might be the power supply too. The "brick" type would fade till the
> system
> was starved and the result was usually a locked system with a solid
> color
> screen. If he was getting occasional crashes he could try moving the
> supply
> to a know working system and see if it works...

My 256k 800Xl sometimes boots to a solid green screen. The problem? The cartridge port! If I put a cartridge in, then remove it and reboot. it usually fixed the problem

I dont know if the ram upgrade is at fault, or the cartridge port is buggered up..

Alan
University of Toronto
Computer Science, Management and Economics

703. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6a19hl$9b5@nntp02.primenet.com>
Source record: 66912

At one time Bob Puff was going to create a high-speed FIFO-buffered SIO serial interface, but it was srapped due to lack of interest by the userbase.

This interface was supposed to be able to go up to 38K/baud.

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== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
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704. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6a1a2h$9m8@nntp02.primenet.com>
Source record: 66913

The mortal Thomas.Raukamp wrote:
: I don't know.
: I know the XL/XE is a great machine, but Tramiel had to put
: all his efforts on the ST. IMHO the right choice.

Was it really? The ST was such a departure from the look and feel of the Atari 8-bits that Atari lost many users to the Amiga, and frustrated those who stuck to the Atari 8-bits only to face a lack of support from on high.

Atari surely had a larger 8-bit userbase for many years than its ST userbase, and yet that userbase was deliberately neglected.

Atari would have done better by giving its established 8-bit userbase a more compelling reason to either upgrade or stick with the 8-bit than estranging them and hoping for new users outside the Atari-faithful to buy the ST.

: The C=128 is a good example. It was a great 8-Bit-machine,
: but nobody cared, because there were the ST and the Amiga.

I think the better example would be the Apple IIGS. Apple knew they had some 8-bit maniacs out there who would not immediately buy Macs. The Apple IIGS was Apple's attempt to strain the II archetecture to the limit, and it's too bad that there was no similar attempt at 65816-based Atari or C= machine.

I think Atari wanted the Amiga to be 65816-based, which would have been better for backwards compatibility, but I can understand why the team wanted to stick to the 68000.

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== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
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==

705. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6a1ahg$a0s@nntp02.primenet.com>
Source record: 66914

The mortal Hans-Martin Krober wrote:
: Sorry, Curt, but you are missing a big point here. At that time Atari did
: not have the Sega lawsuit money yet. Sales of ST based machines were WAY
: down. They needed a new product fast. Of course, now it's easy to say that

When you are losing a chess game and you are sliding your king around to avoid a mate, should we not still blame the player for getting to that point? There are no convenient scapegoats here.

Atari had many opportunities to rebuild after the crash. Even the Lynx alone, if properly pushed, could have filled Atari's coffers enormously. But they played the game poorly and the Jaguar was the final gamble that did not pay off, like one pawn that got queened on the other side of the board only to be overwhelmed by the combined strength of the rest of the board.

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== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
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706. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6a1b65$ac3@nntp02.primenet.com>
Source record: 66915

There was an updated Antic designed, only it's not compatible with the Atari. It's in the Amiga. The only thing the Amiga can't do that the Atari 8-bit can do is hardware text modes. In general the graphics and sound hardware is a superset of the Atari 8-bits.

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== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==========

707. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6a1bj8$ag4@nntp02.primenet.com>
Source record: 66916

The mortal Lonnie McClure wrote:
: The 1090 bus might be more in the "pure Atari" spirit, but you'll be
: kept waiting while someone decides there is enough demand to warrant
: the time and money it will take to design and build the cards. With an
: existing bus, someone needs only decide the demand is there to do the
: software, as the hardware already exists.

Not only that, but existing PBI supercards like the MIO and BB would be rendered incompatible if expected to plug into a 1090XL. Both of them, I believe, assume that they will be the only PBI devices, which is why the BB won't operate with the modem and speech chip enabled on a 14xx series machine (both devices accessed via PBI address space).

If performance is necessary, the bus must be designed local to the CPU so that it is not limited by the 1.79mhz "chipram" bottleneck.

If the CPU is 14mhz, ISA would be too slow to maximize the potential throughput. Same would probably be true of the Apple II bus archetectures.

: I also agree with making at least standard 80-column text a standard
: feature, even if it was nothing more than monochrome (although

Hardware is the easy part. Software is the hard part. Give an Atari 8-bit a 16-bit CPU running real fast and you have the potential for a nice machine, but without a modern OS and apps, it's still a paperweight.

If you give it at least 640x480 256 colors and an ANSI C compiler you can port over Unix code. That's probably the only strategy that would work.

Otherwise all that power will go UNUSED.

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== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
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==

708. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6a1bn0$alv@nntp02.primenet.com>
Source record: 66917

The mortal Lonnie McClure wrote:
: Of course, even if it would work, I doubt it would be very easy to do
: a reasonably accurate emulation without the ANTIC specs that Atari
: lost with the VAX they sold.

I could ask Joe Decuir if he still has them. He still had chip plots of
the TIA.

: It would likely be more effective to simply add a second video
: processor, with its own memory, since new software would need to be
: written in either case to address the new features.

In which case you have an Atari 8-bit running new software that doesn't
really look or feel like an Atari 8-bit. No sprites, no display list.
Kinda takes the spirit out of the thing.

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== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==

709. Emulator Development

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Arie Trouw <atrouw@home.com>
Message-ID: <6a1jcj$e26$1@ha1.rdc1.occa.home.com>
Source record: 66918

Dear Programmer,

If you live in Orange County California and want to be a part of a
Shareware development group writing technologically advanced software,
I am looking for you.

The current project being worked on is an Atari 8-bit Emulator for Win32.

Member requirements:

1. Enjoy learning.
2. Be willing to work on your own, with a once a week group meeting.
3. At least 6 hours a week coding time for the project.
4. Know C/C++ (We are not teaching basic coding)
5. Familiar with Win32 programming. (Not a must).
6. Have own equipment to work on.

Groups can not be larger than 5 or 6 for a given project, thus I can not
accept all applicants.

If you are interested, please contact me at atrouw@etree.com or
atrouw@home.com for more info.

Arie Trouw

710. Re: You gotta love backward compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-19 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <rsRwt$zMyAZb@cc.usu.edu>
Source record: 66919

```
>> CTIA was the chip in the first 400s and 800s. Later (before
>> the XLs came out) GTIA was installed. Does anyone still have
>> a straight CTIA machine?
>

I have an 800XL that I bought from a friend when the memory chips in my old
one went bad. I was playing around in AtariBasic today, and noticed that I
couldn't access Graphics 9-15. I think this is because it is equipped with
a CTIA chip instead of GTIA, but I thought XLs were new enough to have the
new graphics chip. Also, it has all of those nice little bugs in the Basic
chip. It locks up sometimes when I am entering code, and 2^2 equals
3.999999996.
-Tom
```

711. Auction: Atari 8-Bit Assembler/Editor, AtariWriter, Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980120130300.IAA08375@ladder01.news.aol.com>
Source record: 66783

January Auction - Update 4

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Nintendo 64 - Complete in Boxes
N1. Mario Kart 64 (complete with box/instructions, excellent condition) -$24.95 min

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min

2. Zone Ranger. New in box (unsealed) -$9.95 min

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$3.95 awwatkin
4. Ballblazer (excellent label) -$1.95 min
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 min
7. Centipede (excellent label) -$1 peter papp
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 peter papp
11. Dreadnaught Factor (light label wear along edge) -$3.95 min
12. Frogger (very good label) -$1 min
13. Frogger II ThreeeDeep! (excellent label) -$9.95 awwatkin
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$3.95 min
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 peter papp
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 peter papp
21. Montezumas Revenge (excellent label) -$9.95 awwatkin
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$10 johngr
24. Ms. Pac-man (very good label) -$1 peter papp
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$1.95 min
27. Pitfall II excellent label) -$2.95 min
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 peter papp
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 min
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$1.95 min
36. Space Dungeon (excellent label) -$1.95 min
37. Space Invaders (excellent label) -$1 peter papp
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$4.95 tempest
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$1.50 min

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 min
43. Star Raiders single -$2 cf943
44. Centipede pair -$2 min
45. Space Invaders pair -$3 cf943
46. Missile Command pair -$2 min
47. Defender pair -$3 cf943

48. Galaxian pair -$2 min
49. Qix pair -$2 min
50. Frogger pair (excellent condition) -$5 cf943

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 min
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 min
64. Joust -$2 cf943
65. Jungle Hunt -$2 cf943
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$2 cf943
71. Mr Do's Castle -$1.95 min
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$1.95 min
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$2 cf943
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$2 cf943
84. Space Shuttle -$2 cf943
85. Star Wars Arcade -$3.95 min
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 min
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$6.95 bgomes

A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min
A6a. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$5.95 min
A7a Rescue on Fractalus! -$5.95 tempest

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64), Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$1.95 min
A23. Atari Standard Joystick (single) -$1.95 joseph red
A24. Atari Standard Joystick (single) -$1.95 tempest

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min

A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 min
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$4.95 bgomes
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 bgomes
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 bgomes

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$.75 jeremy
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$.75 cwilkson
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$.75 cwilkson
B9. Frostbite, Activision (colored) -$1.25 jeremy
B10. Hangman, Atari (small black, crushed/taped) -$.75 cwilkson
B11. Haunted House, Atari (b&w) -$.75 min
B12. Home Run, Atari (small black) -$.75 min
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 cwilkson
B15. Star Trek, Sega -$.75 cwilkson
B16. Star Wars Jedi Arena, Parker Bros. -$1.25 jeremy
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 min
B18. Stellar Track, Sears (small black) -$1.95 cwilkson
B19. Street Racer, Atari (small black) -$.75 min
B20. Super Breakout, Atari (colored) -$.75 min
B21. Superman, Atari (small red) -$.75 jeremy
B22. Surround, Atari (small black) -$.75 min
B23. Swordquest 1 Comic Book, Atari -$1.50 ebacher
B24. Swordquest Earthworld, Atari (colored) -$1.50 ebacher
B25. Swordquest Fireworld, Atari (colored) -$1.50 ebacher
B26. Tac-Scan, Instructions/Poster -$.75 cwilkson

B27. TAZ, Atari (colored) -$1.25 jeremy
B28. Tennis, Activision (colored) -$.75 min
B29. Towering Inferno, US Games -$.75 cwilkson
B30. Vanguard, Atari (colored) -$.75 cwilkson
B31. Video Chess, Atari (small black) -$.75 cwilkson
B32. Video Olympics, Atari (colored) -$.75 min
B33. Video Pinball, Atari (small colored) -$.75 min
B34. Warlords, Atari (colored) -$.75 min
B35. Warplock, Data Age -$.75 cwilkson
B36. Word Zapper, Vidtec -$.75 cwilkson
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 ebacher
B38. Yars Revenge, Atari (colored), some scores written in back -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822), The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2). -$6 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.), Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation), Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more). Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$5 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot), Creepy Music, more. Interfacing (Atari 850/Printers). Trapping a CLOAD. -$5 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included). New Products: Atari Pilot with Turtle Graphics. The Atari

Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's Guide To Painting with Atari Computer Color (with type-in Christmas Tree). Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari Gift Collection. -$5 ebacher

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program). Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$5 ebacher

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System). A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$5 ebacher

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section). APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$5 ebacher

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 min
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

712. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <En37tu.KxI@cix.compulink.co.uk>
Source record: 66784

In article <6a1a2h$9m8@nntp02.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> Atari would have done better by giving its established 8-bit userbase a
> more compelling reason to either upgrade or stick with the 8-bit than
> estranging them and hoping for new users outside the Atari-faithful to b
> uy the ST.

Europe was very different to the US. In the late 80's the ST was the 3rd best selling computer behind IBM & Compaq! Beat Apple and several other well known PC manufacturers.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

713. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Prominus@geocities.com
Message-ID: <34c4c052.3598942@news.pacbell.net>
Source record: 66785

On Tue, 20 Jan 1998 10:21:10 GMT, w-radish@inreach.com (Shawn the Touched) wrote:

>I've spent hours on the web, searching for a utility that'll let me compile a
>bunch of Atari binaries on my PC into the kind of megaimage that Yogi has put
>together. Imageman allows no more than the size of an ED diskette. Does
>anyone have such a utility?
>
>--Shawn the Touched
>-----
>White Radish is always looking for talented individuals who want to get into
>animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

This may be a lame way to do it, but what I did was take an original MegaImage (1,025 k, I believe) and delete all the files in it, leaving only the shell. Then I proceeded to fill it back up in a more orderly manner (i.e. alphabetically). If you would like, I can send you a copy of the empty Image, with I call SuperDisk.atr. And it does work, too. I've used it quite a bit. No problems yet. Of course, it doesn't have DOS on it, but I'm sure you could easily add your own to it if you need DOS on it.

------ Captain Vic ------

714. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980120170900.MAA10130@ladder02.news.aol.com>
Source record: 66786

The Memo Pad was just a thing to help someone get used to the Atari keyboard and editor without hurting anything. No "syntax error" or "bad command or filename" would occur. Once comfortable with the way the Atari editor worked, the old Basic cart or whatever could be plugged in.
It's funny, but I remember when VIC 20 computers first appeared in department stores and how customers would wonder what they were supposed to do with BASIC. "You mean I'm supposed to PROGRAM this thing? Yeah, right!" The masses were never interested in BASIC any more than they are interested in getting under the hood of the car.

Bostone1@aol.com

715. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6a2hjn$lot@news.acns.nwu.edu>
Source record: 66787
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34c40229.31765074@news.aatech.com>,
Kenneth Jennings <kenneth@daffy.aatech> wrote:
>On 20 Jan 1998 00:55:25 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:
>
>>In article <34c3ccc6.18095805@news.aatech.com>,
>>Kenneth Jennings <kenneth@daffy.aatech> wrote:
>>>On 19 Jan 1998 20:09:01 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:
>
>>You didn't say "people could then write programs which used the network
>>device." You said,
>
>> "If properly constructed, a net device would work with *existing*
>> Atari software"
>
>>with a strong emphasis on "existing". I was therefore wondering what
>>existing Atari software were you thinking of, specifically, to use with
>>the network device.
>
>And I said, any program that opens files on devices the way they're
>supposed to, through CIO. In general terms this describes almost
>any program on the Atari that loads and saves data.

You have still failed to give a specific example, but...

If I understand you correctly, you are implying that -- presuming that the program you are running (the word processor or whatever) doesn't conflict with your network driver -- a major use of a tcp/ip stack, in particular on an 8-bit home computer, is to remotely mount a filesystem.

And this is what you have been expending so much effort trying to argue?

Continuing, Atari users could then use this for... what? Is there really a need (or even a use) of any kind for a remote filesystem on the Atari? Is there such a strong desire to not have to save word processor files on a floppy disk?

Well that seems awfully silly.

Clearly the vast majority of people who use tcp/ip, and in particular SLIP/PPP (which is really what we are talking about here), have never once used a remotely mounted filesystem, or cared whether they could use their word processor or assembler over a network connection.

On the plus side, now that I (think I) understand what you are trying to say, I can go spend some time doing something useful.

-S

716. Auction on eBay: Atari 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: ejfeldhu@mtu.edu
Message-ID: <6a2md9$3tt$1@bumbletown.me>
Source record: 66788

In auction at ebay, a Atari 800XL computer up for auction. Just
tested and is fully functional. Email me with any questions.
See at

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=4601660

ejfeldhu@mtu.edu

717. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <885318651.252444676@dejanews.com>
Source record: 66789

In article <34C49859.86B178A1@ix.netcom.com>,
rsely@dhs.state.nj.us wrote:
> If someone knows of a mod that does this (run PC programs) I'd like to
> see it in action. I seriously doubt that a stock 8-bit could do it. The
> hardware and memory map are completely different.

Oh, it wouldn't be much harder than making a Mac or Alpha system do
it--it just wouldn't be tolerably fast... Those multiple-hour load times
are a pain.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

718. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <885321423.390397954@dejanews.com>
Source record: 66790

In article <6a18hfsrh3@sally.dma.org>,
Daniel Woodard <woodardd@dma.org> wrote:
>
>
> I'm curious, do you think that the Atari 800 could run some
> version of Win CE, the version of Windows that runs on those little
> palmtop things?

No... But Gryphon (the version of Windows to be used on the new Wallet
PCs) might be small enough to run on a machine with lots of extra RAM
added.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

719. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <885324064@stackbbs.xs4all.nl>
Source record: 66791

-=> Quoting Asharkis@erols.com to All <=-

As> About Pool Disk II -- does it appear to have enough material for a
As> double CD-ROM at this point? Can software still be sent? Every once
As> in a while I run across something that might be useful and if I could
As> sneak one more in, I'd like to.

We've got enough material to stuff 2 CD's (even more).
But that's because we probably have 1 CD full with Web pages.
We throw that in just for the fun of it. There are many Atarians who
don't have Web access (especially outside the US and Europe) and would
love to have a look at it. We can always throw some web pages away
(Jaguar or Lynx) and replace them by XL stuff. Everything is welcome.
We've received a lot, and the release date has shifted to the end
of Februari. We've received permission to scan the Mapping the Atari,
so that has to be done as well before that time. See if it will fit on
the CD...

Anyway, we're still on it.
Bo.

___ Blue Wave/386 v2.30

720. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34c5144c.476647@news.injersey.com>
Source record: 66792

On Tue, 20 Jan 1998 15:21:58 GMT, Prominus@geocities.com (Captain Vic)
wrote:

-On Tue, 20 Jan 1998 10:21:10 GMT, w-radish@inreach.com (Shawn the
-Touched) wrote:
-
->I've spent hours on the web, searching for a utility that'll let me
compile a
->bunch of Atari binaries on my PC into the kind of megaimage that
Yogi has put
->together. Imageman allows no more than the size of an ED diskette.
Does
->anyone have such a utility?
->
->--Shawn the Touched
->-----
->White Radish is always looking for talented individuals who want to
get into
->animation. Visit our regularly updated web site:
http://home.inreach.com/w-radish
-
- This may be a lame way to do it, but what I did was take an
-original MegaImage (1,025 k, I believe) and delete all the files in
-it, leaving only the shell. Then I proceeded to fill it back up in a
-more orderly manner (i.e. alphabetically). If you would like, I can
-send you a copy of the empty Image, with I call SuperDisk.atr. And
it
-does work, too. I've used it quite a bit. No problems yet. Of
-course, it doesn't have DOS on it, but I'm sure you could easily add
-your own to it if you need DOS on it.
-
- ------ Captain Vic ------

You need ADIR by Ivan Makintosh
Also you need APE by Steven Tucker
Ape created the image, ADIR imports/exports files from other ATR's.
Although I just use ADIR to extract files not to import. I just
copied from the PC mirror of Ape to the mega image mounted under
Mydos.

Incidentally I used that size so that the Mega ATRs would fit on a
1.44 floppy

721. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34d02b5e.44102998@news.inreach.com>
Source record: 66793

On Tue, 20 Jan 1998 15:21:58 GMT, Prominus@geocities.com (Captain Vic) wrote:

> This may be a lame way to do it, but what I did was take an
>original MegaImage (1,025 k, I believe) and delete all the files in
>it, leaving only the shell. Then I proceeded to fill it back up in a
>more orderly manner (i.e. alphabetically). If you would like, I can
>send you a copy of the empty Image, with I call SuperDisk.atr. And it
>does work, too. I've used it quite a bit. No problems yet. Of
>course, it doesn't have DOS on it, but I'm sure you could easily add
>your own to it if you need DOS on it.

Well, what did you use to delete and add files to it? That would be more
useful to me. Did you use APE?

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into
animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

722. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34ce2a2e.43798583@news.inreach.com>
Source record: 66794

On Tue, 20 Jan 1998 21:32:08 GMT, noone@nowhere.com (Yogi) wrote:

>You need ADIR by Ivan Makintosh
>Also you need APE by Steven Tucker
>Ape created the image, ADIR imports/exports files from other ATR's.
>Although I just use ADIR to extract files not to import. I just
>copied from the PC mirror of Ape to the mega image mounted under
>Mydos.
Okay, I'll look for those. I tried using ATREXTR to remove file from a
megaimage, but it didn't see or extract all the files. I'm attempting to
categorise the games according to ones that work, remakes of arcade games,
ones that I really like, and ones that are really stupid (Rescue of Blondell,
anyone?)

>Incidentally I used that size so that the Mega ATRs would fit on a
>1.44 floppy
Okay, so there's no real limit for an image, eh?

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into
animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

723. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6a3bdh$gi7@bgtnsc01.worldnet.att.net>
Source record: 66795

Daniel Woodard wrote:
>
> I'm curious, do you think that the Atari 800 could run some
> version of Win CE, the version of Windows that runs on those little
> palmtop things?
>
> Dan

If you re-write the whole os, sure it would. as those little palmtop
things are far far more powerful than an atari800.
--
Remove the extra "h" if you wish to reply.

724. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34c53622.46858502@news.inreach.com>
Source record: 66796

On Tue, 20 Jan 1998 21:32:08 GMT, noone@nowhere.com (Yogi) wrote:

>Ape created the image, ADIR imports/exports files from other ATR's.
>Although I just use ADIR to extract files not to import. I just
>copied from the PC mirror of Ape to the mega image mounted under
>Mydos.

Okay, I've tried APE, and I see that I need to actually use my physical Atari to do it. My real Atari is still up in the closet -- I've been using Atari emulators. There doesn't seem to be any way to use APE in conjunction with an emulator, so it seems I'm out of luck unless someone writes a utility that will extract or add individual files from a MyDOS-sized ATR. Then again, I could try using an emulated MyDOS to add and remove files from an existing megaimage.

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

725. WTB: Diamond cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bd25ec$854d7f00$27a563c3@fivvwrpw>
Source record: 66797

Anyone have a Diamond GOS cart for sale?

Email me with price and details.

Thanks

Jerry

726. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Fielding Mellish <fielding@bananas.com>
Message-ID: <01bd25ec$e0840560$27a563c3@fivvwrpw>
Source record: 66798

Easiest way is to grab a copy of APE and use it to create a megaimage .ATR file of any size up to 16Mb.

Hope that helps

Fielding

727. animation station touch pad

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <885344474.1569390593@dejanews.com>
Source record: 66799

Anybody know if the commodore Animation Station touch tablet can be
used with the Atari 8bit line?

cy

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

728. For Sale: Boxed 8bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6a3km6$4v$1@newsd-123.bryant.webtv.net>
Source record: 66800

I would like to sell the following Atari 8bit software:

Crossfire: tested 32k Diskette with manual and original packing. A maze shoot-em-up. $3.95.

Labyrinth: 16k cassette with manual and original packing. Haven't tested it, but it's all in good shape and (according to the box) is guaranteed forever by Broderbund. $3.95.

Upper Reaches of Apshai: 32k diskette with manual and original packing. An expansion module for Temple Apshai. $1.95.

Timeworks Electronic Checkbook: tested 48k diskette with manual and original packing. Balance your bank account. $3.95.

Zaxxon: 16k cassette with manual and original packing. All in good shape, a sega translation by DataSoft. $3.95

vs

729. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2001982240330001@port310.bitstream.net>
Source record: 66801
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34C3DB03.414@this.time>, Murph <Not.Available@this.time> wrote:

> Wow... You guys seem to have had quite a collection! I can't even
> remember all the computers I've had, but most of them weren't supported
> very long! (Dang the luck!) Here's my list (see if you remember

...

> it's pretty sad! I've had the Fairchild, Atari, Intellivision,
> ColecoVision, Atari 5200, Nintendo, Sega Master System, Genesis, Snes,
> Jaguar, 3DO, Oddessy, GameBoy, Game Gear, Turbo Graphix 16, and more!
> Even sadder, I still have most of these!

ZX80 (sold)
Atari 400
Atari 800
Atari 800xl
Mac (the original) (sold)
Mac Plus (sold)
Mac II (sold)
ZX81
Mac IIcx (sold)
Quadra 840av
PowerBook 140 (sold)
PowerBook 160 (sold)
PowerMac 7100/66
PowerBook Duo 250
PowerMac 7500/100
Newton 110
Compaq Portable (one of the early ones)
PowerMac 7600/132 (2)
Zeos Ambra (25mhz 486 PC) (for APE :-)

I guess I'm kind of a Mac fan (I'm a professional graphic designer), but I
dearly love my old Ataris...

Mark

730. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <O3xihciJ9GA.333@nih2naab.prod2.compuserve.com>
Source record: 66802
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I'll give you $50 for that ST setup, could use it until my 4 meg ST
gets repaired. I need a 1050 for my 800xl, otherwise all my machines
get used. Once I've found a good house to rent, I'll have my BBS
back up on this TT/030.
--
"You are not ready for Immortality" Kosh on Babylon 5

731. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: "ssimons@telusplanet.net" <ssimons@telusplanet.net>
Message-ID: <34C536E6.5B40@telusplanet.net>
Source record: 66803

You suck

get lost

ï¿½snakeï¿½

732. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1495.0009732C@condor.circa.ufl.edu>
Source record: 66804

In article <34BCAA3C.184E907D@ix.netcom.com> Robert S Ely <rely@ix.netcom.com> writes:

>> 3) Is there any way I can get my hands on a BASIC cartridge for the Atari
>> 400? I can get access to an EPROM burner, so if the ROM image is
>> available on the 'Net I can burn a ROM and put it in an old 2600
>> cartridge (assuming the pinouts are the same). Alternatively, is there
>> anywhere I can buy a BASIC cartrige for the 400 (somewhere in Australia
>> would be nice).

> Atari BASIC carts are available from B&C Computervisions at
>www.myatari.com. They also sell OSS BASIC XL and XE carts. I happen to
>like these better (my opinion).

You should point out that BASIC XE won't run on an Atari 400.

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

733. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <34C4C245.694158F8@sprynet.com>
Source record: 66805
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Robert Gonzalez wrote:
>
> In article <6a0bst$kgf@news.acns.nwu.edu>, Stephen Judd wrote:
> >In article <34c39d26.5902210@news.aatech.com>,
> >Kenneth Jennings <kenneth@daffy.aatech> wrote:
> >>
> >>GEOS is another OS that happens to run on the C64 hardware.
> >>...Its not C64 compatible.
>
> GEOS was DEVELOPED for the 64 and ported to other platforms.

I think "port" is too strong a word about what happened to GEOS between platforms. Mainly because you can't share files between say, GEOS 64/128 with GEOWORKS on the PC.

I think this software was ported in name only.

Geoff!

734. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6a0slt$ce@news.acns.nwu.edu>
Source record: 66920
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34c3ccc6.18095805@news.aatech.com>,
Kenneth Jennings <kenneth@daffy.aatech> wrote:
>On 19 Jan 1998 20:09:01 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:
>
>>>GEOS is another OS that happens to run on the C64 hardware.
>>>...Its not C64 compatible.
>
>>Absolutely classic.
>
>"C64" is a description of the entire computer; hardware, OS, RAM,
>everything that this entails, not merely the label on the case. GEOS

And GEOS runs on that specific computer.

Your argument is academic, polemic, pointless, and totally unconvincing to
every single reader of this thread. Moreover, by being so intransigent
you are making yourself look extremely foolish to hundreds if not thousands
of people around the world. Why?

>>>mechanism could work with any language on the Atari. If properly
>>>constructed, a net device would work with *existing* Atari software
>>>just like any other device.
>
>>Which software were you thinking of, specifically?
>
>Any program that uses the CIO the way it is supposed to. i.e. just about
>any programming language that currently exists for the Atari 8-bits could
>be used to write programs that use the net.

You didn't say "people could then write programs which used the network
device." You said,

"If properly constructed, a net device would work with *existing*
Atari software"

with a strong emphasis on "existing". I was therefore wondering what
existing Atari software were you thinking of, specifically, to use with
the network device.

>>You do a disservice to the Atari community.
>
>I think not.

I not only think so, I know so.

The Atari community needs coders, not academics.

-S

735. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c40229.31765074@news.aatech.com>
Source record: 66921
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 20 Jan 1998 00:55:25 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:

>In article <34c3ccc6.18095805@news.aatech.com>,
>Kenneth Jennings <kenneth@daffy.aatech> wrote:
>>On 19 Jan 1998 20:09:01 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:

>>>>GEOS is another OS that happens to run on the C64 hardware.
>>>>...Its not C64 compatible.

>>>Absolutely classic.

>>"C64" is a description of the entire computer; hardware, OS, RAM,
>>everything that this entails, not merely the label on the case. GEOS

>And GEOS runs on that specific computer.

>Your argument is academic, polemic, pointless, and totally unconvincing to
>every single reader of this thread. Moreover, by being so intransigent
>you are making yourself look extremely foolish to hundreds if not thousands
>of people around the world. Why?

Fine, you win. GEOS is merely a very large proprietary program loader
with a GUI for the purpose of running custom written programs conforming
to its API. (Which generally describes quite a few operating systems.)

>>>>mechanism could work with any language on the Atari. If properly
>>>>constructed, a net device would work with *existing* Atari software
>>>>just like any other device.

>>>Which software were you thinking of, specifically?

>>Any program that uses the CIO the way it is supposed to. i.e. just about
>>any programming language that currently exists for the Atari 8-bits could
>>be used to write programs that use the net.

>You didn't say "people could then write programs which used the network
>device." You said,

The programming languages were an example, since most that I'm aware of use
CIO behind the I/O commands they provide. Continuing in the reading, the
next example is of a net device allowing NFS device handling as if it were
just another disk i.e. D:

> "If properly constructed, a net device would work with *existing*
> Atari software"

>with a strong emphasis on "existing". I was therefore wondering what
>existing Atari software were you thinking of, specifically, to use with

>the network device.

And I said, any program that opens files on devices the way they're
supposed to, through CIO. In general terms this describes almost
any program on the Atari that loads and saves data.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

736. Re: More Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19980120034301.WAA23160@ladder01.news.aol.com>
Source record: 66922

>Subject: Re: More Atari 8-bit Hardware
From: kenames@inreach.com
Date: Sun,
>18 Jan 1998 18:57:01 GMT

On Thu, 15 Jan 1998 23:55:13, BobKlaas
><bobkla19@sisna.com> wrote:

< Snip>

> 4-ea Atari 1050 disk drive, power supply and sio cable $20.00ea
>shipping
> included
>
<Snip>
>
> These computers and disk
>drives come from a school district may have the
> school name engraved in
>case, come with video cables and sio cables
> along with 30 day gurantee.
>
>bob
>

are those 1050 drives stock? I am looking for a dsdd
>drive.

You won't find any 2x sided 1050's unless you use flippy disks. 2x density
is available in several flavors. However since Bob made mention that these came
from a school, that's not a very good probability.

If you really must have dsdd then look for an xf551. Either 5 1/4", or 3
1/2. That will give you the dsdd if used with a Dos that supports that drive
configuration.

Ken

737. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980120034700.WAA03418@ladder02.news.aol.com>
Source record: 66923

Well SWP used to sell the ATR8000 with a Co-Power-88 upgrade which would allow you to run a some MS-DOS programs on your Atari, otherwise you could run (with 64K) CP/M programs.

Atari had listed as one of future PBI expansion cards for the 1090XL an 8088 card, so IBM compatibility was available and would have been available from Atari itself.

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

738. Wanted: communications program!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <6a184psrh2@sally.dma.org>
Source record: 66924

I've got the pac-man cart to trade

Dan

739. Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <6a18hfsrh3@sally.dma.org>
Source record: 66925

I'm curious, do you think that the Atari 800 could run some
version of Win CE, the version of Windows that runs on those little
palmtop things?

Dan

740. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6a1fg6$42j$1@flood.xnet.com>
Source record: 66926
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Kenneth Jennings (kenneth@daffy.aatech) wrote:
: On the C64 programmers are used to ignoring the OS, because there is
: so little OS to ignore.

Haven't you been given a C64 Kernal lecture yet? I am not qualified to
give it to you, but there's an awful lot going on in there.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

741. Re: More Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34C44A67.45550C19@kaa.bbn.hp.com>
Source record: 66927

> > The A.B.B.U.C. is still producing them and they only cost ~DM 50,-.
> Thanks for the info Frank, but could you translate "DM 50" into US
> dollars?

You don't have a television?
O.K. DM 50,- is ~$30.

Tschuess,
Frank

742. Marie chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2en23sgz6.fsf_-_@caligula.srv.net>
Source record: 66928

Curt Vendel <webmaster@atari.nu> writes:

> however it would have been interesting to see if Warner had held
> onto Atari's computer and video games divisions if the MARIE chip from
> the 7800 would have been adapted to the XL series or used on a card for
> the 1090XL Parallel Bus Box. The Marie had 320X242 resolution, it was
> faster and had unlimited sprites and more colors, in general it was a
> 2nd generation Antic/GTIA combo chip.

If I recall correctly, the Marie is a sort of second-generation ANTIC
for the 2600's TIA, but I could be wrong.

I think Atari's plan was to come out with an expansion box for the
7800 that would make it into a second-generation 8-bit Atari computer.
Not too surprising that never happened.

Brent

743. How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34c47a60.3619226@news.inreach.com>
Source record: 66929

I've spent hours on the web, searching for a utility that'll let me compile a bunch of Atari binaries on my PC into the kind of megaimage that Yogi has put together. Imageman allows no more than the size of an ED diskette. Does anyone have such a utility?

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

744. Re: 8bit Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.885295546@math.tu-berlin.de>
Source record: 66930

Hi!

velcro_spy@webtv.net writes:

>Is there a compiler to create faster running versions of Atari Basic
>programs? When I had an Amiga I felt really empowered by the speed of
>the compiled programs I was able to get. (I am only a Basic programmer)

>When I was a kid I wrote some strange things for Atari 8, but the
>slowness was a disadvantage. Any compilers out there?

I know of two compilers (even though there might be more). There's first the turbo basic compiler that puts turbo basic (a super set of atari basic, it's backwards compatible) into machine language. The output must be loaded from the runtime stack, it was not possible to create standalone binaries. It supported almost every instruction (except LIST, ENTER and such) and floating point but included a couple of bugs.

Secondly, there's the ABC basic compiler. It compiles atari basic (no turbo) to a pCode which is interpreted by a runtime library which is linked to the final binary. The run-time interpreter is rather fast, much faster than the actual basic interpreter. The bad part about it is that it supports only integers, no floating points. Anyways, this compiler has become very popular, as quite a lot of Microprose games have been written in basic and compiled with it (including F15, Solo Flight and many others). The main idea why to use compiled basic for games was that the pCode was not very readable and the copy protection could be hidden in the basic source. The compiler itself is written in basic, too, and compiled with itself. Should be possible to adapt this compiler to turbo basic by changing the source code a bit and by extending the pCode interpreter...

There's been a third basic compiler that supports floats, too, was able to compile atari basic only and to create binaries without the need for a runtime library (it was linked to the compiled code, obviously). I forgot its name, however... sigh.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

745. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6a24tnrgv1@news.campus.mci.net>
Source record: 66931

On 18 Jan 1998 13:36:54, Michael Schoedel wrote:
->Bob, with our venerable old Ataris getting older all the time, I've been
->painfully aware of how hard it is to keep a BBS running old the older
->equipment. Hardware failures and difficult backups make it hard to keep
->things going. I think that what we need is a PC version of PRO that has
->the same look and feel of the Atari version, and includes ATASCII
->emulation along with the ANSI and RIP that the PC users look for. Could
->we encourage Tom Hunt a,d possibly others to collaborate on such a
->project? I am willing to offer my services as a beta tester for it.
->What do you think?

Hmm...just wondering, does the 8-Bit version of Express look/feel anything
like the ST version? If so, why not just go that route. Fairly recent hard
-ware is still available, and you would still be able to run on our Atari
equipment. BBS Express! ST is still supported by Rich Sanchez, and the
latest release is upto v1.98a...

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

746. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34C49859.86B178A1@ix.netcom.com>
Source record: 66932

velcro_spy@webtv.net wrote:
>
> This is a real good constructive group, for getting 8bit users the
> answers they need. I found out there's a hack to modify an Atari XF551
> disk drive to "3.5 (but will it use the added capacity under standard
> OS) and that there is indeed an Atari basic compiler (ABC or Turbo) to
> speed up those old basic programs that we all did with the help of a
> runtime library.
>
> So here's question #3: Wasn't there an MS-DOS emulator for the Atari
> 8bit computer which would actually run the crudest an oldest of MS-DOS
> programs on the Atari? I swear I've heard of it somewhere.
>
> vs

Velcro,
I've never heard of this one. What I have heard of are various methods
of reading MD-DOS disks. One of these uses the Happy Drive system and
WarpDOS. I've seen but never tried any of the software only ones. I
believe that the CSS Blackbox with enhancements can also do this, but
actually running PC software on the 8-bit... I don't think so. You
could, however, run some MS-BASIC programs using the Atari MS BASIC
Language Cart., but even that would be a minute selection of programs.
If someone knows of a mod that does this (run PC programs) I'd like to
see it in action. I seriously doubt that a stock 8-bit could do it. The
hardware and memory map are completely different.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

747. Re: wtb: carts for XE game sys

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C6727C.EF18AE1B@erols.com>
Source record: 66683

Andy2L wrote:

> I'm looking for cartridges w/ manuals for a XE gaming system.
> I have a gun and a joystick with it. But currently only have two
> games. Can you
> hook up other things to it, like printers and disk drives?
> Thanks,
> Andy (andy2L@aol.com)

Yes Andy its a 64K computer, and with the proper interfaces you can
hook
most accessories, use most software that will run on most Atari systems.

Even the translator program will allow operation of older 800 software
that wont run its own.

Call B&C Computervisions (web site) or BEST electronics and empty your
wallet
and be prepared for sessions lasting till 3AM! (yipee!)

Pat.

748. Re: Atari Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C6739D.4941A7D8@erols.com>
Source record: 66684

Lorne Hunsberger wrote:

> Where can I buy atari paddle controllers?

Try B & C Computervisions (they have a web site)

749. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34C644B7.427BD505@atari.nu>
Source record: 66685
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Bryan,

Your idea is correct, just like the 850 autorun device load which gives the Atari OS R1: through R4: rs232c devices, N1: through N4: could be installed and used a SLIP devices, perhaps a modification of the R: could be done to introduce the SLIP protocol onto the serial ports. This should be possible, I think what we need to do is track down some ex-device programmers, anyone wanna see if Bob Puff may be interested in this, hey where Keith Ledbetter (somethink like that). (Tom Harker from ICD is "THE" hardware hacker, look at all the devices he's done for 8bit, ST and Jaguar, if someone could do it, I bet he could)

Curt

750. WTB: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: rrumpf@postbox.acs.ohio-state.edu
Message-ID: <rrumpf-2101981437050001@128.146.74.139>
Source record: 66686
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

Does anyone have a used Portfolio they're willing to sell, or know where I
can find one? TIA...

****
* Dr. Robert Rumpf - rumpf.1@osu.edu - http://www.marcon.org/users/bob *
* *
* It is by caffeine alone that I set my mind in motion *
* By the beans of java, my thoughts acquire speed *
* The hands acquire the shakes, the shakes become a warning *
* It is by caffeine alone that I set my mind in motion *
****

751. Re: Why can't I write with ATARI800WIN?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Alan Hagge <hagge@averydennison.com>
Message-ID: <01bd26ac$46480f80$35015d90@hagge.research.avery.com>
Source record: 66687

FYI, It's not an isolated incident on your machine. I have the same problem. I sent e-mail to the author a month or so ago, but have yet to receive a reply. Can anybody else verify the problem and/or suggest a cure?

Alan

Brad <corbuloNOSPAM@mindspring.com> wrote in article <34BD0AC3.2E2054A6@mindspring.com>...
> -- Lurk off --
> I'm back after a short (14 year) hiatus.
> I've just found the ATARI800WIN emulator.
> But I can't get it to write to ATR files. (no copy, no format, no write
> dos, no nuthin')
> I've tried it with several ATR's, Dos and Rom combos and even on
> different PC's.
> Seems to read ok, just no write.
>
> --
> Later,
> Brad

752. Databyte on WWW

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Matthias Faust <matzi@computer4u.com>
Message-ID: <34C65EF9.F63FD33D@computer4u.com>
Source record: 66688

Hi everybody...

we have changed our Web-Site...

Now you can reach the DATABYTE Homepage at

http://databyte.www-discount.de

(If you have problems with this adress, try http://194.231.202.25)

Now you can download the complete Atari XL/XE archives from the Databyte
BBS at our Web-Site.

Greetings from Hamburg, Germany,

Matthias Faust

---
eMail: info@databyte.hh.uunet.de

753. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34c66ec4.40968913@news.inreach.com>
Source record: 66689

On Wed, 21 Jan 1998 14:24:52 GMT, Prominus@geocities.com (Captain Vic) wrote:

> Anyway, answering your second question, first I created the
>empty shell of the Mega Image. Then I made copies of it. I am using
>XL-It!, so what I did was, I put a normal DOS disk in Drive 1, I put
>the empty Mega Image in Drive 2, and in Drives 3-8 I put in different
>full MegaGame Images.
> Then I simply copied files from Drive 3, for example, to Drive
>2. Example: C [return] D3:SPINVADRS, D2:

That's basically ended up doing as well, and it's working fine. Thanx for
your help.

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into
animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

754. Re: Atari 800 Operating System

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd26b5$3c6aa500$b0f7c9c7@dangermouse>
Source record: 66690

tpiatk@cyberspc.mb.ca wrote in article <34C6597E.FAD@cyberspc.mb.ca>...
> Hello. I'm what to know what chips make up the ATari 800 operating
> system and where they are located as well as where the Atari 1200XL
> Operating system is and where it is located since I hate the 1200XL
> operating systems and I want to replace the Operating system with the
> Atari800 one.
> As well Where the microchip containing Basic is located.
>
> Thanks, Tom
>

Tom,

check out http://www.atari.nu/1200xl.htm for a complete description of
how to install Atari 400/800 ROMs in a 1200XL by Brent Borghese.

Curt Vendel's site also has Bob Wolley's PBI upgrade, which shows you how
to install an XL/XE ROM so that you can still use the full 64K RAM and
even the HELP and F-keys. Bob Wolley even shows you how to install the
XL/XE BASIC chip so you can power up OPTION-key style :)

Have fun.

Graham

755. Dealer web sites

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980121221501.RAA01323@ladder01.news.aol.com>
Source record: 66691

FYI:
B&C Computervisions is at http://www.myatari.com
Toad Computers is at http://www.ataricentral.com

Bostone1@aol.com

756. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Jeff.Thomas@f823.n2424.z1.fidonet.org
Message-ID: <b42_9801211715@tor250.org>
Source record: 66692

JS>I want to learn assembler. I need to learn more about the hardware
JS>though. I would appreciate any advice/info you can give me.

If you're looking for good sources of info about the Atari 8-bit hardware, and how to write assembler for it, you might want to try a few of these sources.

"The Atari System Reference Manual" is a text file that's been floating around for sometime now. There's a copy of it on many of the technically oriented, 8-bit Atari websites. It has very comprehensive details on almost every inch of the Atari 8-bit. It's a good alternative to books like "Mapping the Atari", or "De Re Atari", although having these are good if you can find them.

Also if you can find it, get "Assembly Language Programming for the Atari Computers" by Mark Chasin. It's such a small little book, but the information inside is worth it's weight in gold. It has lots of info on doing graphics and sound in assembly, plus an excellent section on accessing the CIO, and writting custom device drivers.

Other stuff that's good is the magazines Compute!, Analog, and ANTIC. Analog magazine had a whole series on assembly language programming on the 8-bit called Boot Camp. It went over tons of material on many different topics. Compute! also released a raft of excellent books on the topic of programming the Atari 8-bit.

The best place to find the old magazines, and books, are at Atari user group flea markets, library booksales, and garage/lawnsales. Also if there are some discount computer book stores in your area, you could dig around in them too.

Later...

SLMR 2.1a It's only a hobby ... only a hobby ... only a
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.gryn.org" for details.

757. 8bit Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Jeff.Thomas@f823.n2424.z1.fidonet.org
Message-ID: <b43_9801211715@tor250.org>
Source record: 66693

VE>Is there a compiler to create faster running versions of Atari Basic
VE>programs? When I had an Amiga I felt really empowered by the speed of
VE>the compiled programs I was able to get. (I am only a Basic programmer)

VE>When I was a kid I wrote some strange things for Atari 8, but the
VE>slowness was a disadvantage. Any compilers out there?

Mostly commercial stuff no longer sold. Stuff like MMG, and ABC compilers
work with Atari Basic.

There's also Turbo BASIC which is freely available, but the compiled code
isn't a stand alone executable, it needs a runtime to be run first. It's
kind of a pain to have to run a runtime, and then guess what and where a
file is located. It also has trouble with Sparta DOS. The version patched
for Sparta DOS doesn't come with a compiler.

BASIC XE provides a way of speeding things up too, although it's not a
compile. Just some fancy tricks with memorizing what address each subroutine
is at.

Later...

SLMR 2.1a It's only a hobby ... only a hobby ... only a
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.gryn.org" for details.

758. Re: Indus GT drive PS ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Einhard <dfuller@csc.mc.edu>
Message-ID: <6a5seo$s4b$2@ox.mc.edu>
Source record: 66694

Bryan Edewaard <bryede@emi.net> wrote:
> They take a 12VDC supply (tip positive). I don't know if they're
> protected against an AC brick, though.

Heh...here's hoping! I was able to pull it out of the wall fairly quickly,
so maybe it's still ok. Thanks everyone for the emails/posts...very much
appreciated!

-einhard

759. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6a5s9a$ejf@news.acns.nwu.edu>
Source record: 66695
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34c6202a.2899555@megsnews.megsinet.net>,
Bryan Edewaard <bryede@emi.net> wrote:
>On 20 Jan 1998 00:55:25 GMT, judd@merle.acns.nwu.edu (Stephen Judd)
>wrote:
>
>>Your argument is academic, polemic, pointless, and totally unconvincing to
>>every single reader of this thread. Moreover, by being so intransigent
>>you are making yourself look extremely foolish to hundreds if not thousands
>>of people around the world. Why?
>
>1st of all, Noah's comebacks are much wittier.

It is not a comeback, as there was nothing to "comeback" to. And I did not
intend to be witty, but to make a statement of fact.

Would *you* seriously argue that GEOS 64 is not C-64 compatible? Across
multiple postings?

>I'm gonna stick up for Kenneth here. On the Atari, we have device
>drivers that add functionality to the system. Once a driver is
>installed, any program that wishes (including BASIC ones) can open a
>channel to that device and talk away. It's like the ,8 or ,9 disk
>drives on the C64, you just add a letter. Existing ones are things
>like K: (keyboard),

Device 0

>S: (screen),

Device 3

>E: (fullscreen editor)

Not meaningful on the 64

>P: (printer),

Device 4

>D#: (disk drive)

Devices 8-14

>R: (RS-232)

Device 2

>This is an advanced concept that

Suuuuuper-advanced.

>the 64 doesn't support with its kernal

Really!

(...A thousand possible ironic comments pass through my head... ;-)

I think your words speak for themselves.

>>with a strong emphasis on "existing". I was therefore wondering what
>>existing Atari software were you thinking of, specifically, to use with
>>the network device.
>
>Although it's possible there is existing software that would work with
>a net device (DOSes would see it, and possibly an existing terminal
>program), it certainly wouldn't be the primary reason for doing it.
>You'd want to write "N: device aware" stuff. The best way to put it
>would be that you could communicate with it using existing code since
>it uses the standard IO interface.

I must not be being very clear. What existing code were you planning on
using? A program name, a code fragment, anything.

To put it another way: let's say this TCP/IP program didn't use the normal
super-advanced device system. What is the practical effect on programmers
or users?

I have a second, somewhat related question. When you install one of these
new drivers, where on the system does it reside? That is, is there a special
area of memory set aside for drivers, that normal programs never use?

>>The Atari community needs coders, not academics.
>
>Coders who understand interfacing to the system.

Unfortunately it doesn't seem to have much of either.

-S

760. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6a5t4h$euu@news.acns.nwu.edu>
Source record: 66696
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34c624cd.4086658@megsnews.megsinet.net>,
Bryan Edewaard <bryede@emi.net> wrote:
>On 20 Jan 1998 06:16:38 GMT, jcompton@typhoon.xnet.com (Jason Compton)
>wrote:
>
>>Kenneth Jennings (kenneth@daffy.aatech) wrote:
>>: On the C64 programmers are used to ignoring the OS, because there is
>>: so little OS to ignore.
>>
>>Haven't you been given a C64 Kernal lecture yet? I am not qualified to
>>give it to you, but there's an awful lot going on in there.
>
>Here it is:

Actually that's half of the system ROMs. The other half is at $A000.
$0000-$03FF contains the important kernal variables/locations.

Most of the routines you listed are never used by a typical program.

>Note that this is a closed OS.

?

>Routines are accessed not by passing parameters

?

>but by jumping to physical routines.

Hmmmm... jumping to subroutines has never presented a major challenge to most
programmers that I know of.

>Any patches to the
>OS must be made by intercepting calls at the jump table.

Actually it works quite differently. Many routines are vectored through
memory locations beginning at $0300. This is why extending the system --
replacing load code, adding BASIC commands, changing the system interrupt --
is so simple.

-S

761. Atari Equipment for sale.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: terry ortman <Use-Author-Address-Header@[127.1]>
Message-ID: <19980121.181412.7735.4.ortman3@juno.com>
Source record: 66697

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

To order with Checks by Phone, please fill out the below and send it as mail to the SysOp or email to ortman3@juno.com

---

FONE-CHEX TRANSMITTAL FORM (Add $1.00 for check processing)

CHECK#_____ Customer Name:_____
(as it appears on check)

Routing Number: |: __ __ __ __ __ __ __ __ __ |:

Bank Name & City:_____

Account Number:_____

Draft Memo:_____ Amount:_____

Fax completed form to (217) 423-7430

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

762. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <34C6C07E.335@li.urp.edu.pe>
Source record: 66698

Dhor wrote:
>
> > But MOD's can be replayed directly on the Atari 8-bitters also. The
> > Gatekeeper from the Netherlands coded such a player some years ago, and
>
> There is new player, Inertia 1.45, which plays 4channs mods without any
> conversion. Well, it plays 8bit samples quality, if you have installed

Hmmm... this reminds me I must resume work on that MIDI-player!
Anyone wanting to help?


```
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. /|| "-... . |_|.L\ Marco Antonio
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' \||______,--' mailto:JTKirk@usa.net
mailto:JTKirk@HoTMaiL.com
mailto:mcheca@li.urp.edu.pe
http://www.GeoCities.com/Hollywood/2645
```

763. Re: Atari Equipment for sale.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <X8rx0Q9wp36N092yn@kenton.com>
Source record: 66699

```
In article <19980121.181412.7735.4.ortman3@juno.com>,
terry ortman <ortman3@juno.com> wrote:
> ATARI Equipment, MUST SELL!!!

Oh no!!!

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****
```

764. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6a6oqtfcr1@gte1.gte.net>
Source record: 66700

Jeff Thomas wrote:
>
> JS>I want to learn assembler. I need to learn more about the hardware
> JS>though. I would appreciate any advice/info you can give me.
>
> If you're looking for good sources of info about the Atari 8-bit hardware,
> and how to write assembler for it, you might want to try a few of these
> sources.

> Also if you can find it, get "Assembly Language Programming for the Atari
> Computers" by Mark Chasin. It's such a small little book, but the
> information inside is worth it's weight in gold. It has lots of info on
> doing graphics and sound in assembly, plus an excellent section on accessing
> the CIO, and writting custom device drivers.

I just picked the book at my library today. you're right its super!

> Other stuff that's good is the magazines Compute!, Analog, and ANTIC. Analog
> magazine had a whole series on assembly language programming on the 8-bit
> called Boot Camp.

Thanks. I just downloaded all the antic .atr files and theres some great
stuff in there.
take care

765. FS: Atari 400/800/ST Cartridges/Disk/Books/etc

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2211.00A823C9@cet.com>
Source record: 66701

SteveR's Classic Cartridges 1/20/98
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Visa, Mastercards, Cash and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or http://www.cet.com/~steverd/index.html

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works

BOOK: ATARI Games & Recreations 338 pages $7.00
1000E Modem by Supra $15.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX853 - 16K-RAM $5.00 (3)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $6.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)
Atari Writer $4.00 (1)
Arcade II $1.50 DISK
Basic Computer Language $1.50 (5)
Basic XL $10.00 Cartridge Only
Biorhythm 8k & 16k $2.00 on Cassette
Centipede $3.00 (3)
Delta Drawing $3.00
Educational System $3.00 Cartridge Only

Face Maker $3.00 NO LABEL
Frogger $6.00 With BOX
Intro to Graphics $1.00 CASSETTE
Intro to Sounds $1.00 CASSETTE
Invitation to Programming $1.00 CASSETTE
Kinder Comp $10.00 Case/Box, Docs inc
Mailing List/General List $1.00 Cassette
Music Composer $3.00 (3)
Pac-Man $3.00 (3)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $1.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $1.00 DISK
Star Raiders $2.00 (7)
StarBowl Football $3.00 on Cassette by Gamestar
Stratefgy Simulations $1.00 DISK
Submarine Commander $18.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $1.00 WASTED Label/Didn't work in testing
Wrting Programs $1.50 TWO CASSETTES

MISC Manuals $1.00 EACH unless otherwise Noted
------------ (USED CONDITION)
400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Star Raiders
400/800 Super Breakout

400/800 Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari Basic 180 pages, 1983 $7.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---
*HARDWARE

Computer Eyes $15.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $5.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $9.00

*Original Disks $2.00 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Cyber Paint 2.0 $4.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)
Iron Lord (3 Disk)
OIDS (Or something like that?)
Populous

Tower Toppler

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $10.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $2.00
Specrum 512 $2.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $3.00
(250 pages, Integrated Spreadsheet)

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS

Contact: Night Prowler

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

766. Re: Atari True-type font!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R2101982308130001@nntp.ix.netcom.com>
Source record: 66702

In article <6a5dsl$r98$1@plug.news.pipex.net>, "Gareth Davies"
<garethd_@dial.pipex.com> wrote:

>Alan Sharkis wrote in message
><01bd268f$1d962580$fac2accf@asharkis.erols.com>...
>>Not likely, Pat! One look at the monitor would give it away. A blue
>>screen, 40 columns and that characteristic Atari font (which I'm going to
>>try to reproduce as TrueType) are just too much of a giveaway!
>>
>
>Brilliant idea! I'ld love to get my hands on an Atari tt font - do you need
>any help to do it?
>
>Gareth Davies
>
>
>To reply remove the underscore from the repl-to address.

I remember downloading an Atari typeface for the Mac.. It may have been a
bitmap font, however. I have it around here somewhere...

767. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34c63f5a.151146433@news.pressenter.com>
Source record: 66806

On Tue, 20 Jan 1998 07:28:09 -0500, Robert S Ely <rely@ix.netcom.com>
wrote:

[velcro_spy@webtv.net wrote:
[>
[> This is a real good constructive group, for getting 8bit users the
[> answers they need. I found out there's a hack to modify an Atari
XF551
[> disk drive to "3.5 (but will it use the added capacity under
standard
[> OS) and that there is indeed an Atari basic compiler (ABC or Turbo)
to
[> speed up those old basic programs that we all did with the help of
a
[> runtime library.
[>
[> So here's question #3: Wasn't there an MS-DOS emulator for the
Atari
[> 8bit computer which would actually run the crudest an oldest of
MS-DOS
[> programs on the Atari? I swear I've heard of it somewhere.
[>
[> vs
[
[
[Velcro,
[I've never heard of this one. What I have heard of are various
methods
[of reading MD-DOS disks. One of these uses the Happy Drive system and
[WarpDOS. I've seen but never tried any of the software only ones. I
[believe that the CSS Blackbox with enhancements can also do this, but
[actually running PC software on the 8-bit... I don't think so. You
[could, however, run some MS-BASIC programs using the Atari MS BASIC
[Language Cart., but even that would be a minute selection of
programs.
[If someone knows of a mod that does this (run PC programs) I'd
like to
[see it in action. I seriously doubt that a stock 8-bit could do it.
The
[hardware and memory map are completely different.
[--
[Robert S Ely --- Communications Systems Technician
[rsely@dhs.state.nj.us -or- rely@ix.netcom.com
[====|||====Atari 8-bit user since 1982====|||=====

[===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

As others have said, it was in the ATR 8000 with the co power upgrade.
The DOS software actually ran on the ATR, the Atari was used as a
terminal attached to the ATR.

*** Please make sure responses are also sent via email.

768. FS: Atari 400/800/1200/520ST (SLC, UT)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: mhking@read-for-email-addr.net
Message-ID: <6a3itq$jih@bgtnsc01.worldnet.att.net>
Source record: 66807

I've got these ataris:
400
800
800XL
1200XL
520ST

Plus, I've got power cables, cart games, and a few bits of documentation for the 800 series (although NO cables for the ST). I want to sell this whole mess as a lot, for $30. I'll only sell in the Salt Lake City, Utah area, as I don't care enough to ship for this small amount.

Michael King
mhking@worldnet.[antispam].net

replace the [antispam] with ATT for e-mail

769. Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? - Ripoff.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19980121032901.WAA20175@ladder01.news.aol.com>
Source record: 66808

>Subject: Re: Who is the BAD TRADER here? ME or GEOFF WALLIS? -
>Ripoff.jpg
From: "Gareth Davies" <garethd_@dial.pipex.com>
Date: Sat, 17 Jan
>1998 21:27:35 -0000

zzyzx wrote in message
><34c9081a.3984941@news.earthlink.net>...
>Wannabe lawyers have their own
>newsgroups. Please go there
>immediately.
>
>
>
>
>
>ZZyzx
>
>"Me, indecisive? I'm not so sure about that."

<SNIP>

This doesn't deny the fact that you feel ripped off or that you
>may have
been ripped off. The problem is that Geoff Wallis hasn't posted a
>response
here himself - hasn't defended himself.

Gareth
>Davies.

Let's just take a look at your second sentence. Hasn't been here & hasn't
responded! If all was on th up & up don't you think he'd be here to at least
try to explain his side of the story.

Kinda reminds me of an old song. "Take the money & run"! You do remember
that one don't you?

Ken

770. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34c57700.63467132@news.inreach.com>
Source record: 66809

On 20 Jan 98 21:46:36 GMT, "Fielding Mellish" <fielding@bananas.com> wrote:

>Easiest way is to grab a copy of APE and use it to create a megaimage .ATR
>file of any size up to 16Mb.

Okay, I've ended up using MyDOS to copy the various files into alphabetically categorised images (games-a.atr, games-b.atr, etc.) I'll probably end up using APE to make specifically sized ATRs to fit the final sizes. I can see already that the "S" archive is going to need to be much bigger than the others.

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

771. wtb: carts for XE game sys

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: andy2l@aol.com
Message-ID: <19980121042400.XAA05922@ladder02.news.aol.com>
Source record: 66810

I'm looking for cartridges w/ manuals for a XE gaming system.
I have a gun and a joystick with it. But currently only have two games. Can you
hook up other things to it, like printers and disk drives?
Thanks,
Andy (andy2L@aol.com)

772. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C5AD81.65A05D78@erols.com>
Source record: 66811

velcro_spy@webtv.net wrote:

> Ever since about 1982 I've wondered about the "Notepad" built into the
>
> Atari 800 we bought. Did anyone actually use this, ever?
>
> Does it have some hidden features, or were you honestly expected to
> type
> "honey, i've gone to the grocery store, back at 6" and leave it
> running?
>
> vs

Was usable as a quick video title generator or to act as a video source

for those individuals who use a stereo VCR as a audio recorder.
(Ok I know that someone out there will flame on this but think about it.

6 hours of continious uninterupted audio or two hours at a responce
levels that rivals reel to reel recorders at 7.5 or 3.75 ips).

No hidden features that I was ever aware of, and yes that was the
intent.

773. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Andrew <aos@insync.net>
Message-ID: <6a40jt$c72$1@synthemesc.insync.net>
Source record: 66812

pmulvey <pmulvey@erols.com> wrote:
> for those individuals who use a stereo VCR as a audio recorder.
> (Ok I know that someone out there will flame on this but think about it.

Hey, I won't flame that. I routinely use HiFi VCRs as high quality audio sources. 6/2 hours of near CD quality audio on a $2.50 tape is not a bad deal if you ask me.

Of course, I didn't use notepad. I used that neato APX video title program. Remember that one? :)

--
Andrew O. Smith - <aos@insync.net> | "Especially if your kids enjoy
Sysadmin, Insync Internet Services | jokes about hashish and sexy,
Houston, Texas, USA | sexy dancers." --Mr. Laupin

774. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C5B396.FE36E87@erols.com>
Source record: 66813

velcro_spy@webtv.net wrote:

> This is a real good constructive group, for getting 8bit users the
> answers they need. I found out there's a hack to modify an Atari XF551
>
> disk drive to "3.5 (but will it use the added capacity under standard
> OS) and that there is indeed an Atari basic compiler (ABC or Turbo) to
>
> speed up those old basic programs that we all did with the help of a
> runtime library.
>
> So here's question #3: Wasn't there an MS-DOS emulator for the Atari
> 8bit computer which would actually run the crudest an oldest of MS-DOS
>
> programs on the Atari? I swear I've heard of it somewhere.
>
> vs

This cannot be considered an emulation but for the functionality of
MS Dos (you know the look and feel of it) Sparta was the way.
Many early users who had both devices (No, not me) found that
when moving between PC and Atari using Sparta made things
easier.
But Sparta won't run the PC software, just the same kind of
command processor.

I mentioned this because a non-Atari user could easily mistake
an 8-bit with a TransKey built into a PC box connected to
an MIO or BB with HD's connected running Sparta as a Dos PC.
(Especially if they had the 3.5 upgrade inside as well with the
drive mechanism mounted as the box is normally configured.)

775. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6a4323qcn1@flood.xnet.com>
Source record: 66814

Bostone1 (bostone1@aol.com) wrote:
: It's funny, but I remember when VIC 20 computers first appeared in department
: stores and how customers would wonder what they were supposed to do with BASIC.
: "You mean I'm supposed to PROGRAM this thing? Yeah, right!" The masses were
: never interested in BASIC any more than they are interested in getting under
: the hood of the car.

Actually, a lot of the masses were really interested in BASIC which is why
all those computers had bookshelves nearby with literally dozens of books
waiting to teach it to them. That's why magazines used valuable paper
sending out type-in program after type-in program. (Or do you think they
wouldn't have rather sold advertising in that space?)

Besides which, BASIC in store displays allowed hooligans to place all
sorts of scrolling messages that the manufacturer never intended their
machine to be used for.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

776. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Dhor <dhor@iko.zakopane.top.pl>
Message-ID: <34c5ca58.0@news.tpnet.pl>
Source record: 66815

> You can compose your own 'MOD-file' in the program, but the format isn't
> compatible, and the sample's are still only 4-bit, but the sample-rate is
> high...

> Sounds still amazing for only 4-bit sample's...

> But MOD's can be replayed directly on the Atari 8-bitters also. The
> Gatekeeper from the Netherlands coded such a player some years ago, and
> it's working nice, however, when converting the MOD's to the MD8-format,
> sound-quality will increase...

There is new player, Inertia 1.45, which plays 4channs mods without any
conversion. Well, it plays 8bit samples quality, if you have installed
Covox inside atari, in the other way it plays 4bits samples on pokey.
There is also Protracker which allows you to compose 4 chann mods on you
atari. Almost all effects are available, and these mods after transfer
on PC sounds as normal mods. Of course both programms need min. 128 kb.
If you have 576 kb. extented memory you can load every mod from PC or Amiga.

777. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34C5D5F2.1597712E@kaa.bbn.hp.com>
Source record: 66816

> and in Poland there is a mod available to fit a SID into the Atari XL/XE.
> Since they're addressed different, you can probably implement both
> modifications into 1 Atari.
> 8 channel pokey, and 1 SID :-))

Oh, I've already got two POKEYs in my xl but where can I get the schematics to insert a SID into the 8bit?

Tschuess,
Frank

778. Spindizzy for MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: struckmann@aol.com
Message-ID: <19980121114601.GAA06334@ladder02.news.aol.com>
Source record: 66817

Hi, does anybody know whether the great Atari-Game Spindizzy has an clone for
MS-DOS. How is it called and where to find?
Please answer by e-Mail
struckmann@aol.com
Please don't keep this address for spamming - thanks.
Sorry because of the bad English - I'm from Germany.

Greetings Marco

779. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C5CF58.F99785CA@erols.com>
Source record: 66818
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Bryan Edewaard wrote:

> On Sat, 17 Jan 1998 00:31:39 -0800, pmulvey <pmulvey@erols.com> wrote:
>
> >> This is one thing that I wish Atari had done more work on. If you
> >> look at the 8-bit's history, Atari avoided doing any additional
> ASIC
> >> work once the 400/800 shipped. Sure, there's Freddie, but what
> does
> >> that add?
> > >
> > >Memory expansion
> >
> > Nope. Freddy doesn't do much here. As my next paragraph states:

> >> Separate bank switching for Antic and the CPU? Big deal, no
> >> one uses it.
> >
> > That's what Freddie adds - The ability for Anitc and the CPU to "see"
> > different banks.

Oh you mean different memory banks right?

> The PIA actually does the bank switching.

The memory selection needs decoding circuity to avoid memoryconflicts.
If you didn't need any support chips then expansion would
be as simple as jumpers from PIA lines to the memory. Since more than
one PIA line can be activated at a time memory selection circuitry is
necessary. All I said was that it adds memory expansion.
So the answer is YES
Freddy supplies safe memory selection as well as preserving Antic.

>

> If you
> look at a RAM upgrade like the RAMBO XL, it has almost nothing on it.
> Freddie is nothing amazing - and NO Atari 8-bit has a place to
> conveniently add more memory.

I never stated that it was amazing,

By the way the 800 had slots to allow for more memory

>
>

> >There was a number of 80 col adapters starting with the 800 and
> >thesehappened before the 64 came on the scene.
>
> Okay, and then there were several 80 column boards for the 64, but
> they're all useless without mainstream support - the kind you get from
>
> having it as a built-in feature - like the C128.

If a product meets the users needs, make him/her happy, sells and
makes the company a profit. that sounds like a success to me regardless
of it being built in or not.

>
>
> >Engineers as a group move at the end of projects to follow their own
> >ideals.Usually all companies need time to recoup their development
> costs
> >by
> >building and selling PRODUCTS. their primary motivation
>
> In the computer market, no one ever won by leaving their engineering
> team dormant.
>

That depends on the type of projects you work on and corporate incomeBut
the "winning" is the result of the sucessful product. That requires both

good engineering and marketing. Yes you would want to keep the engineers

of sucessful development, but that isn't always possible.

Try reading the book "Soul of a New Machine" by Kidder
.

> >> The Amiga would have been designed in house by Atari and
> >> released earlier if their attitude had been different - possibly
> >> giving it a jump on the Macintosh.
> >
> >Amiga development was running way over cost during its developmentIf
> >Atari had gotten involved the way your suggesting Atari would have
> >been bankrupt. Amiga development stopped because of the lack of
> >necessary
> >funding.
>
> Okay, but remember the Amiga wasn't developed in a well funded
> facility, but by a new company of very limited resources.None of

> this matters because Warner/Atari was through funding computer

> projects. Warner was in a unique financial position in the early 80's.
>
> They had more money than Apple, Commodore or anyone. They didn't see
> computers as a product with a future apparently.

>

Your first point was that Atari should have taken over the Amiga
developmentYou yourself now understand why Jay Miner took his
development outside.
Warners mistake was envisioning that Atari would always be a successful
game
company. You could not have convinced those Warner execs to take on a
dangerously risky project of computer devlopment.
Amiga by Atari was a dream not to happen.

Get yourself a copy of "Zap the History of Atari" .

> >No one really had an understanding of the "market".. Each was
> tryingin
> >its own way to be successful
>
> Actually, I think most were trying to make a quick buck off the
> computer phenomenon.

A quick buck you can make in the stock market. We are talking
aboutelectronic amnufacturing.

>
>
> >IBM didn't want the PC cloned. They used off the shelf components,but
>
> >kept the information about its operating system (BIOS) a secret.
> >It took the first company over 1 million dollars just to legally
> reverse
> >
> >engineer the bios.
>
> I know that. I'm simply stating that the PC was out of the common
> man's reach until that happened.
>
> >The real reason that the PC was successful was due to a pre-existing
> >IBM strengths. IBM was willing and able to SERVICE the PC anywhere.
> >Business then chose the IBM because back then IBM had the reputation
> >of understanding computers due to their successful mainframe business
>
> >IBM was simply the biggest and they were the only company ready to
> >and able to send an engineer to your location of business to fix it.
> >(They already had a service staff for their mainframe, typewriter and
>
> >dictation equipment business) ,That reduced down time,and down
> >time meant lost revenue.(Apple was close with authorized service
> >centers)
> >As the IBM systems became successful within business, people who
> >wanted to be able to take work home (to get a jump on their
> co-workers)
> >purchased a IBM system or later a IBM clone for themselves.

>
> This is over simplified. I'm not talking about the business market,
> but the home market.

The business market is currently the home market too.

> The home market bought C64's like crazy, and
> they came with no service or support. IBM was ignoring the home
> sector,

Actually TV ads catered to the home user. Everyone understood Appleand
rhe success of their computers. Some of the users were bringing
systems to work to reduce their workload (and that is how micros entered

business first)
IBM ran an ad where two country gentlemen were sitting
on a porch rocking in their rocking chairs and one mentions that his
freind
so-and-so just bought a computer. The other said something about where
will he get it fixed and if he mails it how long will he wait. The first
replies that
he bought an IBM and they will drive out here to fix it!

> but clone manufacturers started to cater to it, and started to
> impact the sales of other machines. Atari had the ST during this
> time

The PC was about two years before the ST

> , Apple had the Mac, and Commodore had the Amiga. None of these
> companies ever penetrated the home market to any real extent by the
> time the PC prices started falling quickly due to the increase in
> overseas electronics manufacturing. Apple had started making inroads
> with the Macintosh and Mac Plus, but Mac II prices (extending easily
> to $10K) quickly killed the Mac as an affordable home PC.

>
>
> It was this lack of existing stability in the home market which caused
>
> the mass cross-over of the PC.

It was due to business embrasing the PC

> Sure, it may have happened anyway
> eventually, but in this case there was nothing to stop it. Apple
> re-introduced affordable Macs, but it was too late.
>
> > IBM starting losing control after the BIOS was cloned.
> Microchannel
> >was their only real attempt to regain control of the market.
>
> Actually, Microchannel was one, OS/2 was the other. IBM asked

> Microsoft to help them re-capture the PC's OS. Imagine that.

OS2 was never a threat. Microsoft had the control by then of thesoftware
end of things

>
>
> > Personally I felt the Atari design elegant, advanced. Warner simply
> >didn't
> >understand how to advance Nolan Busnell ideas.
>
> I don't think Nolan had a lot to do with this. Nolan saw the market
> for circuits that could play games, but most of the products we
> associate with Atari came from the Warner owned Atari.

> Remember that
> Nolan sold the company before the 2600 shipped, and remained on for a
> little while, but his role had changed dramatically.

The 2600 was the result of a think-tank that Nolan had started.
Warnercontinued to produce the seeds that Nolan left. When the Warner
Execs.
came up with the "lets make our sucessful movies into video
games"concept, they eneded up burying countless Indiana Jones and ET
carts.

> I agree that
> Nolan's competetive spirit certainly seemed to vanish from the
> computer division.
>
> -Bry

Get the two books I recommended, they will enlighten

Patrick Mulvey
President of the Long Island Atari User
Group

780. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Prominus@geocities.com
Message-ID: <34c602d5.1540887@news.pacbell.net>
Source record: 66819

On Tue, 20 Jan 1998 22:55:44 GMT, w-radish@inreach.com (Shawn the
Touched) wrote:

>On Tue, 20 Jan 1998 15:21:58 GMT, Prominus@geocities.com (Captain Vic) wrote:
>
>> This may be a lame way to do it, but what I did was take an
>>original MegaImage (1,025 k, I believe) and delete all the files in
>>it, leaving only the shell. Then I proceeded to fill it back up in a
>>more orderly manner (i.e. alphabetically). If you would like, I can
>>send you a copy of the empty Image, with I call SuperDisk.atr. And it
>>does work, too. I've used it quite a bit. No problems yet. Of
>>course, it doesn't have DOS on it, but I'm sure you could easily add
>>your own to it if you need DOS on it.
>
>Well, what did you use to delete and add files to it? That would be more
>useful to me. Did you use APE?
>
>--Shawn the Touched
>-----
>White Radish is always looking for talented individuals who want to get into
>animation. Visit our regularly updated web site: http://home.inreach.com/w-radish
I'm new to Atari emulation (I also have an Atari computer), so
I never heard of APE. I would definitely try this out.
Anyway, answering your second question, first I created the
empty shell of the Mega Image. Then I made copies of it. I am using
XL-It!, so what I did was, I put a normal DOS disk in Drive 1, I put
the empty Mega Image in Drive 2, and in Drives 3-8 I put in different
full MegaGame Images.
Then I simply copied files from Drive 3, for example, to Drive
2. Example: C [return] D3:SPINVADRS, D2:

I would also like to say thanks to Yogi for making all of
these games available. I doubt my old disks would even work anymore.
It's nice to know that these games will never disappear now!

------ Captain Vic ------

781. Indus GT drive PS ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: "Dan J. Fuller" <dfuller@csc.mc.edu>
Message-ID: <6a54u9$4qt$1@ox.mc.edu>
Source record: 66820

Going through some new finds I ran across one of those nice Indus GT floppy drives. Of course, no PS..so I figured I'd just plug in the ol' standard atari brick and check it out. A quick flash of the led's later, I was scrambling to unplug the thing. Heh...anyone know what type of power supply these Indus drives take? :)

Thanks!
-einhard

782. Re: animation station touch pad

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: "AntiSpam.Jeff.Colbert@mci.com" <db@biscut.com>
Message-ID: <HPox.6$9v.60567@news.internetMCI.com>
Source record: 66821

I would assume yes, as the joystick ports are the same. You wouldnt have the software for it, which was a quasi-decent paint program. The switch on the back allows it to emulate a joystick I think.

Jeff
cowpoke1@hotmail.com wrote in message <885344474.1569390593@dejanews.com>...
>Anybody know if the commodore Animation Station touch tablet can be
>used with the Atari 8bit line?
>
>cy
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

783. Re: Trouble shoot....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34C6272A.5DEA@pacbell.net>
Source record: 66822

Alan Christie wrote:

> My 256k 800Xl sometimes boots to a solid green screen. The problem? The
> cartridge port! If I put a cartridge in, then remove it and reboot. it
> usually fixed the problem
>
> I dont know if the ram upgrade is at fault, or the cartridge port is
> buggered up..
---
are you getting the 'green screen' when you try to re-boot the system?
in other words, has the system been powered on and you want to boot it
again? what happens is that the memory does not reset the data stored in
it fast enough, particularly on the 256K and newer memory chips.
plugging in a cart and powering on will unconditionally boot the system.
pulling the cart and powering on will also.....

Bob

784. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd268f$1d962580$fac2accf@asharkis.erols.com>
Source record: 66823

pmulvey <pmulvey@erols.com> wrote in article
<34C5B396.FE36E87@erols.com>...
> velcro_spy@webtv.net wrote:

<snip!>

> I mentioned this because a non-Atari user could easily mistake
> an 8-bit with a TransKey built into a PC box connected to
> an MIO or BB with HD's connected running Sparta as a Dos PC.
> (Especially if they had the 3.5 upgrade inside as well with the
> drive mechanism mounted as the box is normally configured.)
>
Not likely, Pat! One look at the monitor would give it away. A blue
screen, 40 columns and that characteristic Atari font (which I'm going to
try to reproduce as TrueType) are just too much of a giveaway!

785. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd268f$9ede75c0$fac2accf@asharkis.erols.com>
Source record: 66824

When the home computer market and the education market began to grow, the biggest trend in schools was to teach kids to program in BASIC. For many, it was a major flop. But parents pushed for it, and computer manufacturers obliged by including it with their machines.

Bostone1 <bostone1@aol.com> wrote in article
<19980120170900.MAA10130@ladder02.news.aol.com>...
> The Memo Pad was just a thing to help someone get used to the Atari
keyboard
> and editor without hurting anything. No "syntax error" or "bad command or
> filename" would occur. Once comfortable with the way the Atari editor
worked,
> the old Basic cart or whatever could be plugged in.
> It's funny, but I remember when VIC 20 computers first appeared in
department
> stores and how customers would wonder what they were supposed to do with
BASIC.
> "You mean I'm supposed to PROGRAM this thing? Yeah, right!" The masses
were
> never interested in BASIC any more than they are interested in getting
under
> the hood of the car.
>
> Bostone1@aol.com
>
>

786. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <En57zq.F68@cix.compulink.co.uk>
Source record: 66825

In article <34C5CF58.F99785CA@erols.com>, pmulvey@erols.com (pmulvey)
wrote:
> The PC was about two years before the ST
4 years. PC == 1981. ST == 1985

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

787. Atari 800 Operating System

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: tpiatk@cyberspc.mb.ca
Message-ID: <34C6597E.FAD@cyberspc.mb.ca>
Source record: 66826

Hello. I'm what to know what chips make up the ATari 800 operating system and where they are located as well as where the Atari 1200XL Operating system is and where it is located since I hate the 1200XL operating systems and I want to replace the Operating system with the Atari800 one.
As well Where the microchip containing Basic is located.

Thanks, Tom

788. Re: Atari True-type font!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <6a5dsl$r98$1@plug.news.pipex.net>
Source record: 66827

Alan Sharkis wrote in message
<01bd268f$1d962580$fac2accf@asharkis.erols.com>...
>Not likely, Pat! One look at the monitor would give it away. A blue
>screen, 40 columns and that characteristic Atari font (which I'm going to
>try to reproduce as TrueType) are just too much of a giveaway!
>

Brilliant idea! I'ld love to get my hands on an Atari tt font - do you need
any help to do it?

Gareth Davies

To reply remove the underscore from the repl-to address.

789. Smooth scrolling tutorial?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <6a5e1vrhl1@plug.news.pipex.net>
Source record: 66828

Just a quick question: I'm trying to write a game on my 800XL and since it's been such a long time since I last had a go I've forgotten everything I knew about smooth scrolling. I've looked in the Antic online articles for some help but no luck. I know that quite a lot of smooth scrolling 'tutorials' were printed by Atari mags - does anyone know where I can get hold of one?

Thanks for your help.

Gareth Davies.

To reply remove the _ character from the reply-to address.

790. Atari Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6a5bo4$q9u$1@newsd-121.bryant.webtv.net>
Source record: 66829

```
Where can I buy atari paddle controllers?
```

791. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C66CFD.BF6F214E@erols.com>
Source record: 66830

david moeser wrote:

> Scott McLauchlan (scott at isd dot canberra dot edu dot au) wrote:
> ->> What sort of power supply do I need? The FAQ seems to suggest
> ->> I need a 9V AC supply at about 1.7 Amps.
>
> To which, On Wed, 14 Jan 1998, Robert S Ely (rsely at dhs dot state
> dot nj dot us) replied:
> -> The PS is 9VAC 31VA (AC Watts) that translates to 3.4444 A.
> -> This is the same PS used for most of the Atari peripherals (disk
> -> drives and such).
>
> The power supply that came with my 400 in 1982 is 9V AC, 15.3 VA
> (18.5W). 9 times 1.7 = 15.3, so the FAQ is correct.
>
> Whether the 9VAC-31VA power supply works on a 400 is another
> matter, but it's much too broad a claim to say that it's used for
> "most" Atari 8-bit peripherals. It's okay for the 800 computer and
> the 810 and 1050 disk drives, but I wouldn't try it on any other
> peripheral unless the FAQ file says so. (I saw a vendor at a show
> some years ago stubbornly insist that the 9VAC-31VA PS worked on
> everything, including non-Atari Company products like the Indus.
> He would plug in the 9VAC-31VA PS, try to turn on the item, get no
> response, and then say, "Guess this drive's dead. ... Well, that
> one's dead too. ... Hmmm, this one's also dead." Some people don't
> believe in reading the instructions!)
>
> >>>--<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>--<<<
> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *

With the exception of the two cart slots and the expandable memory in
the 800
the two machines are the same. The 800 supply works fine on the 400
Pat.

792. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C66FB1.4A8D8703@erols.com>
Source record: 66831

Iain Laskey wrote:

> In article <34C5CF58.F99785CA@erols.com>, pmulvey@erols.com (pmulvey)
> wrote:
> > The PC was about two years before the ST
> 4 years. PC == 1981. ST == 1985
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT Journalist *
> **

Thanks. for the input. When you consider IBM's original entry you are
right.
Heath Zenith had a early "clone" even earlier (No IBM type bios yet)
but if we include the entry of Compaq (with a compatable bios) it cuts
the time
down. Just trying to stay on the high side of the discussion.

Please contine to put your two cents in as you see fit....

Pat.

793. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-21 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C670E2.7543A7B7@erols.com>
Source record: 66832

Alan Sharkis wrote:

> pmulvey <pmulvey@erols.com> wrote in article
> <34C5B396.FE36E87@erols.com>...
> > velcro_spy@webtv.net wrote:
>
> <snip!>
>
> > I mentioned this because a non-Atari user could easily mistake
> > an 8-bit with a TransKey built into a PC box connected to
> > an MIO or BB with HD's connected running Sparta as a Dos PC.
> > (Especially if they had the 3.5 upgrade inside as well with the
> > drive mechanism mounted as the box is normally configured.)
> >
> Not likely, Pat! One look at the monitor would give it away. A blue
> screen, 40 columns and that characteristic Atari font (which I'm going
> to
> try to reproduce as TrueType) are just too much of a giveaway!

You know better, your one of use enlightened ones.

Pat.

794. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34c66a41.1567590@news.i-2000.com>
Source record: 66703

On Tue, 20 Jan 1998 22:56:09 GMT, w-radish@inreach.com (Shawn the Touched) wrote:
-
->Incidentally I used that size so that the Mega ATRs would fit on a
->1.44 floppy
-Okay, so there's no real limit for an image, eh?
-
---Shawn the Touched

Actually, yes, the limit is around 16 meg, or in actuality, $FFFF sectors. Since the 8 bit only uses 2 bytes for sector # that is why. I've dreamed of helping write/hack another DOS to get around this limitiation some how..... Seems all the Dos's for the 8 bit have this limit. Maybe it could use an unused byte somewhere as a flag, making the sector limit $FF FF FF..... Of course, no controller/drive supports this right now..... but it could

yogi

p.s. I thoguht of making an image of just crappy games also, but figured what I think is crappy others may not.

795. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34c66ae8.1734452@news.i-2000.com>
Source record: 66704

On Tue, 20 Jan 1998 23:42:52 GMT, w-radish@inreach.com (Shawn the Touched) wrote:

-On Tue, 20 Jan 1998 21:32:08 GMT, noone@nowhere.com (Yogi) wrote:
-
->Ape created the image, ADIR imports/exports files from other ATR's.
->Although I just use ADIR to extract files not to import. I just
->copied from the PC mirror of Ape to the mega image mounted under
->Mydos.
-
-Okay, I've tried APE, and I see that I need to actually use my physical Atari
-to do it. My real Atari is still up in the closet -- I've been using Atari
-emulators. There doesn't seem to be any way to use APE in conjunction with an
-emulator, so it seems I'm out of luck unless someone writes a utility that
-will extract or add individual files from a MyDOS-sized ATR. Then again, I
-could try using an emulated MyDOS to add and remove files from an existing
-megaimage.
-
---Shawn the Touched

I used pc xformer to copy the files from one image to another, and pressed scroll lock (or whatever runs it at full speed) and it screamed. I've very anal, I want the files to be on contiguous sectors. I'm funny that way. Of course, it makes for easier hacking if you just have to read in the next sector rather than look at the link

796. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6a63kb$qju@examiner.concentric.net>
Source record: 66705
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

judd@merle.acns.nwu.edu (Stephen Judd) writes:

>Actually it works quite differently. Many routines are vectored through
>memory locations beginning at $0300. This is why extending the system --
>replacing load code, adding BASIC commands, changing the system interrupt --
>is so simple.

... which is exactly how you implement psuedodevices. A smart system traps OPEN, CLOSE, BSOUT/BSIN (sorry, I'm old school and use old mnemonics ;-), and watches for its device number, passing through requests to the default or previously defined routine that aren't for it. So you could make a fake device 7 by intercepting I/O calls sent to that device and doing your things with them. I've seen RAMDrives for the 64 that masquerade as psuedodevices (usually calling themselves device number 7 or 12).

You can stack such psuedodevices too. As long as the routines play nice and copy the vector and call it indirectly via JMP ($XXXX) instead of calling the original ROM routine (a bad idea anyway since revisions may have altered their location), the calls will just cascade through each other until true devices filter down to the OS level and are handled as usual.

So, the Atari scheme with N: isn't unique ... it just requires a little more work and setup on the 64. But it can be/has been done.

My guess as for why Andre developed his own OS for running SLIP is because the 64 isn't built for highspeed RS-232/userport connections. You need external hardware and interrupt routines for servicing it, and while again this has been done I'm sure it was easier for Andre just to write his own Kernal and at the same time add the extra general functionality he was after.

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

797. TRACK BALL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34c69e7d.59608236@news.pressenter.com>
Source record: 66706

Hi all. A bit ago it was mentioned that there were some Atari Track Ball controllers available fairly cheap. I have one already, but am interested in getting one or more additional ones. Anyone know how to help me?

Thanks.

*** Please make sure responses are also sent via email.

798. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34c6b5c5.59148124@news.inreach.com>
Source record: 66707

On Thu, 22 Jan 1998 00:22:04 GMT, noone@nowhere.com (Yogi) wrote:

>Actually, yes, the limit is around 16 meg, or in actuality, $FFFF
>sectors. Since the 8 bit only uses 2 bytes for sector # that is why.
Yes, I discovered that after reading the APE docs.

>p.s. I thoguht of making an image of just crappy games also, but
>figured what I think is crappy others may not.
I also intended to segregate the games that are clones or straight ports of arcade games, most of which are available in the arcade emulators.

>I used pc xformer to copy the files from one image to another, and
>pressed scroll lock (or whatever runs it at full speed) and it
>screamed. I've very anal, I want the files to be on contiguous
Okay, I'll have to try that one, too. It's a little difficult switching between the PC and Atari OS's on the fly and remembering the separate command structures...

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

799. FS: Atari Kid's Controller + games

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: jboatno4@outlawnet.com
Message-ID: <34c6d358.3495317@news.transport.com>
Source record: 66708
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

I have the following items for sale:

1 Atari 2600 Kid's Controller and the following 2600 carts:
Alpha Beam with Ernie, manual, 2 overlays
Alpha Beam with Ernie, manual, 1 overlay
Big Bird's Egg Catch, manual, 1 overlay
Cookie Monster Munch, manual, 2 overlays
Cookie Monster Munch, loose
Oscar's Trash Race, manual, 1 overlay
Oscar's Trash Race, loose

$15, plus $3.50 shipping for the lot, or make offer on any or all.

cj

800. Running .BIN files - NOT

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: radios@earthlink.net
Message-ID: <radios-2101982124300001@ip15.san-francisco2.ca.pub-ip.psi.net>
Source record: 66709

I can't get these to run. I have a LOT of them and I'm dying to relive
the past!
I'm on a MAC with the Rainbow demo 1.4 version. I've ordered the complete
version
but still waiting for the file.

If I try and autotype them stll they don't work. I get the ROM's must be
8 or 16K message if I have them in ROM and a crash if they are in disk
format. The Games disk files work from
a site which I downloaded.

Anyone know what I'm doing wrong?

Much Thanks In Advance,

Jim

--
Antique Electronics

San Francisco, CA.

801. Re: Atari Equipment for sale.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C72089.D2081ADA@erols.com>
Source record: 66710

Ryan 'Gozar' Collins wrote:

> In article <19980121.181412.7735.4.ortman3@juno.com>,
> terry ortman <ortman3@juno.com> wrote:
> > ATARI Equipment, MUST SELL!!!
>
> Oh no!!!
>
> --
>
> **** Please remove one of the "gozar" in the e-mail address to reply
> *****
> Ryan 'Gozar' Collins
> gozargozar@kenton.com
> "You can count on others, but its better to use your own fingers and
> toes"
> http://www.kenton.com/users/gozar/index.htm
> **** Please remove one of the "gozar" in the e-mail address to reply
> *****

Things were just too quiet for too long.

Here we go again... ugh.

802. Share modem, ISDN and cable modem 11373

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: pc88 <sbg88@pc88.net>
Message-ID: <6a6uui$8t6$1737@news0-alterdial.uu.net>
Source record: 66711

Do you want to share ONE Internet connection with the rest in your Family or office?
SYGATE is the software to do that.

With features like Dial-On-Demand, it will connect your LAN to the ISP if
and only if there is access from your LAN to the Internet.

It is easier to use than proxy servers in that it doesn't require the setup in
each and everyone of your applications running on your PCs.

Free download from www.sygate.com

With one phone line, one modem and one ISP account, everyone in your office
or family can access the Internet from their own machine.

It works for Analog, ISDN modem and Cable modems.

11373

803. PBI2ISA Bridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Roland Scholz <roland@uni-koblenz.de>
Message-ID: <34C71563.5B6D@uni-koblenz.de>
Source record: 66712

Hello,

I want to connect Atari's (800XL) parallel interface to 8bit-ISA-cards.
I already have an interface working (at least a little bit), yet I can't
handle ISA-waitstates correctly. I am currently using a Hercules card
that use waits. Has anybody got experience with such kind of hardware?
Where can I get an *exact* AT-Bus-Spec. (for free)? I know there is the
IEEE P996 spec., but I don't know where to get it.

All sorts of hints are welcome,

Roland

--

Roland Scholz
University of Koblenz
email: roland@uni-koblenz.de
WWW : http://www.uni-koblenz.de/~roland
----

804. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Dariusz Duma <dhor@iko.zakopane.top.pl>
Message-ID: <34c71534.0@news.tpnet.pl>
Source record: 66713

> Hmmm... this reminds me I must resume work on that MIDI-player!
> Anyone wanting to help?

But what kind of player ? It'll play MIDI files with use of samples, or trough the MIDI out ? If you have MIDI connection in your atari, it's simply to play midi files on any keyboard.. There is midi secquencer which works in this way.

dhor

805. Re: Running .BIN files - NOT

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34C73528.B22BF744@ix.netcom.com>
Source record: 66714

radios wrote:
>
> I can't get these to run. I have a LOT of them and I'm dying to relive
> the past!
> I'm on a MAC with the Rainbow demo 1.4 version. I've ordered the complete
> version
> but still waiting for the file.
>
> If I try and autotype them stll they don't work. I get the ROM's must be
> 8 or 16K message if I have them in ROM and a crash if they are in disk
> format. The Games disk files work from
> a site which I downloaded.
>
> Anyone know what I'm doing wrong?
>
> Much Thanks In Advance,
>
> Jim
>
> --
> Antique Electronics
>
> San Francisco, CA.
Jim,
One thing you should do (probably won't correct these problems, but
would make loading easier) is to rename the .BIN files to .EXE.
Hmmm... Have you tried these files on a real Atari? If they work there,
try a different DOS to boot with. Also try a different emulation mode
(800, 800XL or 130XE) all w/o BASIC installed. You could even try
booting the emulator (again NO BASIC/CARTS) with ONLY the game file.
(EX.: bdash.EXE). be sure the file has the .EXE as the extension.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

806. Re: PBI2ISA Bridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34C73941.5F8B7A45@ix.netcom.com>
Source record: 66715

Roland Scholz wrote:
>
> Hello,
>
> I want to connect Atari's (800XL) parallel interface to 8bit-ISA-cards.
> I already have an interface working (at least a little bit), yet I can't
> handle ISA-waitstates correctly. I am currently using a Hercules card
> that use waits. Has anybody got experience with such kind of hardware?
> Where can I get an *exact* AT-Bus-Spec. (for free)? I know there is the
> IEEE P996 spec., but I don't know where to get it.
>
> All sorts of hints are welcome,
>
> Roland
>
> --
> --
> Roland Scholz
> University of Koblenz
> email: roland@uni-koblenz.de
> WWW : http://www.uni-koblenz.de/~roland
> --

Roland,
Try doing a search on "ISA bus specifications" or "ISA bus wait states"
in a WWW search engine.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

807. Re: Atari True-type font!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2735$e0c070a0$a6c2accf@asharkis.erols.com>
Source record: 66716

> Brilliant idea! I'ld love to get my hands on an Atari tt font - do you need
> any help to do it?
>
> Gareth Davies
>

I've been offered some help by someone with a font generator. Not sure when I'll have time to get to him, though.

It may be weeks, but I'll post something if/when it's done.

808. Auction: Memory Maps, Magazines, Controllers, Flip N Files, Programs

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980122130300.IAA02627@ladder02.news.aol.com>
Source record: 66717

January Auction - Update 6

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Nintendo 64 - Complete in Boxes
N1. Mario Kart 64 (complete with box/instructions, excellent condition) -$24.95 min

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min

2. Zone Ranger. New in box (unsealed) -$9.95 min

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$5 smedley
4. Ballblazer (excellent label) -$1.95 min
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 min
7. Centipede (excellent label) -$1 peter papp
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 peter papp
11. Dreadnaught Factor (light label wear along edge) -$3.95 min
12. Frogger (very good label) -$1 min
13. Frogger II ThreeeDeep! (excellent label) -$9.95 awwatkin
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$4 smedley
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 peter papp
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 peter papp
21. Montezumas Revenge (excellent label) -$9.95 awwatkin
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$10 johngr
24. Ms. Pac-man (very good label) -$1 peter papp
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$2 smedley
27. Pitfall II excellent label) -$2.95 cwilkson
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 peter papp
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 min
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$1.95 min
36. Space Dungeon (excellent label) -$1.95 tempest
37. Space Invaders (excellent label) -$1 peter papp
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$6 cwilkson
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$1.50 min

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 cwilkson
43. Star Raiders single -$2 cf943
44. Centipede pair -$2 cwilkson
45. Space Invaders pair -$3 cf943
46. Missile Command pair -$2 cwilkson
47. Defender pair -$3 cf943

48. Galaxian pair -$2 cwilkson
49. Qix pair -$2 cwilkson
50. Frogger pair (excellent condition) -$5 cf943

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 cwilkson
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 min
64. Joust -$2 cf943
65. Jungle Hunt -$2 cf943
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$2 cf943
71. Mr Do's Castle -$1.95 min
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$1.95 cwilkson
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$2 cf943
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$2 cf943
84. Space Shuttle -$2 cf943
85. Star Wars Arcade -$3.95 cwilkson
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 min
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$6.95 bgomes

A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min
A6a. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$5.95 min
A7a Rescue on Fractalus! -$5.95 tempest

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64), Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$5 Mknzy
A23. Atari Standard Joystick (single) -$1.95 joseph red
A24. Atari Standard Joystick (single) -$1.95 tempest

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min

A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 min
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$4.95 bgomes
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 bgomes
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 bgomes

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$.75 jeremy
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$.75 cwilkson
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$.75 cwilkson
B9. Frostbite, Activision (colored) -$1.25 jeremy
B10. Hangman, Atari (small black, crushed/taped) -$.75 cwilkson
B11. Haunted House, Atari (b&w) -$.75 min
B12. Home Run, Atari (small black) -$.75 min
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 cwilkson
B15. Star Trek, Sega -$.75 cwilkson
B16. Star Wars Jedi Arena, Parker Bros. -$1.75 cwilkson
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 smedley
B18. Stellar Track, Sears (small black) -$1.95 cwilkson
B19. Street Racer, Atari (small black) -$.75 min
B20. Super Breakout, Atari (colored) -$.75 min
B21. Superman, Atari (small red) -$.75 jeremy
B22. Surround, Atari (small black) -$.75 min
B23. Swordquest 1 Comic Book, Atari -$2 cwilkson
B24. Swordquest Earthworld, Atari (colored) -$2 cwilkson
B25. Swordquest Fireworld, Atari (colored) -$2 cwilkson
B26. Tac-Scan, Instructions/Poster -$.75 cwilkson

B27. TAZ, Atari (colored) -$1.75 cwilkson
B28. Tennis, Activision (colored) -$.75 min
B29. Towering Inferno, US Games -$.75 cwilkson
B30. Vanguard, Atari (colored) -$.75 cwilkson
B31. Video Chess, Atari (small black) -$.75 cwilkson
B32. Video Olympics, Atari (colored) -$.75 min
B33. Video Pinball, Atari (small colored) -$.75 min
B34. Warlords, Atari (colored) -$.75 min
B35. Warplock, Data Age -$.75 cwilkson
B36. Word Zapper, Vidtec -$.75 cwilkson
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 ebacher
B38. Yars Revenge, Atari (colored), some scores written in back -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822), The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2). -$6 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.), Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation), Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more). Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$5 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot), Creepy Music, more. Interfacing (Atari 850/Printers). Trapping a CLOAD. -$5 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included). New Products: Atari Pilot with Turtle Graphics. The Atari

Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's Guide To Painting with Atari Computer Color (with type-in Christmas Tree). Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari Gift Collection. -$5 ebacher

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program). Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$5 ebacher

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System). A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$5 ebacher

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section). APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$5 ebacher

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 cwilkson
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

809. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34c748fc.4363642@news.aatech.com>
Source record: 66718
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 21 Jan 1998 22:19:22 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:

>In article <34c6202a.2899555@megsnews.megsinet.net>,
>Bryan Edewaard <bryede@emi.net> wrote:
>>On 20 Jan 1998 00:55:25 GMT, judd@merle.acns.nwu.edu (Stephen Judd)
>>wrote:

>>>Your argument is academic, polemic, pointless, and totally unconvincing to
>>>every single reader of this thread. Moreover, by being so intransigent
>>>you are making yourself look extremely foolish to hundreds if not thousands
>>>of people around the world. Why?

>>1st of all, Noah's comebacks are much wittier.

>It is not a comeback, as there was nothing to "comeback" to. And I did not
>intend to be witty, but to make a statement of fact.

>Would *you* seriously argue that GEOS 64 is not C-64 compatible? Across
>multiple postings?

I meant GEOS programs which was obvious from the context if you
continued reading. You do not run GEOS programs by themselves.
They require GEOS.

Simply for the sake of silence I will just agree with the opposing
point of view seemingly held by consensus: There's no difference
between the computer, the OS, and an application program; one may
change any of them to any degree and they will be perpetually
compatible with the others. GEOS programs run on the C64 using
a form of magic suggesting that linux x86 programs must also
run on a PC equipped with nothing more than DOS.

Is everybody happy now?

[snip]

>>>with a strong emphasis on "existing". I was therefore wondering what
>>>existing Atari software were you thinking of, specifically, to use with
>>>the network device.

>>Although it's possible there is existing software that would work with
>>a net device (DOSes would see it, and possibly an existing terminal
>>program), it certainly wouldn't be the primary reason for doing it.
>>You'd want to write "N: device aware" stuff. The best way to put it
>>would be that you could communicate with it using existing code since
>>it uses the standard IO interface.

>I must not be being very clear. What existing code were you planning on
>using? A program name, a code fragment, anything.

Pick any program on the Atari that allows full device name specification
with the file name when loading or saving files. Then again, if the
net driver is patched into DOS, it would use a D: designation and work
with anything that assumes a floppy device.

>To put it another way: let's say this TCP/IP program didn't use the normal
>super-advanced device system. What is the practical effect on programmers
>or users?

No programs work with it. Until someone feels like writing one.

>I have a second, somewhat related question. When you install one of these
>new drivers, where on the system does it reside? That is, is there a special
>area of memory set aside for drivers, that normal programs never use?

From what I understand of the 850 interface it loads into memory
following DOS and modifies LOMEM appropriately. Alternatively, a
program could load into the end of RAM and adjust RAMTOP.

>>>The Atari community needs coders, not academics.

>>Coders who understand interfacing to the system.

>Unfortunately it doesn't seem to have much of either.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

810. Re: Indus GT drive PS ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980122171801.MAA28266@ladder02.news.aol.com>
Source record: 66719

In article <6a54u9$4qt$1@ox.mc.edu>, "Dan J. Fuller" <dfuller@csc.mc.edu>
writes:

>Going through some new finds I ran across one of those nice Indus GT floppy
>drives. Of course, no PS..so I figured I'd just plug in the ol' standard
>atari brick and check it out. A quick flash of the led's later, I was
>scrambling to unplug the thing. Heh...anyone know what type of power supply
>these Indus drives take? :)

The supply that comes with the Indus GT carries a DataByte label, and is an
11.5-volt DC, 1.95 amp supply. A 12-volt DC supply rated at least 2 amps
should work just fine, just don't go over 12 volts.

Spammers and other obnoxious morons cheerfully ignored.

811. Re: Smooth scrolling tutorial?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980122175001.MAA01756@ladder02.news.aol.com>
Source record: 66720

There might be a web site that has smooth scrolling info. Any help out there? If not, I also remember that De Re Atari and even Mapping the Atari both were good at explaining it. I think both of these are available at B&C at www.myatari.com if you can't get the info any other way.

Bostone1@aol.com

812. Monitors?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: wesinnc@aol.com
Message-ID: <19980122180801.NAA03763@ladder02.news.aol.com>
Source record: 66721

Are there any Atari 8-bit compatible monitors? If so, which ones?

813. Re: Smooth scrolling tutorial?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Wes Hinsley <wrh1@doc.ic.ac.uk>
Message-ID: <34C78EEF.41C67EA6@geocities.com>
Source record: 66722

> Just a quick question: I'm trying to write a game on my 800XL and since it's
> been such a long time since I last had a go I've forgotten everything I knew
> about smooth scrolling.

Ok, this will be REALLY rusty, but may be it will remind or inspire
someone to fill in my gaps!

POKE 54276,x and POKE 54277,Y - these are the horizontal and vertical
smooth scroll memory locations. They apply to lines of the display list
which are set with the respective horizontal and vertical smooth scroll
atrributes -

D=PEEK(560)+PEEK(561)*256 gets the address of the display list, and then
I think if you add 64 or 32, (or both) to a display list line, then the
horizontal and vertical smooth scroll attribute is added to that display
list line. Basically, you do 8 smooth scrolls, and then a coarse scroll
(i.e. replot the screen with the co-ordinates shifted by one), setting
the smooth scrollers to zero again.

There's also... you can set D+4 and D+5 (I think) - as these are
pointers to the address of screen memory. S=PEEK(D+3)+PEEK(D+4)*256 -
if you change these by multiples of the number of bytes used for one
line, then you can scroll vertically up and down through memory. I think
there are problems with this method though; you have to have your
scrolleable screen all mapped out in memory, for one. Finally, a really
simple, (and not THAT useful) smooth scroll can be done for GRAPHICS 0
text, by doing "POKE 622,255:GRAPHICS 0" - then try listing a long-ish
program. Slightly temporamental - didn't work for me in Turbo Basic, and
only works on XL/XEs I think.

Hope this is of some help, sorry it's a bit vague, and probably not that
accurate either! I think ATARI USER ran a series on Display Lists and
interrupts, in late 1985 (gee, it's that long ago now...) which covered
scrolling pretty well.

814. wtd: Circuit for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Robin.hartley@telecom.co.nz
Message-ID: <885410478.1861615623@dejanews.com>
Source record: 66723

Help. I have an Atari 130XE and the expanded memory has gone faulty. Can someone supply a circuit diagram or a chip placement diagram? I have proven it to D0 as the fault but with 16 chips to choose from I would like to get the correct one first time. Please Email any replies as I accessed this group via deja news.

Regards,
robin
Robin.hartley@telecom.co.nz

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

815. Re: Smooth scrolling tutorial?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <6a85op$f0$1@plug.news.pipex.net>
Source record: 66724

Thanks for the info Wes. Yeah, it is a help!

The Atari User articles are the ones I'm after - I had them but threw them out when I got my ST. No need for that 8bit rubbish anymore I thought. Oh, well I don't suppose there's any online resource to compare to the idiot guidedness of those articles. I'll just live and (try to) learn.

Gareth.

816. FS: 130XE system

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <6a8hru$q7i$1@artemis.it.luc.edu>
Source record: 66725

Hi, i have a 130XE system for sale. Works great and is in great cosmetic shape. It comes with the power supply and special Atari RF cable (it will use a regular RF, but this is the original one that came with it, has a funky box built inot the cord), comes with one atari style joystick and a suncom slikstik joystick. Also comes with an 810 power supply (untested) and SIO cable (i cant find the 810)

Anyway, $45 plus shipping..

Ted B

817. FS: XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <6a8i8t$q7i$2@artemis.it.luc.edu>
Source record: 66726

XE game system with keyboard and power supply. Comes with atari style joystick and FS II cart (system also has missle command and basic built in)

Works great and looks great.

$40 plus shipping..

Ted B

818. Diskcomm file format specifications

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34c7d39d.1371380@news.wxs.nl>
Source record: 66727

I am trying to write down the specifications for the format of Diskcomm disk archive files. There are several utilities for the PC and other platforms to convert these DCM files into ATR files, or some other format. Since I am working on the Pooldisk II CD, (no, we did not fall asleep, we were just very very busy) I needed to convert a ton of Diskcomm files into ATR files. I found that the current utilities do not always convert the DCM files properly. I have written a new program that I think does work right. I might have made mistakes of course. But I think I have it figured out. I hope the program will be available at Umich soon. It is called DCM2ATR, a name that amongst all these conversion utilities was oddly enough not used before.

The reason I am still writing down the specifications for the Diskcomm file format is that some people seem to be convinced that the ATR format is something that cannot be used by people that are still using their Classic Atari without a PC to emulate peripherals. Looking through all posts of last year regarding Diskcomm and such, there has been a lot of discussion about this subject, but nobody seems to know the actual specifications for Diskcomm archives. Well, I think I do. At least, now I do, after about a month of research. That is one of the reasons (just one) why we did not release the Pooldisk II CD before Christmas. Oh well, we tried.

Now to the point of all this. When I have written down the specs, it will finally be possible to write a conversion tool that will take all the ATR's on our CD and convert them into DCM archive files. Well, that is, into files that we can actually expect to work properly on the real Classic Atari computers too. We will then be able to write the CD either in the Diskcomm or in the SIO2PC format. My question therefore is, are there some of you interested in an all DCM format CD? Please give us some feedback on this, or maybe we can start a discussion.

About the specs themselves, I have found that there are some peculiarities in Diskcomm. It uses some algorithms to decode a DCM file. Based on this, we could define this as being the specifications. However, when Diskcomm creates the DCM files, it does some specific things that just happen this way because of the way the sectors are processed when compressing the data. For instance,

Diskcomm compresses sectors in chunks of 18 sectors.
This can be seen in the DCM file, since you will encounter
a sector number at least every 18 sectors. However,
Diskcomm does not actually need this to decode the file.
So, should the specification state that there must be a
sector number included at least every 18 sectors, or
should we regard this as a quirk or peculiarity in the
program that happens to create these DCM files?
In this case, it is Diskcomm itself. Our converter program
should not need to add these extra sector numbers
if they are not needed. Comments anyone?

Also, for my research, does anyone have a copy of
one of the older versions of Diskcomm? Like versions
before 2.0 or so? Let me know, since we need this
for writing up specs that are compatible. Well, actually,
we would only need specs that are compatible with
version 3.2 of Diskcomm. But we are always interested
in PD/Freeware/Shareware software. Still collecting,
as long as we are not burning CD's yet.

Post replies here, or send me an E-mail, to ernest@wxs.nl
I will post the specs here when I am done writing them down.
They might be somewhat lengthy, but then again, so is this
post. Sorry about that.
Keep those XL's/XE's humming.

819. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <6a8vji$1p0$1@user1.teleport.com>
Source record: 66728
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

820. .DCM File?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: Frank Rachel <frachel@webspan.net>
Message-ID: <6a986i$55m@news.webspan.net>
Source record: 66729

How do I use a ".DCM" file with the emulators?

-Frank
Ex SysOp Atari 8 Bit BBS's - DeathStar & Elm Street.

821. Atari 8-Bit Cd (ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34C82955.3D9AC7EE@sisna.com>
Source record: 66730

I have completed the first version of a U.S. version of a CD, has to be read by an IBM or compatable CD-Rom drive. It contains most of the Pool Disk CD items, with the exception
of SED and Atari St files. Atari 8-bit to me means just that. Pool Disk has IBM emulator
files that are on the disk..My price for the CD is $23.00 total shipped...There is over 555500
sectors of files compiling of ACE of Utah disk SPACE library, BBS Express! Professinal
user written utilities, D.Knauf D-Kutilities for the Black Box and Mio and several other files.

What I would like is input as to the next CD produced, what items related to the Atari
8-Bit would one like to see here? Example, Repair documetation, trial and error text
files over 10years? Upgrades new old ect?

Keep in mind I am open to receiving files from anyone to be included with credit to the
author ect. but establising a base contect has taken me a year to produce. The next CD
will not take that long and I will have an upgrade out within the next 2 month..March 1998

bob

822. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34c8d475.132551526@news.inreach.com>
Source record: 66731

I'm afraid something isn't working for me. I used APE to create a single density image that was twice the size of the 1-meg megaimages (16342 sectors), and followed the APE doc's instructions on reconfiguring the drive in MyDOS, but when I tried to format it, it gave me Error 132.

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

823. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6a8vt7$evp@examiner.concentric.net>
Source record: 66732
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Geoff Oltmans <geoff@sprynet.com> writes:
>I think "port" is too strong a word about what happened to GEOS between
>platforms. Mainly because you can't share files between say, GEOS 64/128
>with GEOWORKS on the PC.

Actually, PC/GEOS has nothing to do with GEOS on the 64. PC/GEOS was fantastic and if I had the choice, it would be a tough call between a Linux flavour and GEOS. It was that good. It ran on anything and had fantastic multitasking power even on a 16-bit processor. And if you dumped fonts, you could even run it without a hard drive, though I wouldn't have tried.

Now Windows CE is trying to jam this fantastic OS out of the pen market. It just goes to show you that marketing muscle beats sheer ingenuity every time.

>I think this software was ported in name only.

GEOS was intended to be a multisystem OS for 8-bits, although it only got as far as the Apple II, which was in perpetual development hell, and the 64, which it came out for first and the only system it really had success on. (NB! this is NOT PC/GEOS I'm discussing now.) In fact, the 64 version had hooks in it for Apple II filetypes, so I guess Berkeley was aiming for app cross-compatibility (and with practically identical processors, they might have pulled it off). But the A2 version never materialized. Quark Catalyst eventually filled in that void, and then GS/OS.

Presumably Wheels will take whatever was left of this idea out of the OS, as few people are even aware of it now.

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

824. What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: andy2l@aol.com
Message-ID: <19980123045700.XAA10396@ladder02.news.aol.com>
Source record: 66733

What cartridges work with XE gaming system? Do all 8-bit cartridges work? Like ones for the 400 and 800?
Thanks again,
Andy

825. Re: Atari800win chronic freeze problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: DAFELDMAN <DAFELDMAN@prodigy.net>
Message-ID: <34C82423.6279@prodigy.net>
Source record: 66734

Whenever I get a lock-up problem in Atari800 Win, I can solve the
problem by deleting the Atari800 Win entry in the HkEy_Current_User
Software section of the Win 95 Registry. Then, when I start up
Atari800 Win again, all the problems disappear.

hope this helps,
Doug Feldman

826. Re: .DCM File?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <01bd27f7$e25a0e40$150101c8@ap-rieder>
Source record: 66735

```
> How do I use a ".DCM" file with the emulators?
>

.DCM or .DC3 are "zipped" files, used by Disk Communicator (3).
Get that programm (for the emu !) and hmm....
You can "unzip" the file with the emu then.

Or get a (PC) programm, which can convert .DCM/.DC3 into .ATR or .XFD...

-rudi
```

827. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <En8Kw0.CGs@cix.compulink.co.uk>
Source record: 66736

In article <34C6BC61.7E5E@goldrush.com>, foxnhare@goldrush.com (Larry Anderson & Diane Hare) wrote:
> I started collecting before there was a 'internet.'
You've been collecting since the 60's? Wow! The Internet was up and running long before any of those machines you mentioned were even thought of. It's amazing how many people think it is the same as the WWW. I must be a veritable old timer with nearly 9 years on the Internet!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

828. History of the Atari 8-bit Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd27fb$cd3acfa0$LocalHost@pc001>
Source record: 66737

About a week ago I posted an article about my History of the Atari 8-bit Video project. Very few people have responded to this, so I have re-posted the original article below. For people who wish to contact me about the project (offers of help, etc.), please use this new E-Mail address (for the video only): video@dgs.clara.net . On other matters, please use the usual E-Mail address: dgs@clara.net

Original posting:

Over the past few days, I've been looking through some of my old Atari 8-bit archive material, and it suddenly struck me that what we all need is a single resource which we can keep forever containing pictures, magazine shots, game demonstrations, historical information, and anything else we can think of. The best way of doing this, I think, is to produce a video. Video is great because we can say something like 'in 1981 Atari released ....' and we can show pictures of it at the same time. Video is also great because we can record output directly from the Atari to show old or classic games being used.

Last year I produced a video of the AMS show in the UK, and I had a lot of fun doing that, and it worked very well, so I would have great fun doing the history of the Atari video.

Initially, I have to research it. I need all my facts straight. I know there's a lot of stuff on the net relating to historical events, and I will be using all that to try and piece everything together. I also have quite a bit of Atari 8-bit equipment and software myself, which I will use as part of the video. However, what I really would like are photographs/slides of any computer shows either from the US, UK or Europe in which the Atari features. I would particularly like these to be of shows from the early 80's, but more recent shows are great too. I have no photos at all from US shows, so these would be nice. Home videos/films recorded at any of these would be fantastic. I would also like photos of rare equipment (1450XLD etc.). I know there are some on the net, but the resolution is not high enough to transfer to video. Videos of such equipment being used would also be superb. Although I am in the UK, I have equipment which can play NTSC format VHS tapes, so there should be no problems.

The final video will be in PAL format, but I will make several master tapes, so one can be used to convert to NTSC.

I think this will be a great project, and the final result should be something all Atari 8-bit users can keep forever. At this early stage, I would like input from as many of you as possible. If you have any photos, or other archive material, please E-Mail me. If we all work together on this, we should have it done in no time.

Dean Garraghty
video@dgs.clara.net

829. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6a938i$6k9@freenet-news.carleton.ca>
Source record: 66738

Shawn the Touched (w-radish@inreach.com) writes:
> I'm afraid something isn't working for me. I used APE to create a single
> density image that was twice the size of the 1-meg megaimages (16342 sectors),
> and followed the APE doc's instructions on reconfiguring the drive in MyDOS,
> but when I tried to format it, it gave me Error 132.

The correct command sequence for config and format of a large HD image
mounted in drive 1 is:

O
1 (drive #)
N
Y
Y
16342 (total sectors)

I
1
Y

Works for me, 16342 sectors, 32684 sectors, etc.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

830. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: gonzo@ux1.cyberenet.net
Message-ID: <34c8a24c.0@news.cyberenet.net>
Source record: 66739
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1998 02:39:35 GMT, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:
>Geoff Oltmans <geoff@sprynet.com> writes:
>>I think "port" is too strong a word about what happened to GEOS between
>>platforms. Mainly because you can't share files between say, GEOS 64/128
>>with GEOWORKS on the PC.
>

>Actually, PC/GEOS has nothing to do with GEOS on the 64.

Actually it does.

Berkley softworks developed it for the 64 then it was ported to the Apple
and PC.

PC/GEOS was fantastic
>and if I had the choice, it would be a tough call between a Linux flavour
>and GEOS. It was that good. It ran on anything and had fantastic multitasking
>power even on a 16-bit processor. And if you dumped fonts, you could even
>run it without a hard drive, though I wouldn't have tried.
>
>Now Windows CE is trying to jam this fantastic OS out of the pen market.
>It just goes to show you that marketing muscle beats sheer ingenuity every
>time.
>
>>I think this software was ported in name only.
>
>GEOS was intended to be a multisystem OS for 8-bits, although it only got
>as far as the Apple II, which was in perpetual development hell, and the 64,
>which it came out for first and the only system it really had success on.
>(NB! this is NOT PC/GEOS I'm discussing now.) In fact, the 64 version had
>hooks in it for Apple II filetypes, so I guess Berkeley was aiming for app
>cross-compatibility (and with practically identical processors, they might
>have pulled it off). But the A2 version never materialized. Quark Catalyst
>eventually filled in that void, and then GS/OS.
>
>Presumably Wheels will take whatever was left of this idea out of the OS, as
>few people are even aware of it now.
>
>--
>Cameron Kaiser
>cdkaiser at concentric dot net (it hasn't helped the spam yet though)
>*** visit the Spectre Server at www.sserv.com
>*** C64 software lives! www.computerworkshops.home.ml.org

831. Re: Diskcomm file format specifications

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2807$b7455ba0$49c2accf@asharkis.erols.com>
Source record: 66740

Ernest R. Schreurs <ernest@wxs.nl> wrote in article
<34c7d39d.1371380@news.wxs.nl>...

<snip!>

Ernest, may I suggest the obvious? Have you tried to contact Bob Puff?

Re: storing files in Discomm format on the next Pool Disk -- somebody would
still need a PC with a null-modem cable to take advantage of them.

And what would you do with single files? Discomm wouldn't work with those.
Are you dropping the single files from the next Pool Disk?

832. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: Greg Troutman <mor@crl.com>
Message-ID: <34C8D149.41B00BEF@crl.com>
Source record: 66741

Iain Laskey wrote:
>
> In article <34C6BC61.7E5E@goldrush.com>, foxnhare@goldrush.com (Larry
> Anderson & Diane Hare) wrote:
> > I started collecting before there was a 'internet.'
> You've been collecting since the 60's? Wow! The Internet was up and
> running long before any of those machines you mentioned were even thought
> of. It's amazing how many people think it is the same as the WWW. I must
> be a veritable old timer with nearly 9 years on the Internet!

I hate to be nitpicky, but I think this is somewhat misleading. The oldest piece of the Internet, ARPANet, did go on-line in 1969, but it only connected 4 college campuses, and only people doing government funded research could use it. One could not fairly describe that as an "internet". FTP and Telnet were not even created until around 1973. And the various components of TCP/IP evolved later in the 70's and early 80's. ARPANet adopted TCP/IP in 1983, and began using the term "internet" at that time to describe a project for inter-connecting the isolated public and private network systems that existed back then.

Around 1987, the NSF created a backbone that made it possible to provide access to a large number of these different systems for a large number of people in the U.S. This is the first year that one could say something akin to an "Internet" existed. Global connections to that backbone appeared rapidly. But still, it only ran at T1 speeds, and was far too slow and chaoticly organized for the general public to make much use of until around 1993. It was in 1993 that the biggest piece of what we now call the internet was upgraded to T3 speeds. And that same year, the InterNIC was created, helping to unify the various networks that were connected to the NSF backbone. I think for all intents and purposes that year marks the real birth of what most people call the "Internet". Interestingly, that's the same year that HTML was created.

The point being that when the Commodore PET machines were released there was no "internet". Just a bunch of government or business networks that were not inter-connected to any significant degree. There certainly weren't any ISPs ;)

--
mor@crl.com
http://www.crl.com/~mor/

833. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6aak69$3v7@examiner.concentric.net>
Source record: 66742
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

gonzo@ux1.cyberenet.net (Robert Gonzalez) writes:

>>Actually, PC/GEOS has nothing to do with GEOS on the 64.

>Actually it does.
>Berkley softworks developed it for the 64 then it was ported to the Apple
>and PC.

No, no, no, no! PC/GEOS is a totally different Kernal and architecture.
The PC flavor is multitasking, has a ground-up separately developed kernal,
and multiple selectable UIs and application-layer interfaces. Including a
very good OSF/Motif clone, I might add.

The 8-bit versions do not multitask, have small kernals, different application
suites, and a single hardwired UI. About the only things they do share is
the name of the company, their name, and the fact that the system font on
both is called BSW (but looks different on each one). The Apple and 64 versions
are practically identical, but the PC version is wholly different.

Use them, and you'll see that they are totally unlike each other except the
name (and yes, that Berkeley developed each).
--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

834. Re: Monitors?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6aamr0st1@gte1.gte.net>
Source record: 66743

I am using a generic magnavox composite color monitor. It just has normal audio/video input jacks on the back, exactly like a vcr has. I made a cord that connects the 5-pin monitor out jack on the back of my 800xl into 2 rca jacks- one for audio and one for video, It works great.... The atari 8-bit faq tells which of the 5-pins carry the video and audio. I dont know if this procedure works on the 600xl or other models.

835. Re: Monitors?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-N8IMdiUHH0Pf@DRACO>
Source record: 66744

On Thu, 22 Jan 1998 18:08:20, wesinnc@aol.com (WesinNC) wrote:

> Are there any Atari 8-bit compatible monitors? If so, which ones?

You can also use any tv with a video input jack. Usually yellow in
color.

836. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6aarbr$ep7$1@star.cs.vu.nl>
Source record: 66745

Dhor <dhor@iko.zakopane.top.pl> writes:

>[MOD Player talk]
>There is new player, Inertia 1.45, which plays 4channs mods without any
>conversion. Well, it plays 8bit samples quality, if you have installed
>Covox inside atari, in the other way it plays 4bits samples on pokey.

Does it only use 1 4-bit channel or does it use all 4 (which makes it
in fact a 6 bit player)? Also, what's the replay rate?

>There is also Protracker which allows you to compose 4 chann mods on you
>atari. Almost all effects are available, and these mods after transfer

I never came to doing all the effects (in fact I never implemented _any_
effect). I'm very curious how Inertia sounds. Where can I download it?

>on PC sounds as normal mods. Of course both programms need min. 128 kb.
>If you have 576 kb. extented memory you can load every mod from PC or Amiga.

ObCSA8: Lately I ran across a program called SidPlay. For those who don't
know, it's an MS-DOS program that plays C64 SID files through a soundblaster.
I was wondering if there's a program for the atari 8-bits that plays these
files. It shouldn't be that hard to code such a program considering the
capabilities of the SID chip.

Ivo

837. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6aar01$eh3$1@star.cs.vu.nl>
Source record: 66746

sysop.fox-1@stackbbs.xs4all.nl (Sysop Fox-1) writes:

>But MOD's can be replayed directly on the Atari 8-bitters also. The
>Gatekeeper from the Netherlands coded such a player some years ago, and
>it's working nice, however, when converting the MOD's to the MD8-format,
>sound-quality will increase...

My MOD-Player didn't use MD8 files (like all the Polish and German players did) but loaded MOD files directly (preferably through a SIO2PC connection directly from a PC's harddisk because of the size of most MOD files). It converted it on the fly to an internal format similair (sp?) to the MD8 structure though. BTW I suppose you meant decrease instead of increase.

Ivo van Poorten (a.k.a. The Gatekeeper long ago... :-))

838. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6aas41$f7b$1@star.cs.vu.nl>
Source record: 66747

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>Dhor <dhor@iko.zakopane.top.pl> writes:
>>There is new player, Inertia 1.45, which plays 4channs mods without any

[bobbitted]

>>There is also Protracker which allows you to compose 4 chann mods on you
>>atari. Almost all effects are available, and these mods after transfer

>effect). I'm very curious how Inertia sounds. Where can I download it?

It must be the fact that I still haven't eaten anything since 1 pm, but
you were talking about two different programs here and i didn't even
notice. Anyway, I'm still curious how Inertia sounds, but also how
ProTracker sounds... :)

Ivo

839. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C920B1.33AC97CF@erols.com>
Source record: 66748

Andy2L wrote:

> What cartridges work with XE gaming system? Do all 8-bit cartridges
> work? Like
> ones for the 400 and 800?
> Thanks again,
> Andy

Most of what is out there will work if its 8-bit computer stuff. There
is an occasional
item that isn't compatable and for those you need either software
translation or by adding
a 400/800 OS wired into your system.

Pat.

840. File transfer question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6ab4ak$u1b$1@usenet.kent.edu>
Source record: 66749

Well, after playing with lots of 8-bit emulators this past year, I finally got my hands on a real 800 XL with 1050 drive! I had an 800 for years that finally gave out, so it's nice to join the Atari world once again. I have a few questions that maybe someone can help me with:

1) I now have lots of ATR and EXE files on my PC hard drive. Is there a simple way to transfer them onto Atari floppies that can be read on the 1050? I noticed that A.P.E. can do this, but this program seems a bit more elaborate than what I need.

2) What's the best way to connect to the web using my 8-bit? I have a University account. Maybe instead of transferring files, could I just download them again right onto the 1050?

3) Is there a way to hook the 800 XL up to a TV by using the monitor jack and RCA phone inputs on the TV? I imagine this would improve picture quality, but does such a cable exist?

Thanks to anyone that can help me!

-Alex Ricketts

841. Re: History of the Atari 8-bit Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ca2d02.68108160@news.pressenter.com>
Source record: 66750

On 23 Jan 1998 12:48:23 GMT, "Dean Garraghty" <dgs@clara.net> wrote:

>About a week ago I posted an article about my History of the Atari 8-bit
>Video project. Very few people have responded to this, so I have re-posted
>the original article below. For people who wish to contact me about the
>project (offers of help, etc.), please use this new E-Mail address (for the
>video only): video@dgs.clara.net . On other matters, please use the usual
>E-Mail address: dgs@clara.net

Hi. I saw the article originally and thought it sounded cool. I did
not respond because I was unaware of how I could help. I have lots of
8-bit stuff but not even close to everything. Unfortunately, my 8-bit
stuff is in boxes and I am unable to actually set up the hardware for
any purposes at this time due to spacial limitations and domestic
logistics (ahem I am being kind to my significant other, she'd kill me
if I tried to drag out 1 more computer right now). I can however get
some of my books, manuals, pamphlets, brochures etc out without too
much trouble. I do have a flatbed scanner connected to my PC. Is
there anything I can help you with that won't take manyears of my
time?

Let me know.
*** Please make sure responses are also sent via email.

842. Atari 8-bit cartridges for TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <34C94C93.64AD@texas.net>
Source record: 66751

I have about 20 different Atari 8-bit cartidges for TRADE ONLY. I am not interested in cash offers. I have some commmons, but also some Rarer title available too. If you are a trader, then please send me a list of what you have available for trade, and I will send you my list in return. Thanks! Matthew

---> SPAM-BLOCK engaged; for REPLY mail please remove the '*' from mj*beau@texas.net

843. Re: Indus GT drive PS ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6abahibqo2@mohawk.hwcn.org>
Source record: 66752

Einhard (dfuller@csc.mc.edu) wrote:
: Bryan Edewaard <bryede@emi.net> wrote:
: > They take a 12VDC supply (tip positive). I don't know if they're
: > protected against an AC brick, though.

: Heh...here's hoping! I was able to pull it out of the wall fairly quickly,
: so maybe it's still ok. Thanks everyone for the emails/posts...very much
: appreciated!

: -einhard

Ya, you just made an Indus door stop. They are DC and do not handle AC
well... I think they are compatible with the Atari 5200 power supply.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

844. History video - Ideas document

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd2844$306ed920$424a08c3@pc001>
Source record: 66753

I have put a copy of the current History video ideas document (in MS Word 7) format on my web page:
http://www.dgs.clara.net

This document outlines what the video will contain.

Dean Garraghty.
video@dgs.clara.net

845. Re: File transfer question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34C94222.FCA659BB@erols.com>
Source record: 66754

arickett@kent.edu wrote:

> Well, after playing with lots of 8-bit emulators this past year, I
> finally
> got my hands on a real 800 XL with 1050 drive! I had an 800 for years
>
> that finally gave out, so it's nice to join the Atari world once
> again.
> I have a few questions that maybe someone can help me with:
>
> 1) I now have lots of ATR and EXE files on my PC hard drive. Is
> there
> a simple way to transfer them onto Atari floppies that can be read on
> the 1050? I noticed that A.P.E. can do this, but this program seems
> a bit more elaborate than what I need.
>

The original SIO2PC device wa created by Nick Kennedy and itssimpler you
can get the info with xformer emulator that is up on the web

> 2) What's the best way to connect to the web using my 8-bit? I have a
>
> University account. Maybe instead of transferring files, could I just
>
> download them again right onto the 1050?
>

You need 80 col telecom. software (like IceT) and your internet
accountneeds to be a shell account. Typically shell accounts support
x-modem
or z-modem transfers (x-modem is very common)

> 3) Is there a way to hook the 800 XL up to a TV by using the monitor
> jack and RCA phone inputs on the TV? I imagine this would improve
> picture quality, but does such a cable exist?
>

Yes you need a monitor cable. (5 pin DIN plug one end and RCAjacks on
the other) Try B & C Computervisions or Best electronics.

> Thanks to anyone that can help me!
>
> -Alex Ricketts

846. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <885946194@stackbbs.xs4all.nl>
Source record: 66755

-=> Quoting Judd@merle.acns.nwu.edu to All <=-

>>>GEOS is another OS that happens to run on the C64 hardware.
>>>...Its not C64 compatible.

>"C64" is a description of the entire computer; hardware, OS, RAM,
>everything that this entails, not merely the label on the case. GEOS

Ju> And GEOS runs on that specific computer.
Ju> Your argument is academic, polemic, pointless, and totally
Ju> unconvincing to every single reader of this thread. Moreover, by being
Ju> so intransigent you are making yourself look extremely foolish to
Ju> hundreds if not thousands of people around the world. Why?

Wait a minute. You can NOT decide for me here. I agree with Kenneth here
totally. Without GEOS implemented, GEOS programs won't run. Like a
Windows program only runs, when Windows is installed. That windows
can be ported to other machines (see Windows NT on a MAC), but the
code is surely NOT the same. This makes it obvious that it is not easy
to write a general layer.

Of course, if some would write a specific GEOS OS for our Atari's, our
Atari would be able to run GEOS programs. But the code would have to
be Atari specific. I don't think GEOS can be copied from an Un*x machine,
installed on a C64 machine, and presto it runs. GEOS programs running
under GEOS can be probably easily ported. The same is true for JAVA.
Design a specific JAVA runtime system for your computer, and it will
all JAVA code which is available now.

TCP/IP however is not an engine. It's a protocol. You can not download your
PC's TCP/IP programs from you pc, place it on your Atari or C64 and
expect it to run, right?
Then again, you expect a TCP/IP driver developed for a C64 to be copied
to an Atari and have it run?
No, in this case you want another machine independent layer underneath
this TCP/IP driver. I think THIS is extremely foolish.
If I would want to have a TCP/IP protocol it should be designed for
my Atari. Nothing more, nothing less...

[snip]

>>You do a disservice to the Atari community.

>I think not.

Ju> I not only think so, I know so.
Ju> The Atari community needs coders, not academics.

The Atari community needs people with common sense.
Good programs are based on good designs.
Good designs are well thought off.
Academics are good thinkers.
Hence, we need coders, academics, critics, and users.
How can a bit of criticism be a disservice?
Show us wrong, and post the code.

Bo.

___ Blue Wave/386 v2.30

847. Emulator Development

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <885946195@stackbbs.xs4all.nl>
Source record: 66756

-=> Quoting Atrouw@home.com to All <=-

At> If you live in Orange County California and want to be a part of a
At> Shareware development group writing technologically advanced software,
At> I am looking for you.
At> The current project being worked on is an Atari 8-bit Emulator for
At> Win32.

[snip]

At> Arie Trouw

You're not happen to be Dutch are you?
Bo.

___ Blue Wave/386 v2.30

848. Re: Which computers have

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-23 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <885946196@stackbbs.xs4all.nl>
Source record: 66757

-=> Quoting Aos@insync.net to All <=-

Ao> In comp.sys.atari.8bit Larry Anderson & Diane Hare
Ao> <foxnhare@goldrush.com> wrote: > I started collecting before there was
Ao> an 'internet.'
Ao> Uuh, no, you didn't. The Internet has been around since before those
Ao> computers you listed were even a twinkle a hardware developer's eye.

But ut isn't called Internet for quite a while is it.
Wasn't it called ARPA net in the past?

Bo.
___ Blue Wave/386 v2.30

849. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6adlio$k65@nntp02.primenet.com>
Source record: 66583

The mortal Alan Sharkis wrote:
: and/or A.P.E.? What were their experiences with such a setup?
: Have any PRO (or other) sysops attempted to run their BBSs using SIO2PC

I/O via 8-bit hard drives is slow enough as it is. It would be even
slower with SIO2PC.

Now if there were a PBI2PC, that's a different story.

850. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6adlq8$k7i@nntp02.primenet.com>
Source record: 66584
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
The mortal pmulvey wrote:
: games"concept, they eneded up burying countless Indiana Jones and ET
: carts.

Raiders was a successful and high quality game. I think you are confusing
this with Pac Man.

--
==========================================================================
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==========================================================================
```

851. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6abavibqo3@mohawk.hwcn.org>
Source record: 66758

```
: Hmm...just wondering, does the 8-Bit version of Express look/feel anything
: like the ST version? If so, why not just go that route. Fairly recent hard
: -ware is still available, and you would still be able to run on our Atari
: equipment. BBS Express! ST is still supported by Rich Sanchez, and the
: latest release is upto v1.98a...
:
The ST version of Express looks a little bit like, and operates a little
bit like 8 bit Express Pro!....however, the ST version can't hold a candle
to the 8 bit version. Frankly, it sucks. And, Express Pro! is still
supported by Bob Klaas and the latest release is up to v5.0 I believe...

Why would an 8 bit owner go to equally obsolete equipment to run a BBS, if
his current obsolete equipment is failing him?

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org
```

852. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: drcoffee@mindUNSPAMspring.com
Message-ID: <6ac4lf$7ub@camel12.mindspring.com>
Source record: 66759

John Schnittker <jschnitt@gte.net> wrote:

>I am using basic and would like to poke pixels directly to the screen.
>Is this possible? is there an address I can POKE to? My intention is to
>draw pixels faster than the plot/drawto command.

Assembly is the way to go if you get serious, but you can go a long
way in gaining speed in BASIC by PRINTing directly to the screen area.
I'm too rusty to remember the tricks for doing it, so check some of
those references that were suggested. The main idea is to create a
string the size of the video memory, redirect the screen to that area,
then manipulate the string with string-oriented commands. The results
appear "instantly" and can affect up to the whole screen. There are
many variations of the concept. You will give up PLOT/DRAWTO commands
in a hurry.

There are also improved and compilable BASICs out there like the
shareware TurboBASIC, but I couldn't tell you where to find them now.

Gary Holder

853. Re: Monitors?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34C9AB07.5C8906D6@spnt.com>
Source record: 66760

Commodore monitors work great, and last time I checked you could still
get one new at CBM.COM...

The Shadow

kenames@inreach.com wrote:
>
> On Thu, 22 Jan 1998 18:08:20, wesinnc@aol.com (WesinNC) wrote:
>
> > Are there any Atari 8-bit compatible monitors? If so, which ones?
>
> You can also use any tv with a video input jack. Usually yellow in
> color.

854. Re: Atari 8-bit cartridges for TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <6acie8$r2s$1@plug.news.pipex.net>
Source record: 66761

m.j.beau wrote in message <34C94C93.64AD@texas.net>...
>
>---> SPAM-BLOCK engaged; for REPLY mail please
> remove the '*' from mj*beau@texas.net

A little irrelevant but maybe of some help:
In my e-mail software your address shows up correctly - the mj* is not part of the link. Spam software scans the whole message and so they'll have no problem picking up your address either. I had the same problem and since I was told about it I now receive hardly any spam at all.

Gareth.

855. Re: Diskcomm file format specifications

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34c937d5.29301457@news.wxs.nl>
Source record: 66762

On 23 Jan 1998 14:04:19 GMT, "Alan Sharkis" <asharkis@erols.com>
wrote:

>
>
>Ernest R. Schreurs <ernest@wxs.nl> wrote in article
><34c7d39d.1371380@news.wxs.nl>...
>
><snip!>
>
>Ernest, may I suggest the obvious? Have you tried to contact Bob Puff?
Of course I sent him a prerelease of my program. I haven't heard of
him yet though. Maybe he is too busy to read E-mail.
Also, since some people suggested that DCM should be a standard
format as is ATR, if all emulators and such would have to support it,
we might ask these people and their users for an opinion. So, I
posted this just for that purpose.

>Re: storing files in Discomm format on the next Pool Disk -- somebody would
>still need a PC with a null-modem cable to take advantage of them.
That is what we told people that asked for a DCM format CD. And on
top of that, you still need a PC that will read the CD. However, some
people are currently working on writing a driver or program that will
let you read a CD on the 8bit with an IDE CD player. They are able
to read files, as far as I know.

>And what would you do with single files? Discomm wouldn't work with those.
> Are you dropping the single files from the next Pool Disk?
One reason we had single files was that there was no time left to put
them into ATR files. Another was that we wanted people to try and
access these files directly. We can still put all these files into
ATR images for the next CD. And thus also convert them over.
As a matter of fact, we did that for the Umich archives. And I am
doing this all over again with the current "version" of Umich.
Also, DCM archives of a single file are possible, since they are,
after all, compressed. So this is not a problem. We just would not
store DOS on these single file disks.

856. Re: Monitors?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: Liam Busey <liam1@ix.netcom.com>
Message-ID: <34C9D6B0.7E0D@ix.netcom.com>
Source record: 66763

The Shadow wrote:
>
> Commodore monitors work great, and last time I checked you could still
> get one new at CBM.COM...
>
> The Shadow
>
You must be thinking of CMD. Their URL is <www.cmdweb.com>.

-Liam Busey

857. Re: 800xl video writes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6acm9c$q3t$1@gte2.gte.net>
Source record: 66764

Thats a super tip, gary, thanks. I am getting my feet wet in assembly
now, coincidently, I just dabbled with the display list, so i think i
know how to pull off what u said.

> Assembly is the way to go if you get serious, but you can go a long
> way in gaining speed in BASIC by PRINTing directly to the screen area.
> I'm too rusty to remember the tricks for doing it, so check some of
> those references that were suggested. The main idea is to create a
> string the size of the video memory, redirect the screen to that area,
> then manipulate the string with string-oriented commands. The results
> appear "instantly" and can affect up to the whole screen. There are
> many variations of the concept. You will give up PLOT/DRAWTO commands
> in a hurry.
>
> There are also improved and compilable BASICs out there like the
> shareware TurboBASIC, but I couldn't tell you where to find them now.
>
> Gary Holder

858. Auction - Lots of Atari 8-bit Items - Final Week!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980124134301.IAA05344@ladder02.news.aol.com>
Source record: 66765

January Auction - Update 8

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Nintendo 64 - Complete in Boxes
N1. Mario Kart 64 (complete with box/instructions, excellent condition) -$24.95 min

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min

2. Zone Ranger. New in box (unsealed) -$9.95 min

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$5 smedley
4. Ballblazer (excellent label) -$1.95 min
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 tempest
7. Centipede (excellent label) -$1 peter papp
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 peter papp
11. Dreadnaught Factor (light label wear along edge) -$3.95 min
12. Frogger (very good label) -$1 peter papp
13. Frogger II ThreeeDeep! (excellent label) -$9.95 awwatkin
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$4 smedley
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 peter papp
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 peter papp
21. Montezumas Revenge (excellent label) -$9.95 awwatkin
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$10 johngr
24. Ms. Pac-man (very good label) -$1 peter papp
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$2 smedley
27. Pitfall II excellent label) -$2.95 cwilkson
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 peter papp
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 min
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$1.95 min
36. Space Dungeon (excellent label) -$1.95 tempest
37. Space Invaders (excellent label) -$1 peter papp
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$6 cwilkson
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$1.50 tempest

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 cwilkson
43. Star Raiders single -$2 cf943
44. Centipede pair -$2 cwilkson
45. Space Invaders pair -$4 saxymanny
46. Missile Command pair -$2 cwilkson
47. Defender pair -$4 saxymanny

48. Galaxian pair -$2 cwilkson
49. Qix pair -$2 cwilkson
50. Frogger pair (excellent condition) -$5 cf943

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 cwilkson
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 min
64. Joust -$2 cf943
65. Jungle Hunt -$2 cf943
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$2 cf943
71. Mr Do's Castle -$1.95 min
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$1.95 cwilkson
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$2 cf943
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$2 cf943
84. Space Shuttle -$2 cf943
85. Star Wars Arcade -$3.95 cwilkson
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 min
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$6.95 bgomes

A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min
A6a. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$5.95 min
A7a Rescue on Fractalus! -$5.95 tempest

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64), Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$5 Mknzy
A23. Atari Standard Joystick (single) -$1.95 joseph red
A24. Atari Standard Joystick (single) -$1.95 tempest

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min

A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 min
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$4.95 bgomes
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 bgomes
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 bgomes

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$.75 jeremy
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$.75 cwilkson
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$.75 cwilkson
B9. Frostbite, Activision (colored) -$1.25 jeremy
B10. Hangman, Atari (small black, crushed/taped) -$.75 cwilkson
B11. Haunted House, Atari (b&w) -$.75 min
B12. Home Run, Atari (small black) -$.75 min
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 cwilkson
B15. Star Trek, Sega -$.75 cwilkson
B16. Star Wars Jedi Arena, Parker Bros. -$2.25 jeremy
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 smedley
B18. Stellar Track, Sears (small black) -$1.95 cwilkson
B19. Street Racer, Atari (small black) -$.75 min
B20. Super Breakout, Atari (colored) -$.75 min
B21. Superman, Atari (small red) -$.75 jeremy
B22. Surround, Atari (small black) -$.75 min
B23. Swordquest 1 Comic Book, Atari -$2 cwilkson
B24. Swordquest Earthworld, Atari (colored) -$2 cwilkson
B25. Swordquest Fireworld, Atari (colored) -$2 cwilkson
B26. Tac-Scan, Instructions/Poster -$.75 cwilkson

B27. TAZ, Atari (colored) -$2.25 jeremy
B28. Tennis, Activision (colored) -$.75 min
B29. Towering Inferno, US Games -$.75 cwilkson
B30. Vanguard, Atari (colored) -$.75 cwilkson
B31. Video Chess, Atari (small black) -$.75 cwilkson
B32. Video Olympics, Atari (colored) -$.75 min
B33. Video Pinball, Atari (small colored) -$.75 min
B34. Warlords, Atari (colored) -$.75 min
B35. Warplock, Data Age -$.75 cwilkson
B36. Word Zapper, Vidtec -$.75 cwilkson
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 ebacher
B38. Yars Revenge, Atari (colored), some scores written in back -$.75 min
B39. Space Invaders, Atari (colored) -$.75 min
B40. Space Invaders, Atari (small black) -$.75 min
B41. Space Jockey, Vidtec -$.75 min
B42. Joust, Atari (colored) -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822), The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2). -$6 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.), Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation), Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more). Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$5 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot), Creepy Music, more. Interfacing (Atari 850/Printers). Trapping a

CLOAD. -$5 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included). New Products: Atari Pilot with Turtle Graphics. The Atari Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's Guide To Painting with Atari Computer Color (with type-in Christmas Tree). Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari Gift Collection. -$5 ebacher

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program). Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$5 ebacher

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System). A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$5 ebacher

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section). APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$5 ebacher

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program.

Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 cwilkson
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

859. BB Format Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6acvde$rk3$1@mohawk.hwcn.org>
Source record: 66766

I was just trying to format an MFM drive with an Adaptec 4000a controller on a Black Box. I am going to be sending a Hard disk setup to a friend in Germany......however, during the format, I got a bunch of "Bad Sector Header" "Unable to reassign" messages....I havent got through the full format yet, as it seemed to take forever, finding bad sectors and reformating etc....my question is......is this a fatal error? IE it can't deal with a bad sector like this? Suggestions?

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

860. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd28e0$167b3300$dac2accf@asharkis.erols.com>
Source record: 66767

William Moeller <af332@freenet.hamilton.on.ca> wrote in article
<6abavibqo3@mohawk.hwcn.org>...

<snippety!>
>
> Why would an 8 bit owner go to equally obsolete equipment to run a BBS,
if
> his current obsolete equipment is failing him?
>
>
>
> --
> William M. Moeller
> af332@hwcn.org or willy@hwcn.org

Seems to be that what's failing is not 8-bit computers, but the peripherals to which they are attached. Many PRO boards have been running 24/7 for many years with no computer problems. Hard drives, interfaces and adaptors are another story.

Have any PRO (or other) sysops attempted to run their BBSs using SIO2PC and/or A.P.E.? What were their experiences with such a setup?

Also, what are the chances that SCSI and/or IDE removable media can be successfully interfaced with 8-bits reliably enough to run a BBS?

861. Fortress :(

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34cb175f.5156196@news.demon.co.uk>
Source record: 66768

Just a quick repeat request...

A while back I sent Fortress to several people, since then i have lost
the file and cannot find the disk i made the atr from...

Please, if anyone still has the atr PLEASE send it to me by email..

--
.... Paul

www.dellos.demon.co.uk

Robin Cook : MP, womaniser and right ugly bastard!!

862. Re: Indus GT drive PS ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: Einhard <dfuller@csc.mc.edu>
Message-ID: <6ad97irvb2@ox.mc.edu>
Source record: 66769

William Moeller <af332@freenet.hamilton.on.ca> wrote:
> Ya, you just made an Indus door stop. [snip]

hehe..that's what I was worried about..I have too many "door stops"
laying around as it is. Luckily, I just blew out the power supply
(whew!). Found a dc ps and amazingly enough, the drive still works! A
happy ending to what could have been a *very* painful situation...

-einhard
(thanks again for all the info! =))

863. Running .BIN Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: radios@earthlink.net
Message-ID: <radios-2401981006250001@ip61.san-francisco2.ca.pub-ip.psi.net>
Source record: 66770

I finnally got the full Rainbow Emulation program for the MAC PPC but I
can't run ANY of my 100 or so .BIN files.
I've tried a lot of things. What should have worked was DOS 2.5 in drive
1 and the .BIN file in drive 2. Using 'L" for load just gives me an ERROR
170 each time and the program dosen't run. I've tried the file with the
.BIN extension, .ATR, .EXE, I've autotyped it to the appropriate size
disk, ie: greater than 16K and so on.

It's probably simple but its kickin' my ass.

Anyone able to lead me from the valley of the shadow of darkness? I'm
dying to run Threshold and Necromancer.

Thanks,

Jim

--
Antique Electronics

San Francisco, CA.

864. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6adnvcpud2@news.campus.mci.net>
Source record: 66771

On 24 Jan 1998 00:00:50, William Moeller wrote:

->The ST version of Express looks a little bit like, and operates a little
->bit like 8 bit Express Pro!....however, the ST version can't hold a candle
->to the 8 bit version. Frankly, it sucks. And, Express Pro! is still
->supported by Bob Klaas and the latest release is up to v5.0 I believe...

Hmm...okay, I'll bite-how does the ST version "suck" compared to the 8-Bit
version? :)

->Why would an 8 bit owner go to equally obsolete equipment to run a BBS, if
->his current obsolete equipment is failing him?

I guess I'll have to disagree with this statement. By sheer virtue of age,
ST equipment would have an decided advantage. You can argue that ST equip.
is obsolete, but can you hook up an ultra SCSI 4.5 gig hard drive to an
8-Bit? Or run at modem speeds of 38400 or higher? What about CD-ROMs? I've
got 4.5 gigs of HD space and 10 CD's running on my 10 year old ST on BBS
Express! ST... ;-)

Note here I don't know if you can do the above with an 8-bit, I'm really
curious as to whether or not you can. (I'm constantly amazed by what can
be done!) Thanks in advance...

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

865. What an Idiot.....!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34ca63c8.24719721@news.demon.co.uk>
Source record: 66772

After asking for a file called Fortress twice I then find out that the
file I sent was called Survivor NOT fortress...

Well so much for the nigh on 20 years in the 8bit scene for me then...

All that time and I cant remember a name.......

So to end...I have got that program after all...

Never mind...senile 8bit bloke out....

--
.... Paul

www.dellos.demon.co.uk

Robin Cook : MP, womaniser and right ugly bastard!!

866. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34CA92A2.B25E8109@erols.com>
Source record: 66773
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Glenn Saunders wrote:

> The mortal pmulvey wrote:
> : games"concept, they eneded up burying countless Indiana Jones and
> ET
> : carts.
>
> Raiders was a successful and high quality game. I think you are
> confusing
> this with Pac Man.
>
> --
> ==
> ==
>
> == Glenn Saunders --3D Graphics / Videography / Web
> development-- ==
> == krishna@poboxes.com homepage
> http://www.geocities.com/Hollywood/1698 ==
> == Stella@20 video page
> http://www.primenet.com/~krishna ==
> ==================
> ==

First as far as the Mortal part goes, you haven't met any 200 year old
men yet, have you?

As far as the second part Pac Man was a success Indiana Jones and ET
were both over
produced by Warner. They both lost Atari gobs of dough because they
never sold enough
to cover the production costs.

867. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6adrsl$qt8$1@flood.xnet.com>
Source record: 66774
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal pmulvey wrote:
: : games"concept, they eneded up burying countless Indiana Jones and ET
: : carts.
:
: Raiders was a successful and high quality game. I think you are confusing
: this with Pac Man.

That really doesn't affect whether or not they might have had to scrap
copies of it after the collapse: in fact, it might make it -more- likely.
You'd want to keep a lot of copies of a best-selling game around in case
your planned endless stream of consumers wanted to buy them.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

868. Classic Computers List

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2401981714370001@macmcurrent.library.carleton.edu>
Source record: 66775

Anybody here subscribed to the Classic Computers List?

The information I had was that it was moderated by
mailto:bill@booster.u.washington.edu (Bill Whitson), and there was a web page at
http://weber.u.washington.edu/~bcw/ccl.html .

The web address says it's moved to http://haliotis.bothell.washington.edu
but that site hasn't responded to me for a week.

And I'm told Bill hasn't reponded to e-mail requests to subscribe to his list.

Time to nuke it from the FAQ, or am I moving to quickly?

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

869. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34CAAA60.73095351@erols.com>
Source record: 66776

Glenn Saunders wrote:

> The mortal Alan Sharkis wrote:
> : When the home computer market and the education market began to
> grow, the
> : biggest trend in schools was to teach kids to program in BASIC. For
> many,
> : it was a major flop. But parents pushed for it, and computer
> manufacturers
> : obliged by including it with their machines.
>
> Given the limited memory of early computers, tinkering in basic was
> almost
> all you could do with them. You couldn't run substantial productivity
>
> applications on them. Back then even floppy drives were beyond the
> means
> of most consumers. The novelty of having a computer back then meant
> being
> able to watch it compute, not being able to use it for WYSIWYG DTP or
> raytracing or web surfing as it is today. It was still a thrill to
> watch
> a computer in action chomping on a BASIC program and doing rudimentary
>
> "computer" things.

Well Glenn, the first "tinkering" was actually done in Machine Code in
1975, (ALTAIR)
well before the home computer market blossemed. Yes, you couldn't run
you substantial
productivity applications then mainly because they simply had not been
written yet!
Having ANYTHING moving on a TV screen under your control was still a new
thing
because computers/video games in the home were not yet common. This was
history
and without it the present doesn't exist.

On a personal note, this "mortal" thing... Try watching less
Highlander.....

870. Re: Indus GT drive PS ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34CAAAEF.D5A6B67@erols.com>
Source record: 66777

Einhard wrote:

> William Moeller <af332@freenet.hamilton.on.ca> wrote:
> > Ya, you just made an Indus door stop. [snip]
>
> hehe..that's what I was worried about..I have too many "door stops"
> laying around as it is. Luckily, I just blew out the power supply
> (whew!). Found a dc ps and amazingly enough, the drive still works! A
>
> happy ending to what could have been a *very* painful situation...
>
> -einhard
> (thanks again for all the info! =))

If this was an Atari supply try taking it apart and replacing the
fuse.....
"Thank the makers...." (C3PO)

Pat.

871. MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <6aep7j$15a$1@sirius.cs.pdx.edu>
Source record: 66778

I'm thinking that MIDI sequencing on my 1200XL might be fun... Does anyone have any thoughts on the MidiTrack interfaces that B & C Computervisions sells? Do they come with software? What's the difference between the II and III models? Also, anyone using the "MidiPatch Casio CZ" disk B & C has? Am I right in thinking this is a patch librarian?

Any opinions appreciated as usual...

--
+--+
Alex Chamberlain BeOS Developer #9460
chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
+--+

872. Shareware.com now includes Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6adhad$a0h$1@hades.csu.net>
Source record: 66779

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

Enjoy!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

873. Re: Quick vs Action

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6adhlc$a0h$2@hades.csu.net>
Source record: 66780

Tom Rosso (slmph@cc.usu.edu) wrote:
: Can somebody tell me the main differences between the languages Quick and
: Action. Which one is more powerful, easy to use, where can I obtain them,
: etc. Thanks for your help.
: -Tom

IMO, Quick is harder to use. It could be because I don't know 6502 Assembly,
but I also found that the 38-39 character limit on logical lines of code
was kind of crazy. I prefer Action!'s editor over almost every other editor
for any other platform that I've used! :) (emacs and MSWord <gulp!> are
actually pretty awesome, too!)

Quick is also disk-based, vs. the cartridge-access of Action!
I often use Action! as a fast little memo pad when I'm on the phone! :)
It boots up instantaniously (since I'm not booting DOS). I've even written
some code w/o booting to DOS, and then printed it through APE to a file
on my PC... an interesting way to save a file, if you ask me. :)

I'm not sure of Quick's limitation on buffers, but Action! has two.
It has search-and-replace, search, cut/paste (by lines), and compiles
pretty quickly.

What it DOESN'T offer (I may as well complain while I'm at it!) is easy
banked RAM access or 65c816 CPU support. I feel it should. I wish Mike
Hohman (FTe) would appear out of nowhere and do this for us. (He owns the
rights to Action! now, right?.. yeah, he does.. anyone remember Mars8?)

I'm not sure what built-ins Quick offers for banked RAM access. My GUESS
would be it does offer something...

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

874. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: geert.loose@advalvas.be
Message-ID: <34cc33a9.14730905@news.uunet.be>
Source record: 66781

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>On Fri, 11 Jul 1997, Maury Markowitz wrote:
>
>> I started this project about a year ago, now I want to finish it...
>>
>> Has anyone reading this every played Omnitrend's Universe for the Atari
>> 8-bit? Did any of your friends have it or play it? If anyone reading
>> this has, or knows someone that has, could you please have them drop me a
>> note?
>>
I have the game AND the manual.

I've played the game a little bit, but it took too long (building
your space-ship etc.) before it got interesting and the disk accesses
where very slow. Also there was much disk swapping. Although I was
very interested in the game, I lost interest.
With the now-existing emulators, the disk swapping problem and the
access problems are resolved, but the game is a litte bit outdated
now....
However, nostalgia rules....and if I get bored of the actual games,
perhaps one day I'll try again to play UNIVERSE

I you want, you can contact me at my e-mail address:
geert.loose@advalvas.be

875. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-24 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6adl3o$jup@nntp02.primenet.com>
Source record: 66782

The mortal Alan Sharkis wrote:
: When the home computer market and the education market began to grow, the
: biggest trend in schools was to teach kids to program in BASIC. For many,
: it was a major flop. But parents pushed for it, and computer manufacturers
: obliged by including it with their machines.

Given the limited memory of early computers, tinkering in basic was almost
all you could do with them. You couldn't run substantial productivity
applications on them. Back then even floppy drives were beyond the means
of most consumers. The novelty of having a computer back then meant being
able to watch it compute, not being able to use it for WYSIWYG DTP or
raytracing or web surfing as it is today. It was still a thrill to watch
a computer in action chomping on a BASIC program and doing rudimentary
"computer" things.

876. re: Classic computers list

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6aeq8a$e3v$1@news01.deltanet.com>
Source record: 66585

It's still up. Send an email to listproc@u.washington.edu
with a blank subject and the words:

'SUBSCRIBE CLASSICCMP [firstname] [lastname]'

to sign up.

Cheers,

Aaron

877. Atari Book Brag

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <17630.otter@oz.net>
Source record: 66586
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Made a nice score at one of the thrifts here today. This time, the find was a bunch of Atari programming books, 10 in all...

Awesome Games for Your Atari Computer -- Hal Renko/Sam Edwards
Games for your Atari Computer -- Paul Bunn
Compute!'s First Book of Atari
The Atari Assembler -- Don & Kurt Inman
The Best of Antic Volume One
101 Programming Surprises and Tricks
for Your Atari Computer -- David Heiserman
Atari Graphics and Arcade Game Design -- Jeffrey Stanton/Dan Pinal
Home Applications and Games for the
Atari Home Computers -- Timothy Banse
The A.N.A.L.O.G. Compendium
Games Ataris Play -- Hal Glicksman/Kent Simon

A pretty nice haul, and the best part is, each book was only 25 cents. Before today, the only Atari-related books I had were the Basic manual that came with the 800, the Atari DOS manual, and the owners manuals for some peripherals.

I guess this is a good start to my Atari library...

--Otter

878. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6aepkqeok1@mohawk.hwcn.org>
Source record: 66587

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:
: On 24 Jan 1998 00:00:50, William Moeller wrote:

: ->The ST version of Express looks a little bit like, and operates a little
: ->bit like 8 bit Express Pro!....however, the ST version can't hold a candle
: ->to the 8 bit version. Frankly, it sucks. And, Express Pro! is still
: ->supported by Bob Klaas and the latest release is up to v5.0 I believe...

: Hmm...okay, I'll bite-how does the ST version "suck" compared to the 8-Bit
: version? :)

Well, I am off to work in about 5 mins, so I don't have time to list
Pro!'s virtues......Bob? Perhaps a list of the features is in order. Let's
say briefly, that Express Pro has more commands and features.....I may
have not seen the latest and greatest version for the ST, but the version
I am a Sysop on local here, doesn't even come close to version 3 of Pro.

: ->Why would an 8 bit owner go to equally obsolete equipment to run a BBS, if
: ->his current obsolete equipment is failing him?

: I guess I'll have to disagree with this statement. By sheer virtue of age,
: ST equipment would have an decided advantage. You can argue that ST equip.
: is obsolete, but can you hook up an ultra SCSI 4.5 gig hard drive to an
: 8-Bit? Or run at modem speeds of 38400 or higher? What about CD-ROMs? I've
: got 4.5 gigs of HD space and 10 CD's running on my 10 year old ST on BBS
: Express! ST... ;-)
:
: Note here I don't know if you can do the above with an 8-bit, I'm really
: curious as to whether or not you can. (I'm constantly amazed by what can
: be done!) Thanks in advance...
:

Again, I don't have time. Suffice to say, that with parity disabled, or a
PAL chip mod on your Black Box, the 8 bit can indeed hook up a large
SCSI....although there needs to be a mod to allow for larger (than it
currently supports) heads and cylinders.....a Rom problem.......and, CD
Roms....well, people are working on that....until then, I think you could
use SIO 2 PC....

: ____
: / / / / /\
: / --T-- / Sysop of The DarkForce! BBS / /\ / /
: / -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
: / --G-- / The Fuji -still- Lives...!! / \/ / /
: /_____________/_____________/_____________/_____________/ /
: ____\/

:

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

879. WTB: Amiga 2000's $100, will pay shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: delusion@wcoil.com
Message-ID: <885720335.1237254148@dejanews.com>
Source record: 66588

I want to Buy:

AMiga 2000's with revision 4.2 mother board or better
1MB chip ram
Keyboard
Disk Drive

WIll pay $100 and will cover all shipping charges

E-mail me!

Delusion@wcoil.com

I will not read news reply only E-mail

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

880. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980125095201.EAA20312@ladder01.news.aol.com>
Source record: 66589

>Subject: Re: BBS Express PC
>From: Glenn Saunders <krishna@primenet.com>
>Date: Sat, Jan 24, 1998 16:14 EST
>Message-id: <6adlio$k65@nntp02.primenet.com>

>Now if there were a PBI2PC, that's a different story.

Your right on the button, PBI2PC a great Idea, It would a LOT faster than
the Bit Banging SIO2PC.

<<Star>>

881. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34ce0bbe.6786883@news.inreach.com>
Source record: 66590

On 23 Jan 1998 03:36:50 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker)
wrote:

>The correct command sequence for config and format of a large HD image
> mounted in drive 1 is:
>
>O
>1 (drive #)
>N
>Y
>Y
>16342 (total sectors)
>
>I
>1
>Y
>
>Works for me, 16342 sectors, 32684 sectors, etc.

I've done that very sequence, but nevertheless it hasn't worked for me.
Perhaps it's the emulator? I know the Atari 800 Win won't even write...

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into
animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

882. Re: WTB: Amiga 2000's $100, will pay shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6afnug$j8r@bgtnsc03.worldnet.att.net>
Source record: 66591

delusion@wcoil.com wrote:
>
> I want to Buy:
>
> AMiga 2000's with revision 4.2 mother board or better
> 1MB chip ram
> Keyboard
> Disk Drive
>
> WIll pay $100 and will cover all shipping charges
>
> E-mail me!
>
> Delusion@wcoil.com
>
> I will not read news reply only E-mail
>
> --------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Sorry dude, that's a collectors item for me :-)
--
Remove the extra "h" if you wish to reply.

883. TCP/IP on the Atari (Re: Atari vs CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6afmgo$5s6@news.acns.nwu.edu>
Source record: 66592
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34c748fc.4363642@news.aatech.com>,
Kenneth Jennings <kenneth@daffy.aatech> wrote:
>On 21 Jan 1998 22:19:22 GMT, judd@merle.acns.nwu.edu (Stephen Judd) wrote:
>
>>In article <34c6202a.2899555@megsnews.megsinet.net>,
>>Bryan Edewaard <bryede@emi.net> wrote:

Hmmm... didn't notice the address before. Bryan, are you in the Chicago area?

>>Would *you* seriously argue that GEOS 64 is not C-64 compatible? Across
>>multiple postings?
>
>I meant GEOS programs which was obvious from the context if you
>continued reading. You do not run GEOS programs by themselves.
>They require GEOS.
>
>Simply for the sake of silence I will just agree with the opposing

Nobody likes a sore loser you know. Just cut yourself off a big slice
of humble pie and chow on down -- you'll feel much better in the morning.

>>I must not be being very clear. What existing code were you planning on
>>using? A program name, a code fragment, anything.
>
>Pick any program on the Atari that allows full device name specification

To summarize the last three exchanges:

Q: "I know you could use existing programs with it. What's one you would
actually want to use?"

A: "We could use existing programs with it!"

>>To put it another way: let's say this TCP/IP program didn't use the normal
>>super-advanced device system. What is the practical effect on programmers
>>or users?
>
>No programs work with it. Until someone feels like writing one.

So the practical effect is no different: there are no programs to use with
it until someone feels like writing some.

The key word here, of course, is "practical".

>>I have a second, somewhat related question. When you install one of these
>>new drivers, where on the system does it reside? That is, is there a special
>>area of memory set aside for drivers, that normal programs never use?

>
>From what I understand of the 850 interface it loads into memory
>following DOS and modifies LOMEM appropriately.

Which will work with BASIC.

>Alternatively, a program could load into the end of RAM and adjust RAMTOP.

And hope it -- memory, zero page variables, etc. -- doesn't get clobbered.

Let us summarize. First, a little context:

A long time ago, on a newsgroup far, far away, someone made the bright association that it shouldn't be too tough to port one of the C64 tcp/ip stacks or even something like OS/A65 over to the Atari.

Enter the intellectual elite. Heavens no, such a thing is unthinkable. You would throw away everything that is Atari. And besides, the advanced and sophisticated Atari is totally superior to the crude C64 [*laugh*]. I've never really used or programmed a C64, but here are a few weeks worth of Important Statistics and Cutting Insights.

Now, I'm just a practical man and don't know much about theoretical constructions. After all these weeks, there are still two possibilities offered:

1. Write a new driver from scratch which uses the CIO.
2. Port OS/A65 or some other 64 tcp/ip stack.

From a practical perspective:

Case 1 Case 2
------ ------
Existing programs can be used, but Existing OS/A65 programs can be used.
there are no programs to use.

Load the driver. Then load the Load the OS/A65. Then load the
application program. application program.

Driver is written from scratch. Major code is already written.

Programs must be aware of driver Programs must be aware of driver
program. program.

New applications must be written New applications must be written
to take advantage of driver. to take advantage of driver.

Try to find an Atari coder to Multiple coders could write apps.
write apps.

Probably won't happen. Might possibly happen.

And on and on and on. And the irony is that even if someone were to port OS/A65 there's no reason someone else couldn't do a CIO driver.

Ah well,

-S

884. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34CB8DE2.6D8A50BA@ny.tds.net>
Source record: 66593

GUY1015 wrote:

> >Subject: BBS Express PC
> >From: Michael Schoedel <schoedel@ny.tds.net>
> >Date: Sun, Jan 18, 1998 16:36 EST
> >Message-id: <34C275F4.B3F405A0@ny.tds.net>
> >>Bob, with our venerable old Ataris getting older all the time, I've been
> >painfully aware of how hard it is to keep a BBS running old the older
> >equipment. Hardware failures and difficult backups make it hard to keep
> >things going. I think that what we need is a PC version of PRO that has
> >the same look and feel of the Atari version, and include
>
> >ATASCII
> >emulation along with the ANSI and RIP that the PC users look for. Could
> >we encourage Tom Hunt a,d possibly others to collaborate on such a
> >project? I am willing to offer my services as a beta tester for it.
> >What do you think?
>
> I still love running my bbs on a real Atari 8bit, Theres still some areas
> to explore on the 8bit. Im running 3 nodes system with multiplexer and will
> pump even more money into it.
>
> Ive bought 3 version from KP, 3-4-5 and await 6! Pro is perfect now just the
> way it is, but you can still make it better :)
>
> Go with the best GO PRO!
>
> <<Star>>

I find no fault with BBS Express Pro, but the aging wquipment it runs on. Most of the time I feel like my BBS was being held together with chewing gum and bailing wire. <G> Even doing a simple backup was an all day affair for just one 16 meg partition. I'll never give up my Atari, but I want to serve it better with better equipment. Know what I mean?

885. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34CB8F50.B357C7BE@ny.tds.net>
Source record: 66594

Ronald J. Hall wrote:

> On 18 Jan 1998 13:36:54, Michael Schoedel wrote:
> ->Bob, with our venerable old Ataris getting older all the time, I've been
> ->painfully aware of how hard it is to keep a BBS running old the older
> ->equipment. Hardware failures and difficult backups make it hard to keep
> ->things going. I think that what we need is a PC version of PRO that has
> ->the same look and feel of the Atari version, and includes ATASCII
> ->emulation along with the ANSI and RIP that the PC users look for. Could
> ->we encourage Tom Hunt a,d possibly others to collaborate on such a
> ->project? I am willing to offer my services as a beta tester for it.
> ->What do you think?
>
> Hmm...just wondering, does the 8-Bit version of Express look/feel anything
> like the ST version? If so, why not just go that route. Fairly recent hard
> -ware is still available, and you would still be able to run on our Atari
> equipment. BBS Express! ST is still supported by Rich Sanchez, and the
> latest release is upto v1.98a...
>
>
> ____
> / / / / /\
> / --T-- / Sysop of The DarkForce! BBS / /\ / /
> / -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
> / --G-- / The Fuji -still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/

The 8-bit version of Express is very similar to the ST version, but IMHO the
8-bit is MUCH better than the ST's Express. I had an ST for a few years, and it
was such a pain in the butt that I finally threw the bugger out. Nuff said.

886. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6afnl2$6bu@news.acns.nwu.edu>
Source record: 66595
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <6a63kb$qju@examiner.concentric.net>,
Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
>judd@merle.acns.nwu.edu (Stephen Judd) writes:
>
>>Actually it works quite differently. Many routines are vectored through
>>memory locations beginning at $0300. This is why extending the system --
>>replacing load code, adding BASIC commands, changing the system interrupt --
>>is so simple.
>
>So, the Atari scheme with N: isn't unique ... it just requires a little
>more work and setup on the 64. But it can be/has been done.

Strangely enough, the Atari OS doesn't have a similar functionality
(at least, none that I've come across). The only things which are vectored
are the interrupts (and there are a bunch of them). It's one of those "As
long as you stay within this rigid framework, it's quite flexible" situations.

(No judgement in that statement -- it's just a different philosophy)

-S

887. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34CB9128.C882C835@ny.tds.net>
Source record: 66596

Alan Sharkis wrote:

> Seems to be that what's failing is not 8-bit computers, but the peripherals
> to which they are attached. Many PRO boards have been running 24/7 for
> many years with no computer problems. Hard drives, interfaces and adaptors
> are another story.
>
> Also, what are the chances that SCSI and/or IDE removable media can be
> successfully interfaced with 8-bits reliably enough to run a BBS?

Yes! That's what I'm trying to say! The Peripherals!!! We need a new
interface that can hook up to newer scsi or ide drives, and perhaps a way to
use zip drives for backups!

888. And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6afnon$6cl@news.acns.nwu.edu>
Source record: 66597
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Lend me your eyes, brothers and sisters, for it is a somewhat disturbing trend about which I must speak.

Not long ago the the Atari and Commodore 8-bit folks got along quite well. They would visit each other's newsgroups. They would talk about games, code, and the other staples of the 8-bit computing world, united by a similar passion for their 8-bit computer. Few ever wasted any time thinking about how their computer was "better" -- most folks had the good sense to realize that the two computers were similar in practical functionality. And any fool with a modicum of experience knows full well the ways in which each machine can be quite superior to the other*.

Unfortunately a different sort of fool seems to be popping up once again: a self-appointed intelligentsia, which devotes considerable amounts of time to thinking about how and why one machine is totally superior to the other. And like any modern intelligentsia, their main claim to privileged insight comes from the fact that they adhere to a set of tenets that are posessed by people who believe they have privileged insight.

That is, the beliefs are not thought correct because of extensive experience, or knowledge, but because they are the beliefs of people "in the know." These are opinions formed not in the fresh air and sunshine of the real world but in the dark confines of the mind, fed not by fact and insight but by rumor and imagination, constantly reinforced by others of a similar mindset (you don't get very far in life by surrounding yourself with people who always agree with you).

The beliefs are generally declarative and almost always totally insecure -- any real challenge to them brings about a vehement and intransigent, not to mention lengthy, response; appeals to fact or reason are met by further fiats and bullying.

And in the end, of course, the entire community is diminished. A sense of discord begins to develop; far worse is that people in some way no longer take pleasure in an object for its own sake, but take pleasure instead that it is not another object, or take pleasure in diminishing others.

And thus we return to our fools, those fanatics who are not passionate about the computer for its own sake, but instead derive some perverse pleasure from the fact that it is "better" than another. Why do you love your computer? It's pretty pathetic if all you come up with is "because it isn't computer X" or "because it has this feature that other machines don't have."

Now, most 8-bit folks are decent people and have a lot of sense. They use the computer because they like it and get a lot of use out of it. And they are honest enough to admit the extent of their practical knowledge (or the lack thereof). And the fanatic usually gets zero credence within the community.

Unfortunately though there seems to be a small but growing set of ideas and beliefs going around which are being uncritically accepted. They get reinforced and spawn related ideas which are also uncritically accepted. And although it's (as usual) an awfully small group of people, there has been a perceptible increase in the amount of trash talk. Not technical talk, or valid analysis and criticism, but just plain old trash talk.

And therin lies the moral of this sermon. It doesn't go out to that handful of noisy fanatics, but to the rest of us: the normal 8-bit folks united by a passionate advocacy and love of their computer. The C64 and Atari communities have plenty to offer each other, and plenty in common. It would be a shame to see that spoiled just because of some irresponsible fanaticism.

evetS-

* As a fool with a modicum of experience, I would be happy to explain the ways in which one machine can be totally superior to the other to anyone who takes the time to email me.

889. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd29b4$5e4b7ee0$94c2accf@asharkis.erols.com>
Source record: 66598

A bunch of people will jump in here and state, not falsely, that MidiTrack interfaces are obsolete and that the software that's sold with them is horrible when compared to what's available for more powerful machines. If you've ever had experience with sequencers designed for PCs or Macs, or STs, or Amigas, you'd have to agree.

There are stringent limitations put on MidiTrack's concept by the video display facilities of the Atari 8-bit. There are more limitations imposed by the age of the product. What was important to Midi users when the software first came out are not necessarily important today (SPP is a good example) so the software is indeed cluttered with "features" that nobody uses any more.

I don't have the interface. I use the Wizztronics MidiMax interface, which doesn't have some of the described "features" of the MidiTrack. But again, many of these features are simply not in common use any more. (BTW, the MidiMax came with software that is even less convenient to use than MidiTrack, but offers more information on the screen at any one time.

Bearing all of this in mind, there are distinct advantages to the MidiTrack. First, if all you have is an Atari 8-bit, or you're one who likes to push it as far as it can go, MidiTrack will beat out buying a PC, Mac, ST, etc. and then installing the necessary interface cards (except on the ST, of course) and buying software to go with them. If you want to learn Midi from the ground up, the MidiTrack will fill you in on the basic concepts and the early history.

I'm really not sure about the MidiPatch Casio CZ disk, but I seem to recall that it is a patch librarian, perhaps also a patch editor. But Casio CZs are somewhat obsoleted by the General Midi standard, and certainly by its supersets (Roland GS and Yamaha XG.) That doesn't mean you can't write for the Casios, but it does mean that anyone who wants to use you sequences will have to do extensive remapping of voices and perhaps other Midi events.

Alex Chamberlain <chambera@cs.pdx.edu> wrote in article
<6aep7j$15a$1@sirius.cs.pdx.edu>...
> I'm thinking that MIDI sequencing on my 1200XL might be fun... Does
> anyone have any thoughts on the MidiTrack interfaces that B & C
> Computervisions sells? Do they come with software? What's the
difference
> between the II and III models? Also, anyone using the "MidiPatch Casio
> CZ" disk B & C has? Am I right in thinking this is a patch librarian?
>
> Any opinions appreciated as usual...
>

```
>
> --
>
+-------------------------------------------------------------------------+
> Alex Chamberlain BeOS Developer
#9460
> chambera@cs.pdx.edu
http://www.cs.pdx.edu/~chambera
>
+-------------------------------------------------------------------------+
>
```

890. Re: WTB: Amiga 2000's $100, will pay shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: mike larue <bandit@cdsnet.net>
Message-ID: <34CB71D3.3BB5@cdsnet.net>
Source record: 66599

Paxtron pays $350 for bare 2000's plus shipping.

Mike

delusion@wcoil.com wrote:
>
> I want to Buy:
>
> AMiga 2000's with revision 4.2 mother board or better
> 1MB chip ram
> Keyboard
> Disk Drive
>
> WIll pay $100 and will cover all shipping charges
>
> E-mail me!
>
> Delusion@wcoil.com
>
> I will not read news reply only E-mail
>
> ----------------====Posted via Deja News ====--------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

--
Mike LaRue |1979 Atari 400 |
Medford, Or |1981 Atari 800 | Amiga by Atari
USA |1987 Amiga 500 |Atari ST by Commodore
bandit@cdsnet.net |1989 Amiga 2000 |

891. XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6afvcibbk1@gte2.gte.net>
Source record: 66600

Is there a kit available to modify my XF551 into a 3.5 inch drive?
Just wondering... PC disk drives are cheap and it sure would be nice to
plug one of them in.

892. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Phil Porth <vnporth@spots.ab.ca>
Message-ID: <6ag3rf$i7v@nr1.calgary.istar.net>
Source record: 66601
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> >Geoff Oltmans <geoff@sprynet.com> writes:
> >>I think "port" is too strong a word about what happened to GEOS between
> >>platforms. Mainly because you can't share files between say, GEOS 64/128
> >>with GEOWORKS on the PC.
> >
YES, you can. I have an info sheet from Berkley which details how this may
be done. I would have to retype it to post here. Let me know if you want
instructions.

Phil Porth (aka Phone Man)

If you're looking for someone with a LITTLE AUTHORITY, then you've come to the
right person. I have as little authority as anybody else here.

from the Land of the frozen NORTH, Calgary Alberta
Home of the Calgary Stampede and the Calgary Commodore Users Group

Thanks to those who continue to abuse the INTERNET, Most of my mail now is
unwanted JUNK MAIL.

893. Re: BB Format Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980125204600.PAA00951@ladder01.news.aol.com>
Source record: 66602

When you get that many bad sectors while formating is a sign of a bad drive.
Try another drive .

I have 6 MFM and 1 SCSI all running at the same time.

<<Star>>

894. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980125205500.PAA02443@ladder01.news.aol.com>
Source record: 66603

>Subject: Re: BBS Express PC
>From: Michael Schoedel

> I find no fault with BBS Express Pro, but the aging wquipment it runs on.
>Most
>of the time I feel like my BBS was being held together with chewing gum and
>bailing
>wire. <G> Even doing a simple backup was an all day affair for just one 16
>meg
>partition. I'll never give up my
>Atari, but I want to serve it better with better
>equipment. Know what I mean?

You need to change cable every 2-3 years and clean out the ports, what type of hardware do you need? MFM and SCSI HD are cheap and XL/XE go for $5.00 - $7.00 out here. Would be glad to do some local shopping for ya!!

<<Star>>

895. c64? koala pad conversion to atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: cyk0@hotmail.com
Message-ID: <885764557.567148550@dejanews.com>
Source record: 66604

Anybody out there have a koala pad and want to open it up
to find the pinout of the internal circuit board (I want
to hook up a paddle cable to it and make it an atari koala pad.

cyrus

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

896. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6agch9$5j@nntp02.primenet.com>
Source record: 66605

MIDITRACK III is for the XE and supports much larger files.

The main problem with it is its proprietary disk format, imposed by the Forth programming language it was written in. It makes song management problematic. When I was experimenting with it I would save it to a Black Box Pseudofloppy which was very convenient.

It's pretty decent. Supports pitch bend and such, but it is pre-GM. When I did commercials I used a PC product called PowerTracks Pro and I liked that because it allowed me to assign GM reverb and chorus settings as well as stereo panning on the Roland sound module on a per-track basis and record mixer movements.

--
==========
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==========

897. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6agath$dee@freenet-news.carleton.ca>
Source record: 66606

Shawn the Touched (w-radish@inreach.com) writes:
> On 23 Jan 1998 03:36:50 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker)
> wrote:
>
>>The correct command sequence for config and format of a large HD image
>> mounted in drive 1 is:
>>
>>O
>>1 (drive #)
>>N
>>Y
>>Y
>>16342 (total sectors)
>>
>>I
>>1
>>Y
>>
>>Works for me, 16342 sectors, 32684 sectors, etc.
>
> I've done that very sequence, but nevertheless it hasn't worked for me.
> Perhaps it's the emulator? I know the Atari 800 Win won't even write...

Works ok using APE, but if your using another emulator that
does not accept programming commands correctly, it might cause the
problem your having.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

898. Re: Amiga 2000's $100, will pay shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <01bd29dd$d32a06e0$503f1ed1@zsys1>
Source record: 66607

I'll sell you mine for $150 you pay shipping
tchermok@flash.net

delusion@wcoil.com wrote in article <885720335.1237254148@dejanews.com>...
> I want to Buy:
>
> AMiga 2000's with revision 4.2 mother board or better
> 1MB chip ram
> Keyboard
> Disk Drive
>
> WIll pay $100 and will cover all shipping charges
>
>
> E-mail me!
>
> Delusion@wcoil.com
>
>
>
> I will not read news reply only E-mail
>
> ----------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
>

899. Re: Fortress :(

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6agjja$a57@bgtnsc03.worldnet.att.net>
Source record: 66608

you still never got a copy either, eh??
I'm looking for fortress as well...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <34cb175f.5156196@news.demon.co.uk>...
>
>Just a quick repeat request...
>
>A while back I sent Fortress to several people, since then i have lost
>the file and cannot find the disk i made the atr from...
>
>Please, if anyone still has the atr PLEASE send it to me by email..
>
>--
>.... Paul
>
>www.dellos.demon.co.uk
>
>Robin Cook : MP, womaniser and right ugly bastard!!

900. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <6agk33$14$1@xavier.cs.pdx.edu>
Source record: 66609

Glenn Saunders <krishna@primenet.com> writes:

>MIDITRACK III is for the XE and supports much larger files.

XE only, or will it support other 8-bits with RAM > 64K? (I have a
1200XL with the 256K RAMBO upgrade.)

--
+--+
Alex Chamberlain BeOS Developer #9460
chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
+--+

901. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <6agkbo$8b$1@xavier.cs.pdx.edu>
Source record: 66610

Thanks for the info, Alan. GM compatibility isn't that important to me as the only MIDI device I have right now is the CZ1000 (that's why I asked about the patch librarian disk). Another question, though: can the MidiTrack control more than one device at the same time? I'm thinking of getting a cheap drum machine like an Alesis SR16 or Boss DR550 and it would be cool to run both the CZ1000 and the drum machine from the Atari without plugging and unplugging cables. (If this is a dumb question, bear with me... I'm pretty much a complete beginner with MIDI.)

--
+--+
Alex Chamberlain BeOS Developer #9460
chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
+--+

902. Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <34CC01B2.11ED@pilot.msu.edu>
Source record: 66611
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

Does anyone know of any cheats (ie. secret code numbers) or level warps
for Bounty Bob Strikes Back (Atari 800 or 5200 version)?

Thanks

Tempest

reicher6@pilot.msu.edu

903. Re: BB Format Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980125222936.3565B-100000@fissure.scar.utoronto.ca>
Source record: 66612

On 24 Jan 1998, William Moeller wrote:

> I was just trying to format an MFM drive with an Adaptec 4000a controller
> on a Black Box. I am going to be sending a Hard disk setup to a friend in
> Germany......however, during the format, I got a bunch of "Bad Sector
> Header" "Unable to reassign" messages....I havent got through the full
> format yet, as it seemed to take forever, finding bad sectors and
> reformating etc....my question is......is this a fatal error? IE it can't
> deal with a bad sector like this? Suggestions?
>
> Willy
>

I have never formatted a HD on an 8bit with a Black Box, that had more
than a couple bad sectors. From the sounds of it, that HD is pretty much
toast.

If you are getting more than a few bad sectors, the HD will probably die
when you use it (if it ever formats completely!)

I would try to get another HD and try to format that.. if you get the same
problems, could most likely be a faulty controller....

That hard drive technology is pretty old now but you should be able to
find MFM technology at old electronic junk stores. :) <grin>

Alan
University of Toronto
Computer Science, Management and Economics

904. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980125224016.3565C-100000@fissure.scar.utoronto.ca>
Source record: 66613

On 23 Jan 1998, Andy2L wrote:

> What cartridges work with XE gaming system? Do all 8-bit cartridges work? Like
> ones for the 400 and 800?
> Thanks again,
> Andy

The Xl/XE machines can't run old carts like GORF, or Demon Attack, (unless
you have some translator software or 400/800 OS option in your machine)
But they are few, I think michael current created a list of games that ran
only on the 400/800 OS... I don't have the URL though.. sorry

on the flip side, most of the XE game cartridges are banked 64k carts. I
doubt you can get those to work on a 400/800 OS system. But you have to
remember the Atari 8bit line of machines are the most compatible computer
line in history. (if the code is written right it will run on everything
from an Atari 400 to a 1200XL to a 130XE...

Alan
University of Toronto
Computer Science, Management and Economics

905. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-25 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <34CC1517.31DF@gte.net>
Source record: 66614
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

Tempest wrote:
>
> Does anyone know of any cheats (ie. secret code numbers) or level warps
> for Bounty Bob Strikes Back (Atari 800 or 5200 version)?
>

Back then, the only cheats in video games were those used by the
computer to beat you. (Like Video Chess on the 2600.)

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley.antispam@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

906. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6agl60$6a9@examiner.concentric.net>
Source record: 66615
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

judd@merle.acns.nwu.edu (Stephen Judd) writes:

>>So, the Atari scheme with N: isn't unique ... it just requires a little
>>more work and setup on the 64. But it can be/has been done.

>Strangely enough, the Atari OS doesn't have a similar functionality
>(at least, none that I've come across). The only things which are vectored
>are the interrupts (and there are a bunch of them). It's one of those "As

Well, the N: scheme isn't intended as vectoring or system patch. Atari
people, please correct me, but I was under the impression that N: could be
configured as a psuedodevice and I/O to N: does through user-specified
handlers instead of the Kernal. (Is this correct?)

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

907. 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19980126035200.WAA08192@ladder02.news.aol.com>
Source record: 66616

I picked up an 850 interface at the local swap meet.
how does it work???

RalphXPN@aol.com
Thanks in advance

908. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34cf4ce2.14689868@news.inreach.com>
Source record: 66617

On 25 Jan 1998 21:30:25 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>> I've done that very sequence, but nevertheless it hasn't worked for me.
>> Perhaps it's the emulator? I know the Atari 800 Win won't even write...
>
>Works ok using APE, but if your using another emulator that
> does not accept programming commands correctly, it might cause the
> problem your having.

I just noticed your sig. I'm afraid I haven't been able to use APE at this time, since I'm not using my actual Atari. The CPU emulators have their own peripheral emulators. In fact, it was the APE documentation that I followed in my original attempts to format the large images (which I created in APE).

I prefer Atari 800 Win in terms of ease of use and features, but I have to use XL-It! for disk management, since the former doesn't write. I'm able to copy and delete files with few problems (I've gotten a few weird garbled listings after copying, but recopying them to another image gets rid of that problem.) If someone could create a blank image that's 3x the size of Yogi's megaimages, and either post it somewhere or e-mail it to me (I estimate about 3 megs?) then my problem would be solved, though it's a cumbersome workaround, I know.

Thanx to Yogi, I've regained a great deal of my original Atari collection. I still intend to do something to allow me to transfer some of my original works onto the HD, like my old original Movie Maker cartoons and my WP files (no luck finding Atariwriter+, though.)

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

909. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EnE04G.4E@cix.compulink.co.uk>
Source record: 66618

In article <34C8D149.41B00BEF@crl.com>, mor@crl.com (Greg Troutman) wrote:
> I hate to be nitpicky, but I think this is somewhat misleading. The
> oldest piece of the Internet, ARPANet, did go on-line in 1969,
<etc>
Well, yes, all true and good but I was trying to make a point without having to type out the entire history of the Internet! That said, thanks for doing it because it will still be news to a lot of people. I just get fed up talking to people who think the Internet and WWW were invented at the same time.

> There certainly weren't any ISPs ;)
That I agree with!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

910. New Atari User Issue 82

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd2a4e$99c0b180$LocalHost@pc001>
Source record: 66619

New Atari User Issue 82 arrived today after more than 6 months since the last issue. The delays were, apparently, caused by a variety of personal reasons cited by the Editor. If you subscribe, and don't receive your issue soon, then you know it must have got lost in the post.

Dean Garraghty

911. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2a57$8026f500$5cc2accf@asharkis.erols.com>
Source record: 66620

Glenn Saunders <krishna@primenet.com> wrote in article
<6agch9$5j@nntp02.primenet.com>...
> MIDITRACK III is for the XE and supports much larger files.
>
> The main problem with it is its proprietary disk format, imposed by the
> Forth programming language it was written in. It makes song management
> problematic. When I was experimenting with it I would save it to a Black
> Box Pseudofloppy which was very convenient.

Glenn, how could I forget that Forth format? It's annoying, to say the
least.

>
> It's pretty decent. Supports pitch bend and such, but it is pre-GM.
When
> I did commercials I used a PC product called PowerTracks Pro and I liked
> that because it allowed me to assign GM reverb and chorus settings as
well
> as stereo panning on the Roland sound module on a per-track basis and
> record mixer movements.
>
This is off topic, but PowerTracks Pro Audio is now out. I like it!

912. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2a58$9e7b20c0$5cc2accf@asharkis.erols.com>
Source record: 66621

Alex Chamberlain <chambera@cs.pdx.edu> wrote in article
<6agkbo$8b$1@xavier.cs.pdx.edu>...
> Thanks for the info, Alan. GM compatibility isn't that important to me
as
> the only MIDI device I have right now is the CZ1000 (that's why I asked
> about the patch librarian disk). Another question, though: can the
> MidiTrack control more than one device at the same time? I'm thinking of
> getting a cheap drum machine like an Alesis SR16 or Boss DR550 and it
> would be cool to run both the CZ1000 and the drum machine from the Atari
> without plugging and unplugging cables. (If this is a dumb question,
bear
> with me... I'm pretty much a complete beginner with MIDI.)
>
I think that can be done. You "daisy chain" the devices. Of course,
having "thru" ports on them helps the process along, or you can buy a
"thru" box to do the same thing.

I just checked the docs, and I believe MidiTrack can send sysex messages,
so you should be OK on that score, as well.

913. Auction - Ends 1/29 - Atari Connection/Explorer/8-Bit Pgms/Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980126125601.HAA18549@ladder01.news.aol.com>
Source record: 66622

January Auction - Update 10

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min
2. Zone Ranger. New in box (unsealed) -$9.95 min

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$5 smedley

4. Ballblazer (excellent label) -$2 rjdawson
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 tempest
7. Centipede (excellent label) -$1 peter papp
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 peter papp
11. Dreadnaught Factor (light label wear along edge) -$3.95 min
12. Frogger (very good label) -$1 peter papp
13. Frogger II ThreeeDeep! (excellent label) -$9.95 awwatkin
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$4 smedley
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 peter papp
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 peter papp
21. Montezumas Revenge (excellent label) -$9.95 awwatkin
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$10 johngr
24. Ms. Pac-man (very good label) -$1 peter papp
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$2 smedley
27. Pitfall II excellent label) -$2.95 cwilkson
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 peter papp
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 min
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$2 rjdawson
36. Space Dungeon (excellent label) -$1.95 tempest
37. Space Invaders (excellent label) -$1 peter papp
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$6 cwilkson
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$2 rjdawson

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 cwilkson
43. Star Raiders single -$2 cf943
44. Centipede pair -$2 cwilkson
45. Space Invaders pair -$4 saxymanny
46. Missile Command pair -$2 cwilkson
47. Defender pair -$4 saxymanny
48. Galaxian pair -$2 cwilkson
49. Qix pair -$2 cwilkson
50. Frogger pair (excellent condition) -$5 cf943

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 cwilkson
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 min
64. Joust -$2 cf943
65. Jungle Hunt -$2 cf943
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$2 cf943
71. Mr Do's Castle -$2 johngr
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$1.95 cwilkson
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$2 cf943
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$2 cf943
84. Space Shuttle -$2 cf943
85. Star Wars Arcade -$3.95 cwilkson
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 Mknzy
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$12.50 aaron
A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min
A6a. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$6 johngr
A7a Rescue on Fractalus! -$5.95 tempest

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64), Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$5 Mknzy
A23. Atari Standard Joystick (single) -$1.95 joseph red
A24. Atari Standard Joystick (single) -$1.95 tempest

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions

-$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 min
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$6 aaron
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 bgomes
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 bgomes

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$.75 jeremy
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$.75 cwilkson
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$.75 cwilkson
B9. Frostbite, Activision (colored) -$1.25 jeremy
B10. Hangman, Atari (small black, crushed/taped) -$.75 cwilkson
B11. Haunted House, Atari (b&w) -$.75 min
B12. Home Run, Atari (small black) -$.75 min
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 cwilkson
B15. Star Trek, Sega -$.75 cwilkson
B16. Star Wars Jedi Arena, Parker Bros. -$2.25 jeremy
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 smedley
B18. Stellar Track, Sears (small black) -$1.95 cwilkson
B19. Street Racer, Atari (small black) -$.75 min
B20. Super Breakout, Atari (colored) -$.75 min
B21. Superman, Atari (small red) -$.75 jeremy
B22. Surround, Atari (small black) -$.75 min
B23. Swordquest 1 Comic Book, Atari -$2 cwilkson
B24. Swordquest Earthworld, Atari (colored) -$2 cwilkson
B25. Swordquest Fireworld, Atari (colored) -$2 cwilkson
B26. Tac-Scan, Instructions/Poster -$.75 cwilkson
B27. TAZ, Atari (colored) -$2.25 jeremy
B28. Tennis, Activision (colored) -$.75 min
B29. Towering Inferno, US Games -$.75 cwilkson
B30. Vanguard, Atari (colored) -$.75 cwilkson
B31. Video Chess, Atari (small black) -$.75 cwilkson

B32. Video Olympics, Atari (colored) -$.75 min
B33. Video Pinball, Atari (small colored) -$.75 min
B34. Warlords, Atari (colored) -$.75 min
B35. Warplock, Data Age -$.75 cwilkson
B36. Word Zapper, Vidtec -$.75 cwilkson
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 ebacher
B38. Yars Revenge, Atari (colored), some scores written in back -$.75 min
B39. Space Invaders, Atari (colored) -$.75 min
B40. Space Invaders, Atari (small black) -$.75 min
B41. Space Jockey, Vidtec -$.75 min
B42. Joust, Atari (colored) -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822), The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2). -$6 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.), Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation), Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more). Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$5 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot), Creepy Music, more. Interfacing (Atari 850/Printers). Trapping a CLOAD. -$5 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included). New Products: Atari Pilot with Turtle Graphics. The Atari Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's

Guide To Painting with Atari Computer Color (with type-in Christmas Tree). Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari Gift Collection. -$5 ebacher

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program). Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$5 ebacher

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System). A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$5 ebacher

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section). APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$5 ebacher

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day

(Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 cwilkson
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

914. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Rob Pagano <robpagano@worldnet.att.net>
Message-ID: <6ai69s$gku@bgtnsc03.worldnet.att.net>
Source record: 66623
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

```
Stephen Judd wrote:
[snip powerful pontification]
>
> ... the moral of this sermon. It doesn't go out to that handful
> of noisy fanatics, but to the rest of us: the normal 8-bit folks united by a
> passionate advocacy and love of their computer. The C64 and Atari communities
> have plenty to offer each other, and plenty in common. It would be a
> shame to see that spoiled just because of some irresponsible fanaticism.
>
Amen to that!
```

915. Re: WTB: Amiga 2000's $100, will pay shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980126044300.XAA14983@ladder01.news.aol.com>
Source record: 66624

I have 5 Amiga 2000 systems from Atari (With Atari Logo's on them!) used to develop Atari Lynx software, they have both the Handy and Pinky hardware installed, some units also have Syquest 44mb HD's $800 each
Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

916. roland@uni-koblenz.de

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980126044600.XAA16978@ladder02.news.aol.com>
Source record: 66625

Roland,

You may want to speak with Bob Woolley rwoolley@pacbell.net he can put you
in touch with Michael St. Pierre who was working on the exact same project, I
would personally like to see your work, I too am working on the exact same type
interface, care to do some information xchange?

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

917. Re: TRACK BALL

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980126072801.CAA04741@ladder01.news.aol.com>
Source record: 66626

www.mpja.com sells them for 1.95 apice, but they have a 15 dollar minimum. Go to their website and request a free catalog.
DSolimano
Have an Atari Day

918. XL-it!, frontend

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: x@y.z
Message-ID: <6aii4p$s5v@news.tuwien.ac.at>
Source record: 66627

```
i wrote a w95-frontend for the XL-it! - emulator.
if anyone wants to have it ---> http://opossum.ml.org/~atlan/emu/index.htm
```

919. Whatever happened to?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Steve Young <steveyoung@eclipse.co.uk>
Message-ID: <01bd29c0$7e88dc00$LocalHost@default>
Source record: 66628
Cross-posted to: alt.c64,comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

As an adventure fan I wondered if anyone knows whatever happened to Keith Campbell (adventure columinst of computer & video games) , who was responsible for introducing many of todays adventurers into the genre. Does anyone know his whereabouts or whether he is on the net anywhere. Also the Level 9 software house who did so much to advance adventuring in this country and abroard.

thanks

steveyoung@eclipse.co.uk

920. 8 bit monitors

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6aihd6$or5$1@newsd-122.bryant.webtv.net>
Source record: 66629

Which monitor would be a good 80 column monitor? I remember that
several people used Commodore 80 column monitors but now all I find is
the 1702 which is a 40 column......

921. Re: BB Format Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6aihq1iai1@mohawk.hwcn.org>
Source record: 66630

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: I have never formatted a HD on an 8bit with a Black Box, that had more
: than a couple bad sectors. From the sounds of it, that HD is pretty much
: toast.

I think most MFM drives will have a FEW bad sectors....it is very rare I
find one with none....the problem I am having is with "Bad Sector Header,
Unable to reassign" messages...

: If you are getting more than a few bad sectors, the HD will probably die
: when you use it (if it ever formats completely!)

IBM's can deal with a few bad sectors....

: I would try to get another HD and try to format that.. if you get the same
: problems, could most likely be a faulty controller....

The controller is fine....and if it wasnt, I have about a dozen to replace
it with.....the problem is trying to find perfect MFM drives....

: That hard drive technology is pretty old now but you should be able to
: find MFM technology at old electronic junk stores. :) <grin>

Ya, perhaps, but maybe someone with a bit of experience in writing
software could come up with better ways to deal with errors on these old
MFM drives.....it sure gets frustrating trying to get something going on
my 8 bit since my BBS drives died....(they just STOPPED one day....both of
them within a week of each other) :-(

William M. Moeller
af332@hwcn.org or willy@hwcn.org

922. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <6aikv1$4ki$1@plug.news.pipex.net>
Source record: 66631
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

Tempest wrote in message <34CC01B2.11ED@pilot.msu.edu>...
>Does anyone know of any cheats (ie. secret code numbers) or level warps
>for Bounty Bob Strikes Back (Atari 800 or 5200 version)?
>
>Thanks
>
>Tempest
>
>reicher6@pilot.msu.edu

There *are* cheats for Bounty Bob Strikes Back on Atari XL - I don't know about the 5200 version. That's the good news - the bad news is that I don't have them anymore. The codes were *not* activated through the codes menu - they were activated through key presses during the game. The shift, return and space keys were involved. Sorry, that's all I can remember.

Gareth.

923. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980126185001.NAA26520@ladder02.news.aol.com>
Source record: 66632

In article <6afvcibbk1@gte2.gte.net>, John Schnittker <jschnitt@gte.net>
writes:

>Is there a kit available to modify my XF551 into a 3.5 inch drive? Just
>wondering... PC disk drives are cheap and it sure would be nice to plug one
>of them in.

Bob Puff sells a kit, but Bob Woolley wrote a text file that describes how to
do it. I did mine from the text file and it works just fine.

Spammers and other obnoxious morons cheerfully ignored.

924. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: gREG rOTH <sljd9@cc.usu.eduSWINE>
Message-ID: <34CD3E3E.3414@cc.usu.eduSWINE>
Source record: 66633
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

Tempest wrote:
>
> Does anyone know of any cheats (ie. secret code numbers) or level warps
> for Bounty Bob Strikes Back (Atari 800 or 5200 version)?
>
> Thanks
>
> Tempest
>
> reicher6@pilot.msu.edu

Contrary to the other response, there are a few secret things in this game I know about. This is for the 5200 version so I'm not totally sure how it would work on the 800, though they should be the same.

(From the Best Electronics Catalog)

The programmer who wrote the "Bounty Bob Strikes Back" program for the 5200 and Atari 8 bit computer version put in the game some "Secret Messages" that are undocumented! To see these messages, when the first screen of Bounty Bob Strikes Back comes up, hit the * key on the 5200 numeric kwy pad. Move down the choices until you get to "Special codes." Using the CX52 joystick handle, move it toward the far left or right. You will see the numbers that start to increase from 1 to 65,000+. Enter the following numbers one at a time then hit the * key to see the "Secret Messages" 5, 6, 49, 69, 100, 213, 666, 782, 818, 2049, 6, 681 and so on. On Secret message #100, something interesting happens with Bounty Bob, He loses his hat and also gets a Hair Cut! let us know if you find any other "Secret Messages" or any other Bounty Bob game scenarios that change after you input a different number!

Not really any cheats per se, but has the potential to produce some. When you have a few years of free time on your hands, maybe you can systematically cycle through all the numbers and write down what each one does. In the meantime, good luck!
--
gREGrOTH

I may be on the outside, but I'm not looking in. -Me

sljd9@cc.usu.eduSWINE Just another Number.
Remove that which obviously doesn't belong in my E-mail to respond

925. For Sale Atari 8bit Items (California)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-26 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <34CD8897.5458@qnet.com>
Source record: 66634

I have the following FOR SALE

2-800xl w/64k in box like new condition includes power supply $20.00 +
Shipping

1-800xl w/64k in box like new condition NO POWER SUPPLY $15.00 +
Shipping

1-1050 Disk Drive in box like new condition w/power supply $15.00 +
Shipping

1-XF551 Disk Drive in box like new condition w/power supply $20.00 +
Shipping

All prices are Or Best Offer.

Don Schoengarth

926. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6aj8tn$pj@news.acns.nwu.edu>
Source record: 66635
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <6agl60$6a9@examiner.concentric.net>,
Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
>judd@merle.acns.nwu.edu (Stephen Judd) writes:
>
>>>So, the Atari scheme with N: isn't unique ... it just requires a little
>>>more work and setup on the 64. But it can be/has been done.
>
>>Strangely enough, the Atari OS doesn't have a similar functionality
>>(at least, none that I've come across). The only things which are vectored
>>are the interrupts (and there are a bunch of them). It's one of those "As
>
>Well, the N: scheme isn't intended as vectoring or system patch. Atari
>people, please correct me, but I was under the impression that N: could be
>configured as a psuedodevice and I/O to N: does through user-specified
>handlers instead of the Kernal. (Is this correct?)

Adding a device to the Atari is done in a very natural way. There is
an adddress jump table starting at $031A. Each entry in the table contains
a device number and a pointer to a vector table. The table is searched
backwards until the correct device number is found, so you can replace
existing devices.

The vector table contains the addresses of i/o routines for that device:

Open
Close
Get byte
Put byte
Get stat
(special)
JMP init code (3 bytes)

So, to add a new device driver you write the necessary code and add the
addresses to the appropriate tables.

Channels are accessed via a little data structure called the input/output
control block. It's a 16-byte structure that contains things like
the handler identifier, the buffer address and length, and the
command:

Open $03
Close $0C
Get $07
Put $09
Input $05

```
Print $09
Status request $0D
Special >$0D (device specific command)
```

The downside? You have to fill out a data structure to do i/o. Compare

```
JSR GETIN
```

to

```
LDX #blah ;channel number*16
LDA #$07 ;GET
STA ICCOM,X
LDA #<BUFFER ;Where buffer is located
STA ICBAL,X
LDA #>BUFFER
STA ICBAH,X
LDA #<BUFLEN ;Buffer length
STA ICBLL,X
LDA #>BUFLEN
STA ICBLH,X
JSR $E456 ;CIOV handler
BPL :CONT
JMP ERROR
:CONT LDA BUFFER ;Character in .A
```

Note however that things like Input will read all chars into the buffer
(no get/store loops at your end).

-Steve

927. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6ajacf$1cf@news.acns.nwu.edu>
Source record: 66636

In article <34ccbb86.4171180@megsnews.megsinet.net>,
Bryan Edewaard <bryede@emi.net> wrote:
>On 25 Jan 1998 16:03:35 GMT, judd@merle.acns.nwu.edu (Stephen Judd)
>wrote:
>
>>Lend me your eyes, brothers and sisters, for it is a somewhat disturbing
>>trend about which I must speak.
>
>Yeah, yeah, yeah... What sort of things were C64 and Atari users seen
>doing recently that has come to a grinding halt? That thread wasn't

I made no reference to the specific thread; as I said, it is a trend,
not a 'recent incident'.

>started to call 64 owners names, but to compare the machines and
>re-affirm why we choose Atari computers. All this talk about the
>machines being the same strips the Atari of its distinction. Now,

Nor did I (or anyone else, really) say anything about 'being the same'.
They are not.

One thing I did say was that there were a number of uninformed comments
being made and uncritically accepted. For example:

>although the Atari was technically superior.

And moreover that this was causing a fair amount of rancor among certain
individuals. For example:

>The 64 was a lot of computer for the money...not the best computer.
>Don't make Atari users affirm this forced equality.

I also implied that these types of comments are invariably made by people
without any practical technical knowledge of or experience with the particular
computer (in this case the 64).

Most 64 and Atari people can still argue and be friends, but some people
just have a real big cob up their butt over certain issues. The whole
point was that they shouldn't drag the community down with them.

-S

928. [ANN] GeckOS/A65 operating system

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de>
Message-ID: <6ajctd$6j7$1@narses.hrz.tu-chemnitz.de>
Source record: 66637
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

```
GeckOS/A65 Version 2.0.0-pre1
-----------------------------
(c) 1989-1998 A. fachat (fachat@physik.tu-chemnitz.de)
http://www.tu-chemnitz.de/~fachat/8bit/osa/v2.0/index.html

This is the release note for the GeckOS/A65 operating system for
6502 computers, version 2.0.0-pre1. This is a new major release
as the kernel has been partly rewritten, a complete new lib6502
implementation hsa been done and the o65 relocatable fileformat
is now supported, as well as multithreading.

Also a sophisticated "slipd" daemon supports internet connectivity
by using a SLIP connection, with a telnetd, a WWW server and related
programs. The lib6502 network connectivity is supported, although
this seems to be the only buggy part left...

What's new:

- major kernel rewrite:
much improved speed, now supports threads and task priorites.
Signals are now unix-like (they even can interrupt blocking
system calls :-)

- much improved porting ability:
_all_ system dependend stuff has been moved to a directory
in an "arch" subdirectory. Currently there are
"arch/csa65", "arch/gecko" and "arch/c64" subdirectories
(waiting for more contributions, hint, hint!)

- better kernel doc in "doc/kernel.html"

- lib6502 implementation

- dynamic memory management with lib6502

- relocatable fileformat

- telnet in and out from OS/A65

- stable WWW server (built into slipd daemon)

What's still to do:

- Only the C64 is working. Although the Gecko should also run,
I have not tested it. The CS/A65 is not tested and probably needs
more work.

What do I want from you:
```

- Comments on the general kernel interface
(or even kernel design, if you like)

- new ports!
If you want to port the kernel to a new system without
real memory management, it's almost only copying two files,
editing one of them and then writing the device drivers.
Taking the existing C64 stuff, that shouldn't be difficult.

Testing has been done on the VICE C64 emulator
(http://www.tu-chemnitz.de/~fachat/vice/vice.html)

Any comments welcome!

Thanks!
Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

929. Re: WTB: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980127031901.WAA17451@ladder02.news.aol.com>
Source record: 66638

```
Try www.myatari.com
DSolimano
Have an Atari Day
```

930. Re: c64? koala pad conversion to atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34CD984A.E28736B@erols.com>
Source record: 66639

cyk0@hotmail.com wrote:

> Anybody out there have a koala pad and want to open it up
> to find the pinout of the internal circuit board (I want
> to hook up a paddle cable to it and make it an atari koala pad.
>
> cyrus
>
> ----------------==== Posted via Deja News
> ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Might be simpler to get the connector info for each machine (the
joystick connections
are the same but the placement of things like +5v could be different)
and modify a joystick
extension cable as an adapter....

931. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34cd4fcd.1036724@news.i-2000.com>
Source record: 66640

On Mon, 26 Jan 1998 08:48:10 GMT, w-radish@inreach.com (Shawn the Touched) wrote:

-On 25 Jan 1998 21:30:25 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker)
-wrote:
-
->> I've done that very sequence, but nevertheless it hasn't worked -I just noticed your sig. I'm afraid I haven't been able to use APE at this
-time, since I'm not using my actual Atari. The CPU emulators have their own
-peripheral emulators. In fact, it was the APE documentation that I followed
-in my original attempts to format the large images (which I created in APE).
-
-I prefer Atari 800 Win in terms of ease of use and features, but I have to use
-XL-It! for disk management, since the former doesn't write. I'm able to copy
-and delete files with few problems (I've gotten a few weird garbled listings
-after copying, but recopying them to another image gets rid of that problem.)
-If someone could create a blank image that's 3x the size of Yogi's megaimages,
-and either post it somewhere or e-mail it to me (I estimate about 3 megs?)
-then my problem would be solved, though it's a cumbersome workaround, I know.
-
-

Actually, a 3 MB megaimage would be about 10k zipped
As long as it was blank, of course!

yog

932. Re: Whatever happened to?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EnFwGo.Bt2@cix.compulink.co.uk>
Source record: 66641

In article <01bd29c0$7e88dc00$LocalHost@default>, steveyoung@eclipse.co.uk
(Steve Young) wrote:
> Level 9 software house who did so much to advance adventuring in this
> country and abroard.
ISTR that after a fairly dismal attempt at graphic adventures, they
stopped publishing and are now a development house for other companies. I
believe they still exist in this guise.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

933. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Dhor <dhor@iko.zakopane.top.pl>
Message-ID: <Pine.LNX.3.96.980127161446.5243A-100000@iko.zakopane.top.pl>
Source record: 66642

> effect). I'm very curious how Inertia sounds. Where can I download it?
It should be available on my www soon.. (http://dhor.zakopane.top.pl)

> know, it's an MS-DOS program that plays C64 SID files through a soundblaster.
> I was wondering if there's a program for the atari 8-bits that plays these
> files. It shouldn't be that hard to code such a program considering the
> capabilities of the SID chip.
The easiest way, is to install SID into atari. Then, you have
only to load files from c64. There are players, which plays c64 msx on
atari, but i haven't them, 'cause i haven't also SID upgrade...
But there are some players anyway, which play c64's msx on pokey.
You can hear them in Hard's demos. They wrote a kind of SID emulation.

dhor

934. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: halifax <halifax1@usa.net>
Message-ID: <6ak7rs$fp0@dfw-ixnews5.ix.netcom.com>
Source record: 66643

http://www.geocities.com/SiliconValley/Haven/1438

935. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6ak8ajtk1@gte1.gte.net>
Source record: 66644

```
>
> >Is there a kit available to modify my XF551 into a 3.5 inch drive? Just
> >wondering... PC disk drives are cheap and it sure would be nice to plug one
> >of them in.
>
> Bob Puff sells a kit, but Bob Woolley wrote a text file that describes how to
> do it. I did mine from the text file and it works just fine.
>
Cool!!! I could not find the text file though. Can you tell me where it
might be?
```

936. FS: Atari800 + 810 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: rrose@pb.net
Message-ID: <rrose-2601982119260001@ppp-bbs26.pb.net>
Source record: 66645

FS: Atari 800 + 810 disk drive...

This baby worked great 10 years ago when I put it in the box.

I assume it still works...but you might just want it for parts.

Comes with a whopping 48k.

Best offer + shipping gets it.

rrose@pb.net

937. Re: c64? koala pad conversion to atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <885920987.11403270@dejanews.com>
Source record: 66646

In article <34CD984A.E28736B@erols.com>,
pmulvey <pmulvey@erols.com> wrote:
>
> cyk0@hotmail.com wrote:
>
> > Anybody out there have a koala pad and want to open it up
> > to find the pinout of the internal circuit board (I want
> > to hook up a paddle cable to it and make it an atari koala pad.
> >
> > cyrus
> >
> > --------------------==== Posted via Deja News
> > ====------------------------
> > http://www.dejanews.com/ Search, Read, Post to Usenet
>
> Might be simpler to get the connector info for each machine (the
> joystick connections
> are the same but the placement of things like +5v could be different)
> and modify a joystick
> extension cable as an adapter....

well actually, i don't exactly know if it is a c64 koala pad.
The connector resembles a DIP, and definitely not a 9-pin joystick
connector. So, I either need the pinout for this thing or the pinout
of the internal board.

cyrus

--------------------==== Posted via Deja News ====------------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

938. FS: Ancient Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <17EEBAA89S86.TSICRDSX@mu3.millersv.edu>
Source record: 66647

If you see anything you want, need, etc MAKE an offer.

If anyone wants to make an offer on the lot, go ahead....
people won't laugh at you (much!).

Buyers will be responsible for all shipping/handling charges.
Sales to contiguous US only.

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

Cassette Tapes
~~~~~~~~ ~~~~~
**AIM Software

t X-Ray Art construction game

**Atari Corp

t States and Capitals Program cassette ONLY, Instructions and
game on tape.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Professor IQ Series of educational learning games

t Slinky You've played with the springs, now try
them on the screen!!

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services
~~~~~~~~

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

t Sam the Sea Serpent Sammy will devour your child if he
gives the wrong answer! (Just Kidding
!!). A story and game for your young
ones.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Owari & Bull and Cow Computer renditions of traditional folk
games

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

DON'T TELL *ME* YOU HAVEN'T SNUGGLED UP TO YOUR HONEY AND WISHED YOU
COULD OFFER HER A 5-1/4" DISKETTE!!!

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision
~~~~~~

d Master of the Lamps Riddles of music memory and color,
album type packaging

**ALA

d Dragon's Hideaway Gather the Dragon's eggs...make a
medieval omelet??

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Galahad and the Holy Grail Fairly well known adventure game, in
ziplock packaging.

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**Crystalware

d Imperial Walker Idiotic robot elephant from Star Wars

**DataMost

d Ardy the Anteater Anteater slurping up those ants !

d Night Raiders Blow up the alien spaceships
again...don't they ever give up?

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
& Round About missed before, Round About .. blow up
strange shapes. Two games in one
ziplock. ~~~

**EPYX

d King Arthur's Heir Camelot adventure game. Has nothing to
do with Royal toupees.

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Hayden Software

d Final Conflict Futuristic tank warfare game

**K-TEK

d Gorgon Rescue the Golden Fleece with Jason,
beware Medusa, beware this game... it's
Booorrrrriiiinnnggggg.

**KeyPunch Software

d Strategy Simulations Robot Patrol, Star Merchant, Civil War,
Convoy. Sure sounds like public domain
games to me ! In plastic sleeve.

**Learning Company

d Word Spinner Basic building blocks of reading, ages
6 - 10. In cardboard folder.

**Main Street Publishing

d Ardy the Aardvark Same game as above, repackaged in
ziplock.

**Penguin Software

d The Quest Fairly decent graphic adventure game

**Scholastic

d Agent USA Educational puzzle solving adventure
for ages 9 to adult. Nice, but heavy
packaging.

d Turtle Tracks LOGO-type graphics language program
for ages 9 to adults. Also nicely but
heavily packaged.

**Sirius

d Blade of Blackpool Illustrated myth and magic graphics
adventure game. Not bad.

d Fast Eddie Jumpman, Donkey Kong type arcade game.

d Wayout Colorful elaborate maze game. Still
has the CLOWN glasses !!

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

d Snooper Troops, Case #1 Kids detective game. Teaches problem
solving, deductive skills

d Snooper Troops, Case #2 Are your kids skilled yet? If not, try
this one too.

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.
By the way,
BOYCOTT DISNEY/ABC !!!

Cartridges

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

c E.T. Phone Home Help E.T. find the parts to make
his phone.

c Missile Command Save your cities from alien attack.

c Star Raiders Some more stupid spaceships!

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.
Did I mention soccer is like unto
great gasping intakes of air!

c Jumbo Jet Pilot Take your seat at the controls of
a jumbo jet. Fly it upside down...
see passengers grab for Gravol...
mess up the President's $200 haircut..
console Bobby because they shot his
dog before boarding.... JUST KIDDING!

OK! I KNOW A SMALLER PERCENT OF OUR POPULATION IS LITERATE,
TEST SCORES HAVE FALLEN, WE'VE DROPPED TO 17TH IN EDUCATION...
SINCE THE ESTABLISHMENT OF THE DEPARTMENT OF EDUCATION and
CONTINUAL NEA 'STANDARDS'.
IT DOESN'T MEAN *YOU* CAN'T TRY READING!!!

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

s Atari Speed Reading Massive, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

OK, the rest of these don't apply to ATARI, but for you rabid archivist
types out there save the following before they replace the Sears catalogues
in our bathroom!

25 Exciting Computer Games in Basic for All Ages David Chance
33 Adult Computer Games in Basic David Chance
34 MORE Tested, Ready-to-Run Game Programs in Basic Delten T. Horn
67 Ready-to-Run Programs in BASIC Wm Scott Watson
1001 Things to Do With Your Personal Computer Mark Sawusch
Basic Fun - Games, Puzzles, Problems for Children Lipscomb & Zuanich
Compumath Magic (a kid's book) M.J. Winter
Dragon Magic Your First Programming Book Richard Wadman
Games, Graphics and Sounds Curran & Curnow
How to Write an Apple Program Ed Faulk
How to Write a Program II - Advanced Programming Techniques Ed Faulk
Stimulating Simulations (Second Edition) C.W. Engel
Your First Steps in Basic Curran & Curnow

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 5 years!

If you have problems with any descriptions or comments, don't
blame me, I'm from Arkansas... oops, I lied... proving I'm from
~~~~~

Arkansas. I just spell it with different letters. Besides, P.J.
O'Rourke is the ONLY thing worth reading in 'Rolling Stone'....
and the most beautiful face on television belongs to Odalys Garcia
on 'Lente Loco'!!! So there!

NOPE... I DIDN'T VOTE FOR HIM!!!!!

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables

939. wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34CE258E.53A3D5E2@cherwell.com>
Source record: 66648

I am starting to pine for my first computers (the TI99/4a was a family computer) and would like to get another Atari 8-bit.
Something exotic like a 1450XLD would be great, but a nice 800xl would keep me smiling. I really want to have Rescue on Fractalus and Elektraglide - two of the best games ever - preferabley *not* on tape.
I also remember having the trackerball and the Atari touch tablet!
Lovely.
Oh yes, an rs232 interface would be cool to.

If anyone in the UK can help me out, then thanks.

Adrian

940. Re: c64? koala pad conversion to atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2g1m9kbdn.fsf@caligula.srv.net>
Source record: 66649

cowpoke1@hotmail.com writes:

> well actually, i don't exactly know if it is a c64 koala pad.
> The connector resembles a DIP, and definitely not a 9-pin joystick
> connector. So, I either need the pinout for this thing or the pinout
> of the internal board.

Sounds like it's for an Apple II.

Brent

941. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Gareth Davies <garethd_@dial.pipex.com>
Message-ID: <6alaigqol1@plug.news.pipex.net>
Source record: 66650
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

gREG rOTH wrote in message
>
>Contrary to the other response, there are a few secret things in this
>game I know about.

A wee bit bitchy don't you think? I'll have a look through my old mags to try and find them but I don't expect to have much luck - you could try posting to the C64 group in the hope that the level skip codes are the same.

Gareth.

942. all atari items atari made in the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6ale2r$2cd$1@belzebul.imaginet.fr>
Source record: 66651

http://wwwusers.imaginet.fr/~pamuller/

943. Re: all atari items atari made in the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Rob Pagano <robpagano@worldnet.att.net>
Message-ID: <6alfc9$guh@bgtnsc03.worldnet.att.net>
Source record: 66652

Too bad all the links are broken...

patrice MULLER wrote:
>
> http://wwwusers.imaginet.fr/~pamuller/

944. WTB: Power Supplies for 1050 DD and 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Hugh Falk <hughfalk@aol.com>
Message-ID: <6aljj2$72a@camel18.mindspring.com>
Source record: 66653

```
Want to buy power supplies for the
1050 DD disk drive (that goes with 800XL)
1027 Letter Quality printer

email me at:

hughfalk@mindspring.com
```

945. Atari basic cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Opus <opus@orionsys.com>
Message-ID: <01bd2b6d$b1c43f20$8fe094cd@pbcustomer>
Source record: 66654

I have a few atari 2600 / 5200 / 800 cartridges laying around. Anyone needs them Email me with what you need and I will go out and look for them in my boxes of stuff. Might have some hardware left too. Let me know what you need...

Ken

946. Re: [ANN] GeckOS/A65 operating system

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Noah Vail <jtous@pcpros.net>
Message-ID: <34CE67CF.18018D51@pcpros.net>
Source record: 66655
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

```
Andre Fachat wrote:
>
> Any comments welcome!
>
> Thanks!
> Andre
>

I only have one word for now...

BRAVO!

N.V.
```

947. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6am2nl$3jk$1@newsd-124.bryant.webtv.net>
Source record: 66656

How does the Atari 850 interface work?

You HOOK IT UP to your Atari 8bit computer (Atari 400, 800, 800XL, 1200, 600XL, 65XE, 130 XE, XE Game System too, maybe) Then, in my opinion, you can hook up a STANDARD EXTERNAL MODEM. Also, it is possible to hook up a STANDARD PRINTER.

It may even be possible to hook up a SECOND STANDARD EXTERNAL MODEM to one of the other ports on the 850. This is my halfwitted idea, to run a double line BBS on my Atari 800, but I'm still puzzling out the details.

If all else fails, you might be able SELL YOUR ATARI 850 ON THE INTERNET. It is a great curiousity to computer nostalgia buffs, because it has MANY STRANGE PORTS AND OPENINGS and we don't really understand exactly WHAT THE HELL IS IT but it seems like it really MUST BE SOMETHING GREAT because it has MANY STRANGE PORTS AND OPENINGS.

vs

948. Re: c64? koala pad conversion to atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34CECD50.C41035DA@erols.com>
Source record: 66657

cowpoke1@hotmail.com wrote:

> In article <34CD984A.E28736B@erols.com>,
> pmulvey <pmulvey@erols.com> wrote:
> >
> > cyk0@hotmail.com wrote:
> >
> > > Anybody out there have a koala pad and want to open it up
> > > to find the pinout of the internal circuit board (I want
> > > to hook up a paddle cable to it and make it an atari koala pad.
> > >
> > > cyrus
> > >
> > > ----------==== Posted via Deja News
> > > ====----------
> > > http://www.dejanews.com/ Search, Read, Post to Usenet
> >
> > Might be simpler to get the connector info for each machine (the
> > joystick connections
> > are the same but the placement of things like +5v could be
> different)
> > and modify a joystick
> > extension cable as an adapter....
>
> well actually, i don't exactly know if it is a c64 koala pad.
> The connector resembles a DIP, and definitely not a 9-pin joystick
> connector. So, I either need the pinout for this thing or the pinout
> of the internal board.
>
> cyrus
>
> ----------==== Posted via Deja News
> ====----------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Sound like it might be an Apple series item. They used dip connectores
in the
Apple II

949. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34CECEBE.9B3B195F@erols.com>
Source record: 66658

velcro_spy@webtv.net wrote:

> How does the Atari 850 interface work?
>
> You HOOK IT UP to your Atari 8bit computer (Atari 400, 800, 800XL,
> 1200,
> 600XL, 65XE, 130 XE, XE Game System too, maybe) Then, in my opinion,
> you
> can hook up a STANDARD EXTERNAL MODEM. Also, it is possible to hook up
> a
> STANDARD PRINTER.
>
> It may even be possible to hook up a SECOND STANDARD EXTERNAL MODEM to
>
> one of the other ports on the 850. This is my halfwitted idea, to run
> a
> double line BBS on my Atari 800, but I'm still puzzling out the
> details.
>
> If all else fails, you might be able SELL YOUR ATARI 850 ON THE
> INTERNET. It is a great curiousity to computer nostalgia buffs,
> because
> it has MANY STRANGE PORTS AND OPENINGS and we don't really understand
> exactly WHAT THE HELL IS IT but it seems like it really MUST BE
> SOMETHING GREAT because it has MANY STRANGE PORTS AND OPENINGS.
>
> vs

Just a thought. When the 850 were new they came with a manual. Might be
just the thing
to explain the "MANY STRANGE PORTS AND OPENINGS".

950. sio2pc cable HELP

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980127193733.1788A-100000@becker2.u.washington.edu>
Source record: 66659

I've just spent the last 3 days trying to assemble an SIO2PC cable so that I can do all the fun things you're supposed to be able to do with one. I just can't seem to get it to work.

Specifically, I'm using the shareware version of ProSytem 1.15 that comes with APE 1.15 to try and make an .ATR image of a disk. I know the disk and the drive are okay (they work fine when hooked up to my 800xl) but when I hook the drive up to my PC with my cable, ProSystem says it can't sync the drive. When it tries, my drive does nothing, just sits there.

I'm using the instructions for an sio2PC from http://www.hackerz.com/atari/atari8.html and even found the actual radio shack parts by number provided.

Is there anything obvious that I might be doing wrong?

Is there a good place that I can get a cable ready made and tested? I'm pretty sick of spending so much time working on my own failure of a cable.

Thanks!

951. Re: BB Format Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980127223755.3938B-100000@fissure.scar.utoronto.ca>
Source record: 66660

On 26 Jan 1998, William Moeller wrote:

> Alan Christie (94chrisv@scar.utoronto.ca) wrote:
>
> : I have never formatted a HD on an 8bit with a Black Box, that had more
> : than a couple bad sectors. From the sounds of it, that HD is pretty much
> : toast.
>
> I think most MFM drives will have a FEW bad sectors....it is very rare I
> find one with none....the problem I am having is with "Bad Sector Header,
> Unable to reassign" messages...

That's odd.. I had 0 bad sectors on the MFM Seagates I formatted for my
8bit BBS 6 years ago...

> : If you are getting more than a few bad sectors, the HD will probably die
> : when you use it (if it ever formats completely!)
>
> IBM's can deal with a few bad sectors....

Yeah.. even the ATari can deal with a couple bad sectors

> : That hard drive technology is pretty old now but you should be able to
> : find MFM technology at old electronic junk stores. :) <grin>
>
> Ya, perhaps, but maybe someone with a bit of experience in writing
> software could come up with better ways to deal with errors on these old
> MFM drives.....it sure gets frustrating trying to get something going on
> my 8 bit since my BBS drives died....(they just STOPPED one day....both of
> them within a week of each other) :-(

I guess I was fortunate never to have my BBS drives dying, but I had my
share of corrupted directories that needed formatting because of power
outtages or just plain bad luck.. ah.. the joys of being an 8bit sysop..
(or any CPU sysop for that matter!)

Alan
University of Toronto
Computer Science, Management and Economics

952. Re: .DCM File?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcs9$68s$1@news.iwaynet.net>
Source record: 66661

On 1998-01-23 rieder@MAPSONkufgem.at said:
>> How do I use a ".DCM" file with the emulators?
>...DCM or .DC3 are "zipped" files, used by Disk Communicator (3).
>Get that programm (for the emu !) and hmm....
>You can "unzip" the file with the emu then.
>Or get a (PC) programm, which can convert .DCM/.DC3 into .ATR or .
>XFD...

uh,no,they aren't zipped at all.Nor compressed in any other way except that
diskcomm doesn't bother to store empty sectors.
(and I'm told that duplicate sectors are stored only once)
Diskcomm isn't a file archiver at all.It stores whole disks
(or just the first # of sectors you specify)
sector-by-sector.Much like DMS files on the Amiga.
There might be files on the resulting diskcommed disk or a boot game or a data
disk or anything.It just creates a "image" of the disk.

Because of this DCM files should really be ALFed or at least ARCed to reduce
their size.Plus Gopher,Lynx and probably other programmes don't recognize the
DCM extention and won't allow you to download DCM files.
(but they usually recognize ARC)
If you do ALF a file you should probably still name it ".ARC" for that reason.
(Super UnARC and SpartaDOS X's ARC can handle ALF files)

Also,Diskcomm doesn't bother to write out blank sectors when un-diskcomming a
DCM file.So you should answer "yes" to the format question.You also must use a
drive that doesn't put garbage on the disk when formatting.
I know that 1050 drives with the "Duplicator" upgrade do this,as well as some
(all?) Trak drives.
Atari stock 810 and 1050 drives are good for un-diskcomming.I haven't tried the
XF551 drives yet but they have problems with original game disks anyway.
(the problem is with the copy-protection)

Net-Tamer V 1.09 - Test Drive

953. Re: Atari 8-Bit Cd (ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsa$68s$2@news.iwaynet.net>
Source record: 66662

On 1998-01-22 bobkla19@sisna.com said:
>I have completed the first version of a U.S. version of a CD, has
>to be read by an IBM or compatable CD-Rom drive. It contains most

I'm a bit confused.Why could only IBMs read it?
(what about Atarians with ATAPI drives hooked up?)
What about a non-IBM drive hooked up to a IBM via a SCSI interface?

>of the Pool Disk CD items, with the exception
>of SED and Atari St files. Atari 8-bit to me means just that. Pool

Exactly!

>Disk has IBM emulator
>files that are on the disk..My price for the CD is $23.00 total
>shipped...There is over 555500
>sectors of files compiling of ACE of Utah disk SPACE library, BBS
>Express! Professinal

I assume you mean 2048-byte CD sectors.

Net-Tamer V 1.09 - Test Drive

954. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsb$68s$3@news.iwaynet.net>
Source record: 66663

On 1998-01-11 sysop.fox-1@stackbbs.xs4all.nl(SysopFox-1) said:
>Uhh, there already is a mod to make a stereo atari using 2
>pokey-chips, and in Poland there is a mod available to fit a SID
>into the Atari XL/XE. Since they're addressed different, you can
>probably implement both modifications into 1 Atari.
>8 channel pokey, and 1 SID :-))

For those who don't know,SID gives you 3 channels.But you get more than just square waves.Kid've like built-in dynamic sound.
(that being where you change the sound registers constantly (at least every jiffy))

Net-Tamer V 1.09 - Test Drive

955. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsc$68s$4@news.iwaynet.net>
Source record: 66664

On 1998-01-20 bo.schreurs@stackbbs.xs4all.nl(BoSchreurs) said:
>the end of Februari. We've received permission to scan the Mapping
>the Atari, so that has to be done as well before that time. See if
>it will fit on the CD...
>Anyway, we're still on it.

How could it not fit?
The book's not that thick.Would it even take a megabyte?

Net-Tamer V 1.09 - Test Drive

956. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcse$68s$5@news.iwaynet.net>
Source record: 66665
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-17 pmulvey@erols.com said:
>Bryan Edewaard wrote:
>> On Sun, 11 Jan 1998 23:40:18 GMT, kenneth@spam.not.sayeth.i
>>(Kenneth Jennings) wrote:
>> <snip snip snip snip (gasp) snip snip >
>> >>The Atari hasn't really changed much since the original 800.
>> >>And that's sad.
>> >
>> >No, compatability and consistency is good. It's why today I can
>take >
>> >a commercial program written for an Atari 800 in 1980 and
>>reasonably >expect it to load from a hard drive and run on an
>>Atari XL made in 1985.
>> This is one thing that I wish Atari had done more work on. If you
>> look at the 8-bit's history, Atari avoided doing any additional
>>ASIC work once the 400/800 shipped. Sure, there's Freddie, but
>>what does that add?
>Memory expansion

Well that's where the 1090XL would've come in handy,

>> Separate bank switching for Antic and the CPU? Big deal, no
>> one uses it. Atari tried to base everything on these IC's for a

Well with the Freddie chip you can store both CPU and ANTIC data in the banked memory.Otherwise any time you switch to another bank the picture would flicker. So you'd have to either store ANTIC or 6502 data but not both in bank-switched memory.

>> decade - I think a few enhancements to the 5200 would have been
>> appropriate, and by the time we got to the XE's we certainly
>>should have had an 80 column mode.
>There was a number of 80 col adapters starting with the 800 and
>thesehappened before the 64 came on the scene.

But then Atari got rid of the right cartridge port and the memory-upgrade cartridge ports.And the second two (PORTB) joystick ports.All used in some way to upgrade the Atari.And,acording to Bob Puff,the XEP-80 could barely keep up with 4800 baud.Data was transfered serially at 11000-12000 baud but it was 9-bit data.With start/stop bits that's 11 bits per byte,as oppossed to 10 for MODEMs.Plus the CPU had to synthesize the baud rate and at the same time answer SIO interupts from the 850,which also used the CPU to create the baud rate. (they're "bit-bangers",as my friend calls them)

>> Atari's best engineers left the company once it became clear that
>> they'd rather design new cases than to contiune silicon level
>> development.
>Engineers as a group move at the end of projects to follow their own
>ideals.Usually all companies need time to recoup their development
>costs by
>building and selling PRODUCTS. their primary motivation

Wasn't it because of the changes that Warner brought about?

>> . The PC only won
>> because IBM built such a simple machince and it got cloned.
>IBM didn't want the PC cloned. They used off the shelf components,
>but kept the information about its operating system (BIOS) a secret.
>It took the first company over 1 million dollars just to legally
>reverse
>engineer the bios.

Why would you need to reverse-engineer it.Just make your own BIOS.Didn't people
know how the hardware worked?
OF course any text-based programme should use the OS instead of the BIOS.
(try out ANSIPLUS off of the simtelnet directory at cdrom.com)
And graphical programmes just access the hardware directly since all that the
BIOS allows is single-pixel plotting.
(not even line-drawing and rectangular-fill like the Atari's S: device)
Basicly you're stuck with SETCOLOR,LOCATE,COLOR, and PLOT commands.
(for graphics,that is.Plus the TurboBASIC TEXT command)
Maybe if people had just creates a OS-compatible PC everyone would've forgot
about the BIOS and have created graphics (S:) and RS232 (R:) drivers.
(not to mention graphical printer drivers like Atari's G: device)

Net-Tamer V 1.09 - Test Drive

957. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsj$68s$9@news.iwaynet.net>
Source record: 66666

On 1998-01-20 ken@condor.circa.ufl.edu(KenSallot) said:
>In article <34BCAA3C.184E907D@ix.netcom.com> Robert S Ely <rely@ix.
>netcom.com> writes:
>> Atari BASIC carts are available from B&C Computervisions at
>>www.myatari.com. They also sell OSS BASIC XL and XE carts. I
>>happen to like these better (my opinion).
>You should point out that BASIC XE won't run on an Atari 400.

Doesn't BASIC XL use OS RAM or am I getting it confused with BASIC XE?
Also if you just buy ordinary BASIC make sure to get revision "C".
Baring that get Rev.A.
NEVER get REV.B!!!

Net-Tamer V 1.09 - Test Drive

958. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsl$68s$11@news.iwaynet.net>
Source record: 66667

On 1998-01-20 woodardd@dma.org said:
>I'm curious, do you think that the Atari 800 could run some
>version of Win CE, the version of Windows that runs on those little
>palmtop things?

Those "little" computers have HUGE ammounts of RAM and speed.
Anyway,the CPU is different so of course no ammount of RAM nor speed increase would help.

Net-Tamer V 1.09 - Test Drive

959. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsh$68s$7@news.iwaynet.net>
Source record: 66668
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-21 pmulvey@erols.com said:
>> On Sat, 17 Jan 1998 00:31:39 -0800, pmulvey <pmulvey@erols.com>
>wrote: >
>> >> This is one thing that I wish Atari had done more work on. If
>>you >> look at the 8-bit's history, Atari avoided doing any
>>additional ASIC
>> >> work once the 400/800 shipped. Sure, there's Freddie, but what
>> does
>> >> that add?
>> >
>> >Memory expansion
>> Nope. Freddy doesn't do much here. As my next paragraph states:
>> >> Separate bank switching for Antic and the CPU? Big deal, no
>> >> one uses it.
>> That's what Freddie adds - The ability for Anitc and the CPU to
>>"see" different banks.
>Oh you mean different memory banks right?

Actually it allows you to choose whether the ANTIC or 6502 (or both) see the
bank-switched memory or normal memory.IF you have it set for both then they
BOTH have to see the same bank.If you just have the ANTIC see the banked memory
then you can set up 8 video pages with 64k left for the CPU/6502.

>By the way the 800 had slots to allow for more memory

Isn't that how the Axlon worked?
(did you also need to run a wire to the motherboard)

>> >There was a number of 80 col adapters starting with the 800 and
>> >thesehappened before the 64 came on the scene.
>> Okay, and then there were several 80 column boards for the 64, but
>> they're all useless without mainstream support - the kind you get
>from >
>> having it as a built-in feature - like the C128.

Well if programmes would have a option to go through the CIO instead of the
hardware (thank GOD there's no BIOS) then any 80-column upgrade should work.
The same with picture viewing programmes.If GIFVIEW had a option to use the S:
device then you could view 1-bit GIFs on your XEP-80 attached monitor.

>The first replies that
>he bought an IBM and they will drive out here to fix it!
>> but clone manufacturers started to cater to it, and started to
>> impact the sales of other machines. Atari had the ST during this
>> time

>The PC was about two years before the ST

Huh? The PC came out in 1981.Did the ST come out in 1983?

>Warnercontinued to produce the seeds that Nolan left. When the
>Warner Execs.
>came up with the "lets make our sucessful movies into video
>games"concept, they eneded up burying countless Indiana Jones and
>ET carts.

Hey!
I like E.T. and "Raiders of The Lost Ark"!
(never could beat the later)
Then again I like Adventure and "Sir Galahad and The Holy Grail".

Net-Tamer V 1.09 - Test Drive

960. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsm$68s$12@news.iwaynet.net>
Source record: 66669

On 1998-01-20 gmiller@iswt.com said:
>In article <6a18hfsrh3@sally.dma.org>,
>Daniel Woodard <woodardd@dma.org> wrote:
>> I'm curious, do you think that the Atari 800 could run some
>> version of Win CE, the version of Windows that runs on those
>>little palmtop things?
>No... But Gryphon (the version of Windows to be used on the new
>Wallet PCs) might be small enough to run on a machine with lots of
>extra RAM added.

Once again,unless they plan on making it for the 65816 with just 1MB
(or somesuch) it's not going to work.
(There are Ataris with 65816 CPUs and a megabyte of RAM)

I'd assume that anything from Microsoft would be made for Intel CPUs.
(80386 based,perhaps PEntium for new OSes)

Net-Tamer V 1.09 - Test Drive

961. Re: Diskcomm file format specifications

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsn$68s$13@news.iwaynet.net>
Source record: 66670

On 1998-01-23 asharkis@erols.com said:
>Ernest R. Schreurs <ernest@wxs.nl> wrote in article
><34c7d39d.1371380@news.wxs.nl>...
><snip!>
>Ernest, may I suggest the obvious? Have you tried to contact Bob
>Puff?
>Re: storing files in Discomm format on the next Pool Disk --
>somebody would still need a PC with a null-modem cable to take
>advantage of them.

With that programme to download via X-modem checksum a ATR file directly to
disk (stripping the 16-byte header file of course) that should work.
But remember that ATAPI CD drives will work on a Atari equiped with the ATAPI
("IDE") interface.But getting it from the CD to a disk is another matter.
Simple if you have a disk big enough to hold the ATR file,otherwise...

One nice thing about DCM files,besides their size,is that even if their too big
(if the whole disk was used for files,perhaps)
you can tell Diskcomm to break it up into smaller files.

Net-Tamer V 1.09 - Test Drive

962. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsi$68s$8@news.iwaynet.net>
Source record: 66671

On 1998-01-23 ipoorten@cs.vu.nl(IvovanPoorten) said:
>>on PC sounds as normal mods. Of course both programms need min.
>>128 kb. If you have 576 kb. extented memory you can load every mod
>from PC or Amiga.

Aren't there different formats of MOD tracker files?
For instance that IBM MOD files aren't limited to four channels.

>ObCSA8: Lately I ran across a program called SidPlay. For those who
>don't know, it's an MS-DOS program that plays C64 SID files through
>a soundblaster. I was wondering if there's a program for the atari
>8-bits that plays these files. It shouldn't be that hard to code
>such a program considering the capabilities of the SID chip.

I hope no Commies heard that!

The SID chip can produce more than just square waves.But it's limited to 3
channels.I don't know whether the SID chip's features could be emulated through
dynamic sound.
(i.e.constantly changing the POKEY sound registers,usually once a jiffy)

Net-Tamer V 1.09 - Test Drive

963. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsk$68s$10@news.iwaynet.net>
Source record: 66672

>> >2) Can the Atari 400 use "standard" Atari 2600 games cartridges?
>> nope.....sorry

The two systems really are totaly different except for the CPU.They might have similar capabilities but they are accessed in different manners.
Even if the video and audio hardware were exactly the same,the difference in speeds would break any game.(The HCS is faster than the VCS)
Even baring that,the cartridge ports have different PHYSICAL sizes!

Net-Tamer V 1.09 - Test Drive

964. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6akcsf$68s$6@news.iwaynet.net>
Source record: 66673
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-19 webmaster@atari.nu said:
>video games divisions if the MARIE chip from the 7800 would have
>been adapted to the XL series or used on a card for the 1090XL
>Parallel Bus Box. The Marie had 320X242 resolution, it was faster
>and had unlimited sprites and more colors, in general it was a 2nd
>generation Antic/GTIA combo chip.

Doesn't the Atari already support 320x242?
It supports horizontal half-clock resolutions of 256,320 and 384.
I thought that you could put as many lines on the screen as your TV supported,
with the exception that (at least with NTSC) that you can't use the first
8 scan-lines.Also many TVs are limited to 200 scan-lines anyway.I can just
barely use the default 192 on my TV.

Net-Tamer V 1.09 - Test Drive

965. Re: New Atari User Issue 82

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <VAogIIASKIz0EwjT@valeofdreams.demon.co.uk>
Source record: 66674

In article <01bd2a4e$99c0b180$LocalHost@pc001>, Dean Garraghty
<dgs@clara.net> writes
>New Atari User Issue 82 arrived today after more than 6 months since the
>last issue. The delays were, apparently, caused by a variety of personal
>reasons cited by the Editor. If you subscribe, and don't receive your issue
>soon, then you know it must have got lost in the post.
>
>Dean Garraghty
>

Does this mean that there is presently a magazine in print that covers
the 8 bit computers? You couldn't email the details could you?
--
Mark Ormerod

966. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-27 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34CED1EE.1A6C@sprynet.com>
Source record: 66675

John Schnittker wrote:
>
> >
> > >Is there a kit available to modify my XF551 into a 3.5 inch drive? Just
> > >wondering... PC disk drives are cheap and it sure would be nice to plug one
> > >of them in.
> >
> > Bob Puff sells a kit, but Bob Woolley wrote a text file that describes how to
> > do it. I did mine from the text file and it works just fine.
> >
> Cool!!! I could not find the text file though. Can you tell me where it
> might be?
me too.

Dan
dalabast@sprynet.com

967. Re: sio2pc cable HELP

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6amjlk$3bf@freenet-news.carleton.ca>
Source record: 66533

Linda Shippert (loo@u.washington.edu) writes:
>
> I've just spent the last 3 days trying to assemble an SIO2PC cable so that
> I can do all the fun things you're supposed to be able to do with one. I
> just can't seem to get it to work.
>
> Specifically, I'm using the shareware version of ProSytem 1.15 that comes
> with APE 1.15 to try and make an .ATR image of a disk. I know the disk and
> the drive are okay (they work fine when hooked up to my 800xl) but when I
> hook the drive up to my PC with my cable, ProSystem says it can't sync the
> drive. When it tries, my drive does nothing, just sits there.

You need to hook up your ATari <-> Disk Drive <-> APE interface in
that order, and then sector copy your disk from the real drive to a
disk image you create.

Using the ProSystem requires a seperate interface cable.

> I'm using the instructions for an sio2PC from
> http://www.hackerz.com/atari/atari8.html and even found the actual radio
> shack parts by number provided.

Try reading the documentation for the program at http://www.nacs.net/~classics
and see if that helps. If you need more help feel free to e-mail me.

> Is there a good place that I can get a cable ready made and tested? I'm
> pretty sick of spending so much time working on my own failure of a cable.

Your cable might work fine, you appear to just be using it with the wrong
program. If you still want to buy one, you can get it the same
please you can purchase APE. http://www.nacs.net/~classics

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

968. Computer Hardware & Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Kevin <qdesign@ipns.com>
Message-ID: <885978658.336478@moon.aa.net>
Source record: 66534
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I have bunch of computing items for sale, everything used less than 1 ~ 6 months. Below are the items and Prices I'm selling. Let me know if you are interested.
I'm living in PDX. But shipping is no problem once I recieve the $$, or COD Cash is ok too.
send me an email if you need more info on any item.
reply to qdesign@ipns.com

Hardware

O Western Digital 6.4GB UDMA33 HDD - $245 (2 month old)

O 64MB SDRAM EEPROM 10ns w/ 8 chips - $150 (1 month old)

O HP 4C 600DPI optical res. Scanner New condition - $650

O WACOM ARTPAD 12"X12" w/ pen - $270

O 21" Viewsonic 1600X1200 max PT813 w/ SonicTron Tube - $1200 (still under 2 yr manufacture Warranty)

O USRobotics Sportster 33.6Kbps upg. to X2 56K w/ voice Full duplex - $60 (not a Winmodem)

O NEW Western Digital 9.1GB Ultra Wide SCSI HDD w/ Adaptec 2940UW SCSI Adapter Bundle - $999

O Matrox Mystique 220 retail box with Manual & CD Games with 8MB SGRAM to boost your 2D/3D games - $159

O SuperMicro P6DLE Dual Pentium II Motherboard w/ LX Chipset / AGP / 4DIMM / 3 ISA / 4 PCI / ACPI/PC 98 Features / ATX / USB - $275 ($539 with 233MHz PII CPU)

O Diamond FireGL 1000PRO w/ 8MB SGRAM w/ 8ns AGP - $179

O AOC 17" .26 Monitor 1280X1024 Max res. w/ JAG Digital Control w/ Dark Tint Screen for Acurate Colors. - $399

######### SOFTWARE #########

O Adobe Pagemaker 6.5 Full version with manual and CD in Box - $170

O Bryce 2 by MetaCreation - Create your world easily in 3D with built in modeler; save in major graphics format - $99

O Windows 95 OSR2.1 w/ USB w/ manual on CD Full version - $69

O MS Office 95 Standard Edition for Windows 95 oem - $69

O Macromedia Freehand Graphic Studio 7 w/ Freehand, Fontographer, more ... - $195

O Kai's Power Tools 3 for Win 95/NT - $85 (nice plug-ins for photoshop)

O Ray Dream Designer 4 by Fractal Design Corp. CD & Manual - $95

O Adobe Photoshop 4.01 Upgrade version 2 CDs - $120 w/ Manual

O The 11th Hour - sequel to the 7th guest - 4CDs - $30

O Kinetix 3D Studio MAX R2 Full Version 2CDs for Win 95/NT - $1795

All the parts & prices are effective from Jan. 28th 1998.
Please email me if you have any questions relating to any parts I have on sale.

Thanks
Kevin -

969. Re: Which computers have

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2bec$a41bbf40$53c2accf@asharkis.erols.com>
Source record: 66535

Jon D. Melbo <jmelbo@pressenter.com> wrote in article
<34ce9ac7.9499657@news.pressenter.com>...

<snip!>

> I notice the Bluwave tagline... I used to use Bluewave for FIDONET and
> such from BBSs in the past. Is this newsgroup cross delivered to FIDO
> or some such other relay net? Since the internet has gained so much
> prominance most (all actually) local BBS have gone bye bye around
> here. I used to follow the Atari 8-bit FIDO base (and others) and
> sorely miss them. I was hoping there might be a way to get at them
> from the internet. Anyone have any clues?
>
> Jon
>
I can tell you that the Atari National Echo on FIDO still exists, but
messages are way down. You can kind of blame this ng for that :) But the
moderator has made it clear. Fido would kick the echo out if he allowed
cross-posting because this ng is not moderated.

I used to dream of crossposting in FoReM, PRO, Carina, Oasis, Fido, etc. I
guess it was only a dream.

970. Auction - Ends Thursday 1/29 - 8-Bit, Atari Connection #1

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980128130600.IAA17989@ladder02.news.aol.com>
Source record: 66536

January Auction - Update 13

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min
2. Zone Ranger. New in box (unsealed) -$9.95 min

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$6 rjdawson

4. Ballblazer (excellent label) -$2 rjdawson
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 tempest
7. Centipede (excellent label) -$1 peter papp
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 peter papp
11. Dreadnaught Factor (light label wear along edge) -$3.95 min
12. Frogger (very good label) -$1 peter papp
13. Frogger II ThreeeDeep! (excellent label) -$15 johngr
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$4 smedley
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 peter papp
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 peter papp
21. Montezumas Revenge (excellent label) -$11 rjdawson
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$15 johngr
24. Ms. Pac-man (very good label) -$1 peter papp
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$2 smedley
27. Pitfall II excellent label) -$2.95 cwilkson
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 peter papp
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 min
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$2 rjdawson
36. Space Dungeon (excellent label) -$1.95 tempest
37. Space Invaders (excellent label) -$1 peter papp
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$7 rjdawson
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$2 rjdawson

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 cwilkson
43. Star Raiders single -$2 cf943
44. Centipede pair -$2 cwilkson
45. Space Invaders pair -$4 saxymanny
46. Missile Command pair -$2 cwilkson
47. Defender pair -$4 saxymanny
48. Galaxian pair -$2 cwilkson
49. Qix pair -$2 cwilkson
50. Frogger pair (excellent condition) -$5 cf943

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 cwilkson
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 min
64. Joust -$2 cf943
65. Jungle Hunt -$2 cf943
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$2 cf943
71. Mr Do's Castle -$2 johngr
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$1.95 cwilkson
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$2 cf943
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$2 cf943
84. Space Shuttle -$2 cf943
85. Star Wars Arcade -$3.95 cwilkson
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 Mknzy
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$12.50 aaron
A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min
A6a. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$6 johngr
A7a Rescue on Fractalus! -$5.95 tempest

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64), Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$5 Mknzy
A23. Atari Standard Joystick (single) -$1.95 joseph red
A24. Atari Standard Joystick (single) -$1.95 tempest

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions

-$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 aaron
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$6 aaron
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 bgomes
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 bgomes

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$2 jeremy
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$1.25 verbal
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$1.25 verbal
B9. Frostbite, Activision (colored) -$1.25 jeremy
B10. Hangman, Atari (small black, crushed/taped) -$.75 cwilkson
B11. Haunted House, Atari (b&w) -$.75 verbal
B12. Home Run, Atari (small black) -$.75 verbal
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 cwilkson
B15. Star Trek, Sega -$1.25 verbal
B16. Star Wars Jedi Arena, Parker Bros. -$2.25 jeremy
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 smedley
B18. Stellar Track, Sears (small black) -$1.95 cwilkson
B19. Street Racer, Atari (small black) -$.75 verbal
B20. Super Breakout, Atari (colored) -$.75 verbal
B21. Superman, Atari (small red) -$1.25 verbal
B22. Surround, Atari (small black) -$.75 verbal
B23. Swordquest 1 Comic Book, Atari -$3 ebacher
B24. Swordquest Earthworld, Atari (colored) -$3 ebacher
B25. Swordquest Fireworld, Atari (colored) -$3 ebacher
B26. Tac-Scan, Instructions/Poster -$.75 cwilkson
B27. TAZ, Atari (colored) -$2.25 jeremy
B28. Tennis, Activision (colored) -$.75 verbal
B29. Towering Inferno, US Games -$1.25 verbal
B30. Vanguard, Atari (colored) -$.75 cwilkson
B31. Video Chess, Atari (small black) -$1.25 verbal

B32. Video Olympics, Atari (colored) -$.75 verbal
B33. Video Pinball, Atari (small colored) -$.75 verbal
B34. Warlords, Atari (colored) -$.75 verbal
B35. Warplock, Data Age -$.75 cwilkson
B36. Word Zapper, Vidtec -$.75 cwilkson
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 ebacher
B38. Yars Revenge, Atari (colored), some scores written in back -$.75 min
B39. Space Invaders, Atari (colored) -$.75 min
B40. Space Invaders, Atari (small black) -$.75 min
B41. Space Jockey, Vidtec -$.75 min
B42. Joust, Atari (colored) -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822), The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2). -$6 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.), Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation), Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more). Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$5 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot), Creepy Music, more. Interfacing (Atari 850/Printers). Trapping a CLOAD. -$5 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included). New Products: Atari Pilot with Turtle Graphics. The Atari Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's

Guide To Painting with Atari Computer Color (with type-in Christmas Tree). Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari Gift Collection. -$5 ebacher

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program). Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$5 ebacher

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System). A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$5 ebacher

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section). APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$5 ebacher

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day

(Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 cwilkson
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

971. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Ejber Ozkan <ezz@gauge.co.uk>
Message-ID: <34CF3274.39F82BBB@gauge.co.uk>
Source record: 66537
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

Gareth Davies wrote:
>
> gREG rOTH wrote in message
> >
> >Contrary to the other response, there are a few secret things in this
> >game I know about.
>
> A wee bit bitchy don't you think? I'll have a look through my old mags to
> try and find them but I don't expect to have much luck - you could try
> posting to the C64 group in the hope that the level skip codes are the same.
>
> Gareth.
Just in case here it is for the C64 and the atari one from memory
was very similar if not the same...

BOUNTY BOB STRIKES BACK (US GOLD) (UL) (EMU)
ENTER SPECIAL CODE 57502 PRESS A AND F3 TOGETHER ,START GAME
F KEY FLOATS , Q,A,Z Moves through levels

--
. * . Ejber Ozkan ezz@gauge.co.uk
. ____ (+ . "When I say unto the wicked thou shalt
. | | . + . + Surely die.And thou givest him not
____| |____ . _______ warning, nor speakest toward the wicked
_ |____ ____| . | R.I.P | from his wicked way, to save his life;
(o) | | /(= : | | + The same wicked man shall die in his
_:_____| |_|_______| | iniquity; By his BLOOD will I require
_ at thine hand." Ezekeil3 ;)gravediggas
|_____
Or just go down he pub ;)

972. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34CF4E2E.A2AD87FF@wwa.com>
Source record: 66538

I have two 850's. I used to be able to use them with a 2400 baud modem. I lost the cable that was attached to it when I bought it from the thrift store. Anyway, I built my own with the specs from the faq. I am using Bobterm and a 14.4 bocamodem. It dials, I connect. Then I shoot to the terminal screen and thats it! Nothing. Does this problem sound familiar to anyone? Something interesting:

I know the handler is supposed to load right away from the 850. For example, if I boot without a drive (just my 800xl), I do hear the handler from the 850. If I use DOS, I don't hear the handler. For some reason I remember hearing the beep even when I was using DOS when it was working right. Could this be my problem? I know that Bobterm is loading something because I hear the same beep after the title screen.

Oh yeah, I can only get bobterm to dial when I set it to 2400 baud or less. If I go higher, nothing.

Any ideas?
Ascii
atebit@wwa.com

pmulvey wrote:

> velcro_spy@webtv.net wrote:
>
> > How does the Atari 850 interface work?
> >
> > You HOOK IT UP to your Atari 8bit computer (Atari 400, 800, 800XL,
> > 1200,
> > 600XL, 65XE, 130 XE, XE Game System too, maybe) Then, in my opinion,
> > you
> > can hook up a STANDARD EXTERNAL MODEM. Also, it is possible to hook up
> > a
> > STANDARD PRINTER.
> >
> > It may even be possible to hook up a SECOND STANDARD EXTERNAL MODEM to
> >
> > one of the other ports on the 850. This is my halfwitted idea, to run
> > a
> > double line BBS on my Atari 800, but I'm still puzzling out the
> > details.
> >
> > If all else fails, you might be able SELL YOUR ATARI 850 ON THE
> > INTERNET. It is a great curiousity to computer nostalgia buffs,
> > because
> > it has MANY STRANGE PORTS AND OPENINGS and we don't really understand

> > exactly WHAT THE HELL IS IT but it seems like it really MUST BE
> > SOMETHING GREAT because it has MANY STRANGE PORTS AND OPENINGS.
> >
> > vs
>
> Just a thought. When the 850 were new they came with a manual. Might be
> just the thing
> to explain the "MANY STRANGE PORTS AND OPENINGS".

973. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.886006746@math.tu-berlin.de>
Source record: 66539

Hi there!

AsciiRider <atebit@wwa.com> writes:

>I have two 850's. I used to be able to use them with a 2400 baud modem. I
>lost the cable that was attached to it when I bought it from the thrift
>store. Anyway, I built my own with the specs from the faq. I am using
>Bobterm and a 14.4 bocamodem. It dials, I connect. Then I shoot to the
>terminal screen and thats it! Nothing. Does this problem sound familiar to
>anyone? Something interesting:

>I know the handler is supposed to load right away from the 850. For
>example, if I boot without a drive (just my 800xl), I do hear the handler
>from the 850. If I use DOS, I don't hear the handler. For some reason I
>remember hearing the beep even when I was using DOS when it was working
>right. Could this be my problem? I know that Bobterm is loading something
>because I hear the same beep after the title screen.

You need the proper AUTORUN.SYS to boot the handler software from the
interface. IIRC there's a special HANDLERS.SYS file atari supported since
DOS 2.5 (or DOS 3 to be precise since that was easier), it's loaded like a
usual AUTORUN.SYS file. For DOS 2.0S or earlier versions, there's no special
file to boot handlers. You need to join all these autoboot files together
and rename the resulting composed binary as AUTORUN.SYS. The handlers must
go in front, some adjustments might be necessary to start it in between.

As for the autoboot if no floppy is turned on: Hmm, I really wonder if this
is a hardware problem - that happens SOMETIMES with my 850XL, too, but
not always. I scanned the OS for the SIO calls that are needed to load the
handler, but found nothing relevant. Could be that the interface box mis-
interprets some of the SIO commands that are output early during startup and
needed to boot the floppy and/or to boot some mysterious parallel port
software (which was AFAIK never available either).

>Oh yeah, I can only get bobterm to dial when I set it to 2400 baud or less.
>If I go higher, nothing.

Hmm, modem settings? Just a stupid idea...

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:

/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

974. Atari/PC Conversions

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Sean Gabb <old.whig@virgin.net>
Message-ID: <VorOXFAshuz0Ewxe@virgin.net>
Source record: 66540

I am trying to read my ancient Atari 8 bit data files on a pc. To this end, I have just dumped the contents of each disk using Anadisk, and have converted the results using Deana. However, I have no idea what to do next. Deana says that the files are now ready to be put through PC Kformer. I have a copy of this, but do not know how to use it.

Any help would be most gratefully received. I feel that I am on the edge of success in this matter, and have just one more effort before me.
--
Sean Gabb | "Over himself, over his own |
E-mail: old.whig@virgin.net | mind and body, the individual|
Web Page: | is sovereign" |
<http://freespace.virgin.net/old.whig/> | J.S. Mill, On Liberty, 1859 |

975. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <J+jMwDAVNuz0Ewzx@valeofdreams.demon.co.uk>
Source record: 66541

In article <34CE258E.53A3D5E2@cherwell.com>, Adrian Pickering
<adrian@cherwell.com> writes
>I am starting to pine for my first computers (the TI99/4a was a family
>computer) and would like to get another Atari 8-bit.
>Something exotic like a 1450XLD would be great, but a nice 800xl would
>keep me smiling. I really want to have Rescue on Fractalus and
>Elektraglide - two of the best games ever - preferabley *not* on tape.
>I also remember having the trackerball and the Atari touch tablet!
>Lovely.
>Oh yes, an rs232 interface would be cool to.
>
>If anyone in the UK can help me out, then thanks.
>
>Adrian
>

Where abouts in the UK are you?
I moved down to Essex with work (bad move I know) from Wales,
and Cash Converters in Basildon regularly has Atari 8 bits stuff fairly
cheap.

I recently picked up an 800xl + XC12 tape drive and a heap of games for
ï¿½20 from the small ads section of the local newspaper. Your best bet is
imply to trawl through your local free papers. Next up is my childhood
dream of owning an ST and a 130 XE :)

What I am -really- desperate for though is a disk drive, 810 or 1050.

Oh, and a 400/800 for the nostalgia...

--
Mark Ormerod

976. Re: BB Format Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6ao60n$b6a$1@mohawk.hwcn.org>
Source record: 66542

Alan Christie (94chrisv@scar.utoronto.ca) wrote:
: >
: > I think most MFM drives will have a FEW bad sectors....it is very rare I
: > find one with none....the problem I am having is with "Bad Sector Header,
: > Unable to reassign" messages...

: That's odd.. I had 0 bad sectors on the MFM Seagates I formatted for my
: 8bit BBS 6 years ago...

6 years ago, I had a dozen or so MFM drives without bad sectors....your
point?

: > : If you are getting more than a few bad sectors, the HD will probably die
: > : when you use it (if it ever formats completely!)
: >
: > IBM's can deal with a few bad sectors....

: Yeah.. even the ATari can deal with a couple bad sectors

Not ones where they cannot reassign them. Did you read my message? Did you
understand it?

: I guess I was fortunate never to have my BBS drives dying, but I had my
: share of corrupted directories that needed formatting because of power
: outtages or just plain bad luck.. ah.. the joys of being an 8bit sysop..
: (or any CPU sysop for that matter!)

Drives are going to be tougher and tougher to find which will work
reliably on the Black Box. Without some mods to the BB, the newer drives
have parity permanently enabled, and more heads and cylinders than the BB
Rom has.......I think some upgrades are in order. Using a newer drive
would negate the need for Bad sector work arounds, of course.

Good luck. I hope you don't have to replace your drives anytime soon.

Willy

William M. Moeller
af332@hwcn.org or willy@hwcn.org

977. Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19980128234900.SAA21514@ladder03.news.aol.com>
Source record: 66543

if someone will send me the REGISTERED version of APE 1.15 or 1.16, i will make a PERFECT .atr copy of the FULL uncracker version of Rescue on Fractalus AND Ballblazzer, FULL uncracker both with intro animations (there only on the UNCRACKED,FULL)

- Crosis

978. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <34CFF31F.7E7CA348@spyvspy.com>
Source record: 66544
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> Huh? The PC came out in 1981.Did the ST come out in 1983?

It's hard to believe that any of what you are saying is credible if you
are talking like you know this stuff when you don't.

IBM PC - 1977
IBM XT - 1981
IBM AT - 1983

The IBM PC, Apple II and CBM PET were all introduced in 1977.

979. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Robert Pagano <rpagano@NOSPAM.ibm.net>
Message-ID: <34cff5f8.0@news1.ibm.net>
Source record: 66545
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
--
NOTE: To reply via e-mail, remove the "NOSPAM" from the address.

gippah wrote in message <34CFF31F.7E7CA348@spyvspy.com>...
>> Huh? The PC came out in 1981.Did the ST come out in 1983?
>
>
>It's hard to believe that any of what you are saying is credible if you
>are talking like you know this stuff when you don't.
>
>IBM PC - 1977

Incorrect. The IBM PC came out in 1981. I believe the Apple ][ came out in
'77.

>IBM XT - 1981
>IBM AT - 1983
>
>The IBM PC, Apple II and CBM PET were all introduced in 1977.
```

980. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6aouko$r12@bgtnsc01.worldnet.att.net>
Source record: 66546

I've posted about these a few times, and have even downloaded a few
different versions... it WOULD be nice to get fractalus running again on a
very speedy emulator!! (I got it to work a little, and it was SO much nicer
at a better speed then my old atari!! (and that was a WELCOME sight!!)
never could get the keys to work right though...
and have no idea about eidolon, or um that other fractal landscape space
tank game lucas did...
would really be nice to play em again!! (and I hate lugging my old atari's
outta the closet all the time!! ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

RACK2000 wrote in message <19980129001000.TAA13658@ladder02.news.aol.com>...
>im not cheap, im just trying to get the FULL versions to atr and distribute
it
>here. As there is always someone saying that Rescue on Fractalus doen't
work on
>the emulators is because there using CRACKED copys.

981. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xtcEEpw.tandrews16@delphi.com>
Source record: 66547

Thomas Richter <thor@math.tu-berlin.de> writes:

>>Oh yeah, I can only get bobterm to dial when I set it to 2400 baud or less.
>>If I go higher, nothing.
>
>Hmm, modem settings? Just a stupid idea...
>
>

I use an 850 with a 14.4 modem at 9600bps, the 850's upper speed limit.
For a while this 850 wouldn't respond to Bobterm commands at any speed over
4800, and reliably at 2400 and below. At first I thought the modem had
gone bad, but discounted that when I tried another modem. This continued
for many months until I got a different, much larger desk and completely
redesigned my hardware arrangement, which involved much disconnecting and
reconnecting of cables and case-shaking when things were moved around.
After that, it started working again, and I don't know why.

The only thing I can think of is the activity renewed a connection or two
that had gone bad. With that theory in mind, try opening your 850 case and
GENTLY rocking the chips in their sockets. I'd also look for a bad solder
joint while it was open. You might also try putting your 850 first in the
SIO daisy chain and try a different SIO cable between the computer and 850,
and check the RS232 cable for looseness and dirtyness.

Good luck! If you still have trouble, and suspect the modem configuration,
post here again and I'll post the configuration I'm using successfully.

TJ

982. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ap1rl$itk@nntp02.primenet.com>
Source record: 66548

The mortal Alex Chamberlain wrote:
: Glenn Saunders <krishna@primenet.com> writes:

: >MIDITRACK III is for the XE and supports much larger files.

: XE only, or will it support other 8-bits with RAM > 64K? (I have a
: 1200XL with the 256K RAMBO upgrade.)

This should probably work.

It doesn't seem to require ANTIC Banking.

983. Re: MidiTrack opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ap1th$iuf@nntp02.primenet.com>
Source record: 66549

The mortal Alex Chamberlain wrote:
: Thanks for the info, Alan. GM compatibility isn't that important to me as
: the only MIDI device I have right now is the CZ1000 (that's why I asked
: about the patch librarian disk). Another question, though: can the
: MidiTrack control more than one device at the same time? I'm thinking of

You'd have to separate each device so that they respond to separate MIDI
channels or groups of channels so that there is no overlap.

984. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ap235$j0a@nntp02.primenet.com>
Source record: 66550

The mortal dklugh wrote:
: I'd assume that anything from Microsoft would be made for Intel CPUs.
: (80386 based,perhaps PEntium for new OSes)

WindowsCE is not necessarily tied to x86 processors. I believe the
popular CE machines run on Hitachi RISCS of some sort, like what's in the
Saturn.

985. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ap2ec$j7m@nntp02.primenet.com>
Source record: 66551
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The mortal dklugh wrote:
: Wasn't it because of the changes that Warner brought about?

Had Atari looked to Jay Miner's team for the direction of the consumer division rather than constraining them (ultimately what was to become the Amiga), they would have stayed.

Nobody starts a company deciding to make a computer on their own unless it's a last resort.

--
==========
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==========

986. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ap2lt$jac@nntp02.primenet.com>
Source record: 66552
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The mortal dklugh wrote:
: Doesn't the Atari already support 320x242?

Yes, but only 1-bit color depth. Maria supports much more than that, how much I don't know but it's more.

Maria on the Atari 8-bit would have been a hack because the Maria chip runs internally at 7.xx mhz. I doubt it would integrate well into an 8-bit archetecture, even though the 7800 uses the same 6502C at 1.79mhz as the 8-bit does.

Maria's sprite archetecture, so I'm told, has more in common with Williams' arcade hardware than the Atari 8-bit, but its display list ideas were definitely an extension of Antic.

--
==========
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==========

987. more SIO2PC cable woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980128211513.19218A-100000@becker1.u.washington.edu>
Source record: 66553

Okay, I've figured out that the SIO2PC cable is supposed to be used with APE itself, not just with ProSystem, but it still doesn't seem to be working.

Is there any trick to APE other than configuring the com port, hooking up the cable to my 800XL and PC, loading a disk image, and turning on the 8bit? I HAVE tried reading the APE manual but all it does is make me think I'm dumb becasue they talk about everything being so easy.

I am using an old IBM PS/2 286 to run APE. Might the speed of the PC make a difference?

Is there any quick and easy way to test to make sure my cable is working? I don't know if the problem is my inability to understand APE or if my cable is no good (or both!)

Any/all help greatly appreciated!

988. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34D00999.9B2436EC@erols.com>
Source record: 66554
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

dklugh@iwaynet.net wrote:

> On 1998-01-17 pmulvey@erols.com said:
> >Bryan Edewaard wrote:
> >> On Sun, 11 Jan 1998 23:40:18 GMT, kenneth@spam.not.sayeth.i
> >>(Kenneth Jennings) wrote:
> >> <snip snip snip snip (gasp) snip snip >
> >> >>The Atari hasn't really changed much since the original 800.
> >> >>And that's sad.
> >> >
> >> >No, compatability and consistency is good. It's why today I
> can
> >take >
> >> >a commercial program written for an Atari 800 in 1980 and
> >>reasonably >expect it to load from a hard drive and run on an
> >>Atari XL made in 1985.
> >> This is one thing that I wish Atari had done more work on. If
> you
> >> look at the 8-bit's history, Atari avoided doing any additional
> >>ASIC work once the 400/800 shipped. Sure, there's Freddie, but
> >>what does that add?
> >Memory expansion
>
> Well that's where the 1090XL would've come in handy,
>
> >> Separate bank switching for Antic and the CPU? Big deal, no
> >> one uses it. Atari tried to base everything on these IC's for a
>
> Well with the Freddie chip you can store both CPU and ANTIC data in
> the banked
> memory.Otherwise any time you switch to another bank the picture would
> flicker.
> So you'd have to either store ANTIC or 6502 data but not both in
> bank-switched
> memory.
>
> >> decade - I think a few enhancements to the 5200 would have been
> >> appropriate, and by the time we got to the XE's we certainly
> >>should have had an 80 column mode.
> >There was a number of 80 col adapters starting with the 800 and
> >thesehappened before the 64 came on the scene.
>
> But then Atari got rid of the right cartridge port and the

> memory-upgrade
> cartridge ports.And the second two (PORTB) joystick ports.All used in
> some way
> to upgrade the Atari.And,acording to Bob Puff,the XEP-80 could barely
> keep up
> with 4800 baud.Data was transfered serially at 11000-12000 baud but it
> was
> 9-bit data.With start/stop bits that's 11 bits per byte,as oppossed to
> 10 for
> MODEMs.Plus the CPU had to synthesize the baud rate and at the same
> time answer
> SIO interupts from the 850,which also used the CPU to create the baud
> rate.
> (they're "bit-bangers",as my friend calls them)
>

The statement was there wasn't any 80 col mode. The fact is there were a
number of 80col hardware solutions As far as the XEP 80 goes it may not
have been the best solution
but simply a working one.

> >> Atari's best engineers left the company once it became clear
> that
> >> they'd rather design new cases than to contiune silicon level
> >> development.
> >Engineers as a group move at the end of projects to follow their
> own
> >ideals.Usually all companies need time to recoup their development
>
> >costs by
> >building and selling PRODUCTS. their primary motivation
>
> Wasn't it because of the changes that Warner brought about?
>

Warner definately exasperated situations at Atari at all levels. To
state thatengineers went from silicon design to case design is silly.
Engineers would move
before such a situation continued for very long.

> >> . The PC only won
> >> because IBM built such a simple machince and it got cloned.
> >IBM didn't want the PC cloned. They used off the shelf components,
>
> >but kept the information about its operating system (BIOS) a
> secret.
> >It took the first company over 1 million dollars just to legally
> >reverse
> >engineer the bios.
>
> Why would you need to reverse-engineer it.Just make your own

> BIOS.Didn't people
> know how the hardware worked?
> OF course any text-based programme should use the OS instead of the
> BIOS.
> (try out ANSIPLUS off of the simtelnet directory at cdrom.com)
> And graphical programmes just access the hardware directly since all
> that the
> BIOS allows is single-pixel plotting.
> (not even line-drawing and rectangular-fill like the Atari's S:
> device)
> Basicly you're stuck with SETCOLOR,LOCATE,COLOR, and PLOT commands.
> (for graphics,that is.Plus the TurboBASIC TEXT command)
> Maybe if people had just creates a OS-compatible PC everyone would've
> forgot
> about the BIOS and have created graphics (S:) and RS232 (R:) drivers.
> (not to mention graphical printer drivers like Atari's G: device)
>
>

There were LEGAL reasons to reverse-engineer the BIOS. The people at
Compaqunderstood that they wanted complete compatability with the IBM
software. Yes they
could have simply written a BIOS but that would have opened the
possibility of compatability
problems. At the time this wasn't acceptable.

Pat.

989. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34D00D28.1E9F488@erols.com>
Source record: 66555
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

dklugh@iwaynet.net wrote:

> On 1998-01-21 pmulvey@erols.com said:
> >> On Sat, 17 Jan 1998 00:31:39 -0800, pmulvey <pmulvey@erols.com>
> >wrote: >
> >> >> This is one thing that I wish Atari had done more work on.
> If
> >>you >> look at the 8-bit's history, Atari avoided doing any
> >>additional ASIC
> >> >> work once the 400/800 shipped. Sure, there's Freddie, but
> what
> >> does
> >> >> that add?
> >> >
> >> >Memory expansion
> >> Nope. Freddy doesn't do much here. As my next paragraph states:
>
> >> >> Separate bank switching for Antic and the CPU? Big deal, no
> >> >> one uses it.
> >> That's what Freddie adds - The ability for Anitc and the CPU to
> >>"see" different banks.
> >Oh you mean different memory banks right?
>
> Actually it allows you to choose whether the ANTIC or 6502 (or both)
> see the
> bank-switched memory or normal memory.IF you have it set for both then
> they
> BOTH have to see the same bank.If you just have the ANTIC see the
> banked memory
> then you can set up 8 video pages with 64k left for the CPU/6502.
>

Yes, that and the memory switching...

> >By the way the 800 had slots to allow for more memory
>
> Isn't that how the Axlon worked?
> (did you also need to run a wire to the motherboard)
>

I have the 128 board, no wire needed...

> >> >There was a number of 80 col adapters starting with the 800 and
>
> >> >thesehappened before the 64 came on the scene.

> >> Okay, and then there were several 80 column boards for the 64,
> but
> >> they're all useless without mainstream support - the kind you
> get
> >from >
> >> having it as a built-in feature - like the C128.
>
> Well if programmes would have a option to go through the CIO instead
> of the
> hardware (thank GOD there's no BIOS) then any 80-column upgrade should
> work.
> The same with picture viewing programmes.If GIFVIEW had a option to
> use the S:
> device then you could view 1-bit GIFs on your XEP-80 attached monitor.
>
> >The first replies that
> >he bought an IBM and they will drive out here to fix it!
> >> but clone manufacturers started to cater to it, and started to
> >> impact the sales of other machines. Atari had the ST during
> this
> >> time
> >The PC was about two years before the ST
>
> Huh? The PC came out in 1981.Did the ST come out in 1983?
>

Yes speciffically the IBM was out in 1981 the similar Heath-(Zenith)
system was before that,and the Compaq was out by 1983 He stated that the
Atari ST was out the same time
as the PC. Since I wasn't certain which, I went with the first clone
(and the last one of three,
which is by no means the same year as the ST (1985)) All of the
incarnations were at least two years
earlier.

> >Warnercontinued to produce the seeds that Nolan left. When the
> >Warner Execs.
> >came up with the "lets make our sucessful movies into video
> >games"concept, they eneded up burying countless Indiana Jones and
>
> >ET carts.
>
> Hey!
> I like E.T. and "Raiders of The Lost Ark"!
> (never could beat the later)
> Then again I like Adventure and "Sir Galahad and The Holy Grail".
>

I never made a comment about the quality of the gams just the over
zealousexpecatations of the Warner Execs.

Pat.

990. UPDATE For Sale Atari 8bit items (California)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <34CEF507.385D@qnet.com>
Source record: 66556

I have sold a few items here is whats left..

1-800xl w/64k in box like new condition includes power supply $20.00
+shipping

1-800xl w/64k in box like new condition NO POWER SUPPLY $15.00
+shipping

1-1050 Disk Drive in box like new condition w/power supply $15.00
+shipping

Thanks
Don

991. For Sale Atari 8bit SIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <34CEFD4F.2250@qnet.com>
Source record: 66557

I forgot to post these in the last posting sorry:(

4-Atari 8bit SIO Cables 3ft $3.00 each + Shipping

thanks
Don

992. Re: Whatever happened to?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Spit@Spam-Free.UUCP
Message-ID: <19980128.E64B8.2147@Spam-Free.UUCP>
Source record: 66676
Cross-posted to: alt.c64,comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

Steve Young (steveyoung@eclipse.co.uk) wrote:
> As an adventure fan I wondered if anyone knows whatever happened to Keith
> Campbell (adventure columinst of computer & video games) , who was
> responsible for introducing many of todays adventurers into the genre. Does
> anyone know his whereabouts or whether he is on the net anywhere. Also the
> Level 9 software house who did so much to advance adventuring in this
> country and abroard.

Keith is the king. :) He also used to write for Commodore User magazine. Take a look in rec.games.int-fiction and you may be enlightened.

993. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: Spit@Spam-Free.UUCP
Message-ID: <19980128.E64B8.1FC0@Spam-Free.UUCP>
Source record: 66677
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Stephen Judd (judd@merle.acns.nwu.edu) wrote:
[snip]

C'mon, don't be so boring, flaming other platforms is half the fun of
nostalgia computing. Ahh, just like the old days...

994. Re: Which computers have

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ce9ac7.9499657@news.pressenter.com>
Source record: 66678

On Fri, 23 Jan 1998 16:51:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Aos@insync.net to All <=-
>
> Ao> In comp.sys.atari.8bit Larry Anderson & Diane Hare
> Ao> <foxnhare@goldrush.com> wrote: > I started collecting before there was
> Ao> an 'internet.'
> Ao> Uuh, no, you didn't. The Internet has been around since before those
> Ao> computers you listed were even a twinkle a hardware developer's eye.
>
>But ut isn't called Internet for quite a while is it.
>Wasn't it called ARPA net in the past?
>
>Bo.
>___ Blue Wave/386 v2.30

I notice the Bluwave tagline... I used to use Bluewave for FIDONET and such from BBSs in the past. Is this newsgroup cross delivered to FIDO or some such other relay net? Since the internet has gained so much prominance most (all actually) local BBS have gone bye bye around here. I used to follow the Atari 8-bit FIDO base (and others) and sorely miss them. I was hoping there might be a way to get at them from the internet. Anyone have any clues?

Jon

*** Please make sure responses are also sent via email.

995. wtb: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: John Foy <jfoy@networktrainers.com>
Message-ID: <01bd2ba3$61cc8960$68c32581@sts_thinkpad>
Source record: 66679

looking for sio2pc cable.

Thanks
--
John Foy
jfoy@networktrainers.com

996. SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6amc7c$r3c$1@news01.deltanet.com>
Source record: 66680

Does anyone have any SIO cables for sale? Or better yet, does anyone know of a surplus dealer that might be selling them somewhere?

Thanks,

Aaron

997. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980128070201.CAA01135@ladder02.news.aol.com>
Source record: 66681

In article <6ak8ajtk1@gte1.gte.net>, John Schnittker <jschnitt@gte.net>
writes:

>> >Is there a kit available to modify my XF551 into a 3.5 inch drive? Just
>> >wondering... PC disk drives are cheap and it sure would be nice to plug
>> >one of them in.

> > Bob Puff sells a kit, but Bob Woolley wrote a text file that describes how
to
> >do it. I did mine from the text file and it works just fine.

> Cool!!! I could not find the text file though. Can you tell me where it
> might be?

I just happened to find it the other night while cleaning up my hard drives.
Give me a couple days and I will put it up on my web page.

Spammers and other obnoxious morons cheerfully ignored.

998. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-28 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <6amhvr$pf0$1@newsd-121.bryant.webtv.net>
Source record: 66682

```
O.K. Here are the cheats:

To go from level 1 to 4:
hit 1 [START] at the flower pot

level 5 to 8:
8 [START] after tea kettle

level 10 to 14:
5 [START] after pitchfork

level 3 to 15:
4 [START] after goblet

level 16 to 19:
Put tube #1 to left;
9 [START] after pie

level 2 to 22:
kill all aliens;
pick up paint roller;
3 [START]

Good luck!
Harvey
```

999. Re: New Atari User Issue 82

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2901981731450001@macmcurrent.library.carleton.edu>
Source record: 66483

In article <VAoglIASKlz0EwjT@valeofdreams.demon.co.uk>, Mark Ormerod
<atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:

>Does this mean that there is presently a magazine in print that covers
>the 8 bit computers? You couldn't email the details could you?

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print,
Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

also.....

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1000. Re: 8 bit monitors

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <34D14C83.3611@goldrush.com>
Source record: 66484

Bostone1 wrote:
>
> If I remember right, the 1802 was an 80 column color and was pretty much the
> same as the first Amiga monitors that had chroma and lumina inputs in addition
> to the rgb input. Of course, these monitors also give true graphics 8 colors
> instead of the artifacting that many games rely upon, so Conan won't look
> right:)
>
> Bostone1@aol.com

1802 is strictly a composite/split-composite like the Commodore 1701,
1702, and CM-141. The composite/split-composite RGBs started with the
1902, 1902a, 2002 (by then Analog RGB added for Amiga support), 1084,
1084s, etc...

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

1001. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <6arrt2qld1@user2.teleport.com>
Source record: 66485
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

1002. weird 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <MXfNvB4iN57M@cc.usu.edu>
Source record: 66486

I have a question about an 800xl that I have (or had). I upgraded it already using a broken newer 800xl.
On the board, all of the ICs are socketed, not directly soldered in like some on the newer machine are. When you open it up, there is no sheetmetal plate covering the keyboard circuit board. The letters on the keyboard are smaller. It also had a CTIA chip instead of GTIA and a buggy BASIC rom.
So, I was just wondering what the deal is with this machine. I thought that all 800xl's had the GTIA, and CTIA was only in early 800s.
-Tom

1003. 5 1/4 -> PC-HD ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: omar <omar@zedat.fu-berlin.de>
Message-ID: <6atgon$6kn$1@fu-berlin.de>
Source record: 66487

dear newsgroup,

i have a 1,2mb - 5 1/4 disk in my pc and I want to get my ataristuff on
it,stored on mostly dd-atari-formatted disks (on a 1050 with DOS 2.5).
anadisk seems to be able to read sd-disks, but deana simply crashes. and
crashes.
Now i canï¿½t get the third file mentioned in the faq, atario21, unpacked, the
2 files arc.exe & pkunpak are saying "no valid header".

can someone please help me by sending me atario21.exe or show me another way
to get my files from the disks into .atrï¿½s on my harddisk???
but my 1050, iï¿½m afraid, is dead.

thank you very much in advance

omar

1004. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <34d0bb11.0@news.netmagic.net>
Source record: 66488
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

pmulvey wrote in message <34D00999.9B2436EC@erols.com>...
>dklugh@iwaynet.net wrote:
>
>> On 1998-01-17 pmulvey@erols.com said:
>> >Bryan Edewaard wrote:
>> >> On Sun, 11 Jan 1998 23:40:18 GMT,
kenneth@spam.not.sayeth.i
>> >>(Kenneth Jennings) wrote:
>> >> . The PC only won
>> >> because IBM built such a simple machince and it got
cloned.
>> >IBM didn't want the PC cloned. They used off the shelf
components,
>>
>> >but kept the information about its operating system (BIOS)
a
>> secret.
>> >It took the first company over 1 million dollars just to
legally
>> >reverse
>> >engineer the bios.
>>
>> Why would you need to reverse-engineer it.Just make your own
>> BIOS.Didn't people
>> know how the hardware worked?
<snip>
>There were LEGAL reasons to reverse-engineer the BIOS. The
people at
>Compaqunderstood that they wanted complete compatability with
the IBM
>software. Yes they
>could have simply written a BIOS but that would have opened the
>possibility of compatability
>problems. At the time this wasn't acceptable.
Too obvious of a troll, really to busy to post, but...
This is not right, IBM published "The Technical Reference for the
Personal Computer XT". I have a copy. It has the COMPLETE
COMMENTED source code for the BIOS. 2nd poster is right, just to
add a few details on what I was told about the reverse
engineering that went on at AWARD, Phoenix, Compac, etcetera.
What they did: One group of programers read the bios source code
& wrote a specification that was handed to the 2nd group of
programmers. i.e. write a routine that initializes the disk drive

& passes the information to a routine that loads the boot sectors. This insured a work alike BIOS w/o contamination from the Copyrighted source code. As a matter of fact, a former Atarian, Charles Marslett of MyDOS fame, was one of the programmers for the Phoenix BIOS.
Rick

1005. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <34D134EA.38D4583B@sprynet.com>
Source record: 66489
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Brent Buescher wrote:

>
> 100% IBM compatibility was a huge competitive advantage for those that
> achieved it, like Compaq.

Compaq is evil and must be destroyed.

Geoff!

1006. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980129000201.TAA12258@ladder02.news.aol.com>
Source record: 66558

rack2000 wrote:
> if someone will send me the REGISTERED version of APE 1.15 or 1.16...

You can get the registered version of APE from Steven by using the order form on his web page, unless you're so cheap that you want to stiff him for the few bucks he asks for his time programming this nifty software.

Bostone1@aol.com

1007. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19980129001000.TAA13658@ladder02.news.aol.com>
Source record: 66559

im not cheap, im just trying to get the FULL versions to atr and distribute it here. As there is always someone saying that Rescue on Fractalus doen't work on the emulators is because there using CRACKED copys.

1008. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <6apirn$ms9$1@news.alphalink.com.au>
Source record: 66560

On 27 Jan 1998 20:47:33, velcro_spy@webtv.net wrote:
>How does the Atari 850 interface work?
>
>You HOOK IT UP to your Atari 8bit computer (Atari 400, 800, 800XL, 1200,
>600XL, 65XE, 130 XE, XE Game System too, maybe) Then, in my opinion, you
>can hook up a STANDARD EXTERNAL MODEM. Also, it is possible to hook up a
>STANDARD PRINTER.
>
>It may even be possible to hook up a SECOND STANDARD EXTERNAL MODEM to
>one of the other ports on the 850. This is my halfwitted idea, to run a
>double line BBS on my Atari 800, but I'm still puzzling out the details.
>
>If all else fails, you might be able SELL YOUR ATARI 850 ON THE
>INTERNET. It is a great curiousity to computer nostalgia buffs, because
>it has MANY STRANGE PORTS AND OPENINGS and we don't really understand
>exactly WHAT THE HELL IS IT but it seems like it really MUST BE
>SOMETHING GREAT because it has MANY STRANGE PORTS AND OPENINGS.
>
The 850 comes with an autoexec program which loads the drivers for the
serial ports and makes R1 - R4 available. Without the driver, which,
interestingly, is loaded by its own loader to make it relocatable (ie
with or without DOS) the 850 ain't a great deal of use.

David

David Leaver 10 Goodparla St,
Hawker, ACT 2614
e-mail leaver@netinfo.com.au Australia

1009. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34cffa0c.1756183@news.pressenter.com>
Source record: 66561
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 28 Jan 1998 21:10:23 -0600, gippah <gippah@spyvspy.com> wrote:

>> Huh? The PC came out in 1981.Did the ST come out in 1983?
>
>
>It's hard to believe that any of what you are saying is credible if you
>are talking like you know this stuff when you don't.
>
>IBM PC - 1977
>IBM XT - 1981
>IBM AT - 1983
>
>The IBM PC, Apple II and CBM PET were all introduced in 1977.

Ha! You should talk. You don't know. The "IBM PC" was introduced in
1981. No other year. 1981. Remmeber it. In 1975, IBM introduced
it's model 5100. This was not the "PC". The PC was model 5150.
There were also models 5110 & 5120 before the PC. The XT came in
March of 1983. The IBM PC AT was introduced August 14, 1984. 1984.
1984. Please do not come down hard like that when you don't know. I
can quote my source if you like.

*** Please make sure responses are also sent via email.

1010. looking for terminal emulation program

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <6aotnrand5@sally.dma.org>
Source record: 66562

Hi! I found an Atari 130XE for $5 at the thrift store a couple of weeks ago. It has disk drive, modem, and this means that I now have everything necessary to do e-mail on it except for a VT100 terminal emulation program. I use a Unix system to do everything text based, and so I can use a C64 or whatever to check my e-mail. (or if I want to spend $2,000 on the latest IBM, that would work too) Anyway, I was wondering if someone has a disk that would meet my needs. In return, I know a place that has several Atari games on disk, and would trade 3 or 4 for the terminal program. I would actually prefer a cartridge, since this would mean that if my disk drive wore out, I could eventually just use my Atari 800 as an e-mail terminal, but I've been told that no cartridge for the 800XL did VT100 emulation. Anyway, if you can help me out, I'd really, really appreciate it.

Dan

P.S. - Was Geos ever released for the Atari 800XL?

1011. Re: .DCM File?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6ap1cn$hfo@freenet-news.carleton.ca>
Source record: 66563

(dklugh@iwaynet.net) writes:
> On 1998-01-23 rieder@MAPSONkufgem.at said:
> >> How do I use a ".DCM" file with the emulators?
> >...DCM or .DC3 are "zipped" files, used by Disk Communicator (3).
> >Get that programm (for the emu !) and hmm....
> >You can "unzip" the file with the emu then.
> >Or get a (PC) programm, which can convert .DCM/.DC3 into .ATR or .
> >XFD...
>
> uh,no,they aren't zipped at all.Nor compressed in any other way except that
> diskcomm doesn't bother to store empty sectors.

Diskcomm uses RLE compression, as well as a compressing by storing only
parts of sectors that have changed since the last sector.

> Because of this DCM files should really be ALFed or at least ARCed to reduce
> their size.

I only get about another 20% on a DCM w/ ZIP. Not bad for a scheme that
requires very little CPU time. Never tried it w/ ARC.

>Plus Gopher,Lynx and probably other programmes don't recognize the
> DCM extention and won't allow you to download DCM files.
> (but they usually recognize ARC)

Press D in lynx to download a file.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1012. Connecting a INDUS drive it pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <34d0144e.0@news.one.net>
Source record: 66564

How can I connect my INDOS drive to my pc so I can copy file to and from the pc to be used on my atari 400/800/130xe?

1013. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34d01c70.1533628@news.i-2000.com>
Source record: 66565

On Wed, 28 Jan 1998 23:02:06 -0500, "GAREEE!"
<gareee@worldnet.att.net> wrote:

-
-
-RACK2000 wrote in message
<19980129001000.TAA13658@ladder02.news.aol.com>...
->im not cheap, im just trying to get the FULL versions to atr and
distribute
-it
->here. As there is always someone saying that Rescue on Fractalus
doen't
-work on
->the emulators is because there using CRACKED copys.
-
-
That's bologna, an emulator cant tell if a disk is cracked or not
if it runs on a real atari it should run on an emulator

if it wont run on an emulator its not because of the copy protection
removal. NO emulator works with ape's .PRO format (only storage
format I know of that stores protections info) so theres no way to
tell. Most likely the game just doesnt run on the emulator, period.
Since you cant test the actual copy protected version on the emulator,
how would you know.

Mostly the keys dont seem to work right on those games, its probably
the original programmers using some kind of esoteric custom keyboard
routine rather than the one built into the o.s. and the timing is off

1014. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19980129103801.FAA09138@ladder03.news.aol.com>
Source record: 66566

Thats what i was sying. if you look at the directory of the cracker version, its all fucked up. but, if you look at the REAL versions, they look like all other LUCASFILM games that use the PHANTOM protection.

1015. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EnJn5t.K73@cix.compulink.co.uk>
Source record: 66567

In article <J+jMwDAVNuz0Ewzx@valeofdreams.demon.co.uk>,
atari@valeofdreams-dot-demon-dot-co-dot.uk (Mark Ormerod) wrote:

> Where abouts in the UK are you?
> I moved down to Essex with work (bad move I know) from Wales,
> and Cash Converters in Basildon regularly has Atari 8 bits stuff fairly
> cheap.
Commiserations - I live in Southend and often go to Wales for hols to get
away from it all! Must be very depressing. Anyway, I'll be down to CC on
Saturday methinks ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1016. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34D07466.C6BDA0E3@ix.netcom.com>
Source record: 66568

dklugh@iwaynet.net wrote:
>
> On 1998-01-20 ken@condor.circa.ufl.edu(KenSallot) said:
> >In article <34BCAA3C.184E907D@ix.netcom.com> Robert S Ely <rely@ix.
> >netcom.com> writes:
> >> Atari BASIC carts are available from B&C Computervisions at
> >>www.myatari.com. They also sell OSS BASIC XL and XE carts. I
> >>happen to like these better (my opinion).
> >You should point out that BASIC XE won't run on an Atari 400.
>
> Doesn't BASIC XL use OS RAM or am I getting it confused with BASIC XE?
> Also if you just buy ordinary BASIC make sure to get revision "C".
> Baring that get Rev.A.
> NEVER get REV.B!!!
>
> Net-Tamer V 1.09 - Test Drive

DKlugh,
I can't answer that specifically, but I can say that it BXL cart works on my 16K 400. So I suppose that actually would answer you question. I would guess that BXE would also with the exception that you wouldn't be able to load/use most or all of the extensions. In that case BXE would only be BXL. That being said, if you only have a machine with 48K or less, use BASIC XL. Getting the XE version would be a complete waste (unless you plan on picking up an XL or XE machine sometime in the future).
The extensions are what really make BXE the powerhouse that is. Both carts (BXL and BXE) work like normak 8K carts... so...

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1017. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34D07877.BBF884E6@ix.netcom.com>
Source record: 66569

dklugh@iwaynet.net wrote:
>
> On 1998-01-20 gmiller@iswt.com said:
> >In article <6a18hfsrh3@sally.dma.org>,
> >Daniel Woodard <woodardd@dma.org> wrote:
> >> I'm curious, do you think that the Atari 800 could run some
> >> version of Win CE, the version of Windows that runs on those
> >>little palmtop things?
> >No... But Gryphon (the version of Windows to be used on the new
> >Wallet PCs) might be small enough to run on a machine with lots of
> >extra RAM added.
>
> Once again,unless they plan on making it for the 65816 with just 1MB
> (or somesuch) it's not going to work.
> (There are Ataris with 65816 CPUs and a megabyte of RAM)
>
> I'd assume that anything from Microsoft would be made for Intel CPUs.
> (80386 based,perhaps PEntium for new OSes)
>
> Net-Tamer V 1.09 - Test Drive

DKlugh,
How about this? Since Win is a layered OS (at least I assume it is), couldn't the hardware communication layer be rewritten to work with the 65816 system an enought RAM? The rest of the OS (upper layers don't care about the hardware. That's the nice thing about the newer OSes. You build a harware communication layer that the programs talk to tand that layer deals directly with the hardware. The user/programmers never have to deal with any hardware stuff. All the programs need to know is how to talk with the HC layer to accomplish the given task.
The only thing that bothers me about this is that the Atari 8-bit systems are perfect for dealing directly with the hardware. That's most of the fun!!! Sure, you'd be able to run you WinCE apps on your 8-bit, but you lose the pleasure of the "craft" and control of the system. My biggest thing about using PCs is that they are NOT easy to program in languages like BASIC. Since BASIC is basic and relates with hardware, it's a little hard to deal with Windows. The programming languages for Win are much more complex. Maybe someday I'll learn one of them (probably VB).

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1018. Auction: Final Day! - Atari 8-Bit Assembler/Editor, Atari Connection #1, More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19980129125301.HAA15024@ladder03.news.aol.com>
Source record: 66570

January Auction - Update 14

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Thursday, January 29, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$9.95 min
2. Zone Ranger. New in box (unsealed) -$9.95 Toyhound

Atari 5200 Single Cartridges
3. Astrochase (very good label) -$7 smedley

4. Ballblazer (excellent label) -$2 rjdawson
5. Berzerk (very good label) -$1.95 min
6. Blue Print (very good label) -$2.50 tempest
7. Centipede (excellent label) -$1 peter papp
8. Countermeasure (excellent label) -$1 min
9. Defender (excellent label) -$1.95 min
10. Dig Dug (excellent label) -$1.50 peter papp
11. Dreadnaught Factor (light label wear along edge) -$3.95 min
12. Frogger (very good label) -$1 peter papp
13. Frogger II ThreeeDeep! (excellent label) -$15 johngr
14. Galaxian (excellent label) -$1 min
15. H.E.R.O. (excellent label) -$4 smedley
16. Jungle Hunt (very good label) -$1 min
17. Kangaroo (excellent label) -$1 min
18. Mario Brothers (excellent label) -$1.95 peter papp
19. Megamania (excellent label) -$5.95 min
20. Missile Command (excellent label) -$1 peter papp
21. Montezumas Revenge (excellent label) -$11 rjdawson
22. Moon Patrol (excellent label) -$1.95 min
23. Mr Do's Castle (excellent label) -$15 johngr
24. Ms. Pac-man (very good label) -$1 peter papp
25. Pac-man (excellent label) -$1 min
26. Pengo (excellent label) -$2 smedley
27. Pitfall II excellent label) -$2.95 cwilkson
28. Pole Position (excellent label) -$1 min
29. Popeye (excellent label) -$1.95 min
30. Q*Bert (very good label) -$1 peter papp
31. Qix (excellent label) -$1 min
32. Realsports Football (very good label) -$1 smedley
33. Realsports Soccer (very good label) -$1 min
34. River Raid (very good label) -$1.50 min
35. Robotron: 2084 (excellent label) -$2 rjdawson
36. Space Dungeon (excellent label) -$1.95 tempest
37. Space Invaders (excellent label) -$1 peter papp
38. Star Raiders (very good label) -$1 min
39. Star Wars Arcade (excellent label) -$7 rjdawson
40. Super Breakout (very good label) -$1 min
41. Vanguard (very good label) -$2 rjdawson

Atari 5200 Overlays
(All in excellent condition.)
42. Super Breakout pair -$2 cwilkson
43. Star Raiders single -$2 cf943
44. Centipede pair -$2 cwilkson
45. Space Invaders pair -$4 saxymanny
46. Missile Command pair -$2 cwilkson
47. Defender pair -$4 saxymanny
48. Galaxian pair -$2 cwilkson
49. Qix pair -$2 cwilkson
50. Frogger pair (excellent condition) -$5 cf943

Atari 5200 Manuals
51. Atari 5200 Owners Manual (full color) -$1.95 cwilkson
52. Ballblazer -$1.95 min
53. Buck Rogers -$1.95 min
54. Centipede -$1.95 min
55. Congo Bongo -$1.95 min
56. Countermeasure -$1.95 min
57. Defender -$1.95 min
58. Dig Dug -$1.95 min
59. Dreadnaught Factor -$2.95 min
60. Frogger -$1.95 min
61. Frogger II Threeedeep! -$3.95 min
62. Galaxian -$1.95 min
63. James Bond 007 -$3.95 Jaguar
64. Joust -$2 cf943
65. Jungle Hunt -$2 cf943
66. Mario Bros. -$1.95 min
67. Megamania -$1.95 min
68. Missile Command -$1.95 min
69. Montezuma's Revenge -$3.95 min
70. Moon Patrol -$2 cf943
71. Mr Do's Castle -$2 johngr
72. Ms. Pac-Man -$1.95 min
73. Pac-man -$1.95 min
74. Pengo -$1.95 min
75. Pitfall II Lost Caverns -$2.45 Toyhound
76. Pole Position -$1.95 min
77. Popeye -$1.95 min
78. Q*Bert -$2 cf943
79. Qix -$1.95 min
80. Realsports Football/Home Football Playbook -$1.95 min
81. Realsports Soccer -$1.95 min
82. Realsports Tennis -$1.95 min
83. Space Invaders -$2 cf943
84. Space Shuttle -$2.50 Toyhound
85. Star Wars Arcade -$3.95 cwilkson
86. Super Breakout -$1.95 min
87. Super Cobra -$1.95 min

Atari 7800 Cartridges New in Boxes
88. Donkey Kong Jr. (without shrinkwrap) -$1.50 min

Atari 8-Bit Computer Accessories
A1. AtariWriter Cartridge with complete set of manuals: 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$6.95 Mknzy
A2. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$12.50 aaron
A3. Koala Pad: includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. Very Rare. No disks. -$6.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A4. Kindercomp cartridge. -$1 min
A5. Centipede cartridge -$1 min
A6. River Raid cartridge -$2.50 min
A6a. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A7. Ballblazer -$8 hughfalk
A7a Rescue on Fractalus! -$8 hughfalk

Atari 8-Bit Computer - Disks
A8. HomePak (flip side for C64), Batteries Included disk -$1 min
A9. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A10. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A11. F-15 Strike Eagle, Micropose disk -$1 min
A12. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A13. Atari Word Processor Program Master Diskette (CX8119) -$1.95 min
A14. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1.95 min
A15. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 min
A16. Track Attack game disk, Broderbund -$1 min
A17. Hacker game disk, Activision -$1 min
A18. Drol game disk, Broderbund -$1 min
A19. Master of the Lamps game disk, Activision -$1 min
A20. The Great American Cross Country Road Race game disk, Activision -$1 min
A21. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
A22. Standard Atari Paddle Controllers (pair) -$5 Mknzy
A23. Atari Standard Joystick (single) -$1.95 joseph red
A24. Atari Standard Joystick (single) -$1.95 tempest

Miscellaneous
A25. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A26. Flip and File - Same as above. -$1.95 min
A27. Super Nintendo Mortal Kombat II Instructions -$.25 min
A28. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
A29. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Books/Instructions
A30. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A31. APX Ultimate Renumber Utility Instructions -$.25 min
A32. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A33. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A34. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A35. APX (Atari Program Exchange) Presidents of the United States Instructions

-$.25 min
A36. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A37. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$2.95 aaron
A38. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
A39. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$6 aaron
A40. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 bgomes
A41. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1 bgomes

Atari 2600 Manuals
B1. Activision Decathlon, Activision (colored) -$2 jeremy
B2. Asteroids (colored with insert) -$.75 min
B3. Asteroids, Atari (b&w, 5 languages) -$.75 min
B4. Battlezone, Atari (colored) -$.75 min
B5. Centipede, Atari (colored) -$.75 min
B6. Congo Bongo, Sega -$1.25 verbal
B7. Demon Attack, Imagic (Rev. C, colored) -$.75 min
B8. Encounter at L-5, Data Age -$1.25 verbal
B9. Frostbite, Activision (colored) -$1.25 jeremy
B10. Hangman, Atari (small black, crushed/taped) -$.75 cwilkson
B11. Haunted House, Atari (b&w) -$.75 verbal
B12. Home Run, Atari (small black) -$.75 verbal
B13. Missile Command, Atari (colored) -$.75 min
B14. Phoenix, Atari (colored) -$.75 cwilkson
B15. Star Trek, Sega -$1.25 verbal
B16. Star Wars Jedi Arena, Parker Bros. -$2.25 jeremy
B17. Starmaster Basic Instructions and Power of Starmaster Insert, Activision (colored) -$.75 smedley
B18. Stellar Track, Sears (small black) -$1.95 cwilkson
B19. Street Racer, Atari (small black) -$.75 verbal
B20. Super Breakout, Atari (colored) -$.75 verbal
B21. Superman, Atari (small red) -$1.25 verbal
B22. Surround, Atari (small black) -$.75 verbal
B23. Swordquest 1 Comic Book, Atari -$3 ebacher
B24. Swordquest Earthworld, Atari (colored) -$3 ebacher
B25. Swordquest Fireworld, Atari (colored) -$3 ebacher
B26. Tac-Scan, Instructions/Poster -$.75 cwilkson
B27. TAZ, Atari (colored) -$2.25 jeremy
B28. Tennis, Activision (colored) -$.75 verbal
B29. Towering Inferno, US Games -$1.25 verbal
B30. Vanguard, Atari (colored) -$.75 cwilkson
B31. Video Chess, Atari (small black) -$1.25 verbal

B32. Video Olympics, Atari (colored) -$.75 verbal
B33. Video Pinball, Atari (small colored) -$.75 verbal
B34. Warlords, Atari (colored) -$.75 verbal
B35. Warplock, Data Age -$.75 cwilkson
B36. Word Zapper, Vidtec -$.75 cwilkson
B37. Yars Revenge Quotile Ultimatum Comic Book, Atari (colored) -$.75 ebacher
B38. Yars Revenge, Atari (colored), some scores written in back -$.75 min
B39. Space Invaders, Atari (colored) -$.75 min
B40. Space Invaders, Atari (small black) -$.75 min
B41. Space Jockey, Vidtec -$.75 min
B42. Joust, Atari (colored) -$.75 min

Game Catalogs
B54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 min
B55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
B56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
B57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
B59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1981 Volume 1 Number 1. Premiere Issue. New Products: Stock Analysis, Bond Analysis, An Invitation To Programming, Touch Typing, Biorhythm, States and Capitals, Energy Czar, Kingdom, Space Invaders, Blackjack. Atari Announces New Accessories For Your System: A New Thermal Printer (822), The Light Pen Is Here!, Atari 830 Acoustic Modem. Electric Bills on the Rise? Type-in Program. Player Missile Graphics. The Renaissance Kid. Questions and Answers. The Case of the Unwanted Hearts (Graphics Modes 1&2). -$6 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1981 Volume 1 Number 2. New Products: Atari Word Processor, Announcing Price Reductions (16K RAM Was $199.95, now $99.95, etc.), Missile Command, Asteroids, The Atari Accountant, SCRAM (A Nuclear Power Plant Simulation), Conversation French/German/Spanish. An Atari Computer Makes Rendezvous with Space Colony Possible. Atari Bells and Whistles (Creating Sounds in Atari BASIC - type-in examples: Birds, Gunshots, Doorbell, Ambulance, several more). Atari Computers Enter The Music World. If Atari Isn't A Japanese Company, Why Does It Have A Japanese Name? Character String Arrays with Atari BASIC. Disabling the Break Key. -$5 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1981 Volume 1 Number 3. How To Photograph Your Atari Computer Graphics. New Products: The Atari 400 Computer System Packages: The Programmer, The Educator, The Entertainer, The Communicator. New Products: Conversational Italian, Dow Jones Investment Evaluator, Personal Financial Management System, Atari Calculator, Atari 810 Master Diskette II, Atari Microsoft BASIC. Type-in programs: Twenty Questions (Pilot), Creepy Music, more. Interfacing (Atari 850/Printers). Trapping a CLOAD. -$5 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 81/82 Volume 1 Number 4. Merry Christmas From Your Atari Computer: Free Atari Pilot Calendar Gift Inside! (Included). New Products: Atari Pilot with Turtle Graphics. The Atari Word Processor. A Computerized Household. Review: Caverns of Mars. An Artist's

Guide To Painting with Atari Computer Color (with type-in Christmas Tree). Star Raiders on Gates Planetarium Dome. Computer World by Kraftwerk. The Atari Gift Collection. -$5 ebacher

M5. Atari Connection (The Home Computer Magazine) Summer 1982 Volume 2 Number 2. Two New Upgrades Available: 810 ROM-C, OS ROM-B. How Do I Use the Collision Registers? GTIA Has Arrived! (type-in GTIA test, Hypnosis program). Your Atari Computer Speaks Your Language: Pilot, BASIC, Microsoft BASIC, Assembler Editor, Macro Assembler, fig-FORTH, Pascal. The Sound of Bugs: 800 Used for Tron Sound Effects. New Products: Pac-Man, My First Alphabet, Home Filing Manager, Centipede, more. Program Library and Accessories Insert. Pac-man on the Slopes. Atari Computer Camps. Pilot type-in programs. Ad: We Can Make Beautiful Music Together. -$5 ebacher

M6. Atari Connection (The Home Computer Magazine) Fall 1982 Volume 2 Number 3. Eric Debuts at Consumer Electronics Show (Electronic Retail Information System). A Small Country School Big on Computers. Computer Class is the Place To Be. Atari Computers Go To College. Win Atari Computers and Games at McDonalds. Atari Joins the Force. New Products: The Bookkeeper. Home Computer Photos. Animation On Your Atari Home Computer. Pilot Playground with type-in programs. Ad: Learn To Brave New Worlds 400/800, Star Raiders, Caverns of Mars. -$5 ebacher

M7. Atari Connection (The Home Computer Magazine) Winter 1982/83 Volume 2 Number 4. Gifts for Everyone on Your Atari List (7 page section). APX Best Reviews: Galahad and the Holy Grail, Salmon Run, Eastern Front. APX First Place Winners. Three Hot New Games: Defender, Galaxian, Qix. Juggles Rainbow and Juggles House. Lobby Letters of America - CompuServe's Newest Service. Computer Classroom: How to Read a Computer Program. Computer Christmas Carols type-in programs. Pilot type-in programs. Ads: The Atari Gift Catalog, Atari 800. -$5 ebacher

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day

(Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. MS-DOS 6 Upgrade. Complete in original box. -$1.95 cwilkson
IBM3. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM4. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM5. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

1019. Re: Atari/PC Conversions

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34D07CF4.5E71BB18@ix.netcom.com>
Source record: 66571

Sean Gabb wrote:
>
> I am trying to read my ancient Atari 8 bit data files on a pc. To this
> end, I have just dumped the contents of each disk using Anadisk, and
> have converted the results using Deana. However, I have no idea what to
> do next. Deana says that the files are now ready to be put through PC
> Kformer. I have a copy of this, but do not know how to use it.
>
> Any help would be most gratefully received. I feel that I am on the
> edge of success in this matter, and have just one more effort before me.
> --
> Sean Gabb | "Over himself, over his own |
> E-mail: old.whig@virgin.net | mind and body, the individual|
> Web Page: | is sovereign" |
> <http://freespace.virgin.net/old.whig/> | J.S. Mill, On Liberty, 1859 |
Sean,
I haven't use Deana (Ihave it though). Does it creat disk image files
with .XFD or .ATR extensions or straiget file conversions? If it makes
..ATR files fo the disks, that's great. Print out the READ.ME file that
came with the PC Xformer. These are the instructions for use. Basically,
CD to you XFormer directory. Be sure you have copies/moved the .ATR
files to that directory. Type xformer [-S -J -R -X] yourfile.ATR
nextfile.ATR ... then hot enter. (yourfile.ATR and nextfile.ATR should
be replaced with actual .ATR filenames.) The -L switches should be added
as needed to accedd sound joystick modem external Atari floppy when
present and to be used. That's that basics. Read the READ.ME file(s) for
more detailed info.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1020. Re: more SIO2PC cable woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f3a5fa569546ef698968d@news.midwest.net>
Source record: 66572

In article <Pine.OSF.3.96.980128211513.19218A-
100000@becker1.u.washington.edu>, loo@u.washington.edu says...
>
> Okay, I've figured out that the SIO2PC cable is supposed to be used with
> APE itself, not just with ProSystem, but it still doesn't seem to be
> working.
>
> Is there any trick to APE other than configuring the com port, hooking up
> the cable to my 800XL and PC, loading a disk image, and turning on the
> 8bit? I HAVE tried reading the APE manual but all it does is make me think
> I'm dumb becasue they talk about everything being so easy.
>
> I am using an old IBM PS/2 286 to run APE. Might the speed of the PC make
> a difference?
>
> Is there any quick and easy way to test to make sure my cable is
> working? I don't know if the problem is my inability to understand
> APE or if my cable is no good (or both!)
>
> Any/all help greatly appreciated!
>
>
Ah, here we go... I can't say for sure, but, I have a 286 card that goes
into my Amiga and APE won't run with it (unfortunately, but, maybe it's
me!) however, the SIO2PC software works fine. So (obviously) my
suggestion is to try that instead.

--
Ron
rlaski@midwest.net

1021. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34D0C471.98D5D7B7@wwa.com>
Source record: 66573

Thomas J. Andrews wrote:

> Thomas Richter <thor@math.tu-berlin.de> writes:
>
> >>Oh yeah, I can only get bobterm to dial when I set it to 2400 baud or less.
> >>If I go higher, nothing.
> >
> >Hmm, modem settings? Just a stupid idea...
> >
> >
>
> Good luck! If you still have trouble, and suspect the modem configuration,
> post here again and I'll post the configuration I'm using successfully.
>
> TJ

What are you guys talking about? Modem Configurations? The modem I am using doesn't have any dip switches if thats what your talking about.

Bobterm settings? I think I use 9600 - full duplex - Ascii - thats about it isn't it?

Oh yeah, what order should the units be turned on in? Ive been doing modem,850, drives,computer.
And Bobterm does load an 850 handler doesn't it? I believe it will use one for the 850 as long as there isn't another one named RS232.COM and the disk (for example, one for the SX212, which, by the way, I have and it works wonderfully)

Thanks
Ascii
atebit@wwa.com

1022. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2u3anf8dy.fsf@caligula.srv.net>
Source record: 66574

leaver@alphalink.com.au (David Leaver) writes:
> >It may even be possible to hook up a SECOND STANDARD EXTERNAL MODEM to
> >one of the other ports on the 850. This is my halfwitted idea, to run a
> >double line BBS on my Atari 800, but I'm still puzzling out the details.

I don't think it is possible to use more than one of the serial ports
on the 850 at once in the way that is necessary for a multiline BBS.

Brent

1023. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2soq7f86d.fsf@caligula.srv.net>
Source record: 66575
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

pmulvey <pmulvey@erols.com> writes:

> There were LEGAL reasons to reverse-engineer the BIOS. The people at
> Compaq understood that they wanted complete compatability with the
> IBM software. Yes they could have simply written a BIOS but that
> would have opened the possibility of compatability problems. At the
> time this wasn't acceptable.

Well, it was acceptable at the time, there were a plethora of
MS-DOS/CPM-86 machines in the mid-eighties that were not 100% IBM
compatible. Some weren't even close.

100% IBM compatibility was a huge competitive advantage for those that
achieved it, like Compaq.

Brent

1024. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <886099422@stackbbs.xs4all.nl>
Source record: 66576

-=> Quoting Dklugh@iwaynet.net to All <=-

Dk> On 1998-01-20 bo.schreurs@stackbbs.xs4all.nl(BoSchreurs) said:
>the end of Februari. We've received permission to scan the Mapping
>the Atari, so that has to be done as well before that time. See if
>it will fit on the CD...
>Anyway, we're still on it.

Dk> How could it not fit?
Dk> The book's not that thick.Would it even take a megabyte?

If it would be text (!), it would be 1 MB probably, but I was
talking about scanning images. An image can vary from 1 KB to 1 GB,
depending on the selected resolution (dpi).

Bo.
___ Blue Wave/386 v2.30

1025. Atari 8-Bit Cd (ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <886099421@stackbbs.xs4all.nl>
Source record: 66577

-=> Quoting Bobkla19@sisna.com to All <=-

Bo> I have completed the first version of a U.S. version of a CD, has to
Bo> be read by an IBM or compatable CD-Rom drive. It contains most of the
Bo> Pool Disk CD items, with the exception
Bo> of SED and Atari St files. Atari 8-bit to me means just that.

The Atari ST files on the CD are related to the XL/XE envrionment
(emulators, etc.). not ST specific programs! (i.e. games).

Bo.
___ Blue Wave/386 v2.30

1026. wtb: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <886099423@stackbbs.xs4all.nl>
Source record: 66578

```
-=> Quoting Jfoy@networktrainers.com to All <=-

Jf> looking for sio2pc cable.

You can order a Sio2pc interface from the ABBUC.
It costs 40 DM = $25 roughly.

Bo.
___ Blue Wave/386 v2.30
```

1027. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6aqmtv$k8n@news.acns.nwu.edu>
Source record: 66579
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <19980128.E64B8.1FC0@Spam-Free.UUCP>,
Darren Spiteri <Spit@Spam-Free.UUCP> wrote:
>Stephen Judd (judd@merle.acns.nwu.edu) wrote:
>[snip]
>
>C'mon, don't be so boring, flaming other platforms is half the fun of
>nostalgia computing. Ahh, just like the old days...

Well, just as an observation, not only have I been involved in just about
every major flamewar of the last four years, I have probably been the main
source of fuel and oxidant as well (if not the cause). Oh well.

Nope, "Can't we just be friends and live in a world without flamewars"
just wouldn't be very credible coming from moi.

As to "nostaliga computing"... who cares about nostaligia?

evetS-

1028. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6aqtvp$jml@bgtnsc01.worldnet.att.net>
Source record: 66580

so maybe there's still hpe for these??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

RACK2000 wrote in message <19980129103801.FAA09138@ladder03.news.aol.com>...
>Thats what i was sying. if you look at the directory of the cracker
version,
>its all fucked up. but, if you look at the REAL versions, they look like
all
>other LUCASFILM games that use the PHANTOM protection.

1029. Necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Sam Guseman <snoslg@mvs.sas.com>
Message-ID: <34D0F88A.28D8926B@mvs.sas.com>
Source record: 66581

I'd like to find a copy of Necromancer for either an 800xl or an emulator. I've checked a few sites and have not been able to find one that works.

Any suggestions?

1030. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-29 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <5qpL$EAKIP00Ewcm@valeofdreams.demon.co.uk>
Source record: 66582

In article <EnJn5t.K73@cix.compulink.co.uk>, Iain Laskey
<ilaskey@cix.compulink.co.uk> writes
>In article <J+jMwDAVNuz0Ewzx@valeofdreams.demon.co.uk>,
>atari@valeofdreams-dot-demon-dot-co-dot.uk (Mark Ormerod) wrote:
>
>> Where abouts in the UK are you?
>> I moved down to Essex with work (bad move I know) from Wales,
>> and Cash Converters in Basildon regularly has Atari 8 bits stuff fairly
>> cheap.
>Commiserations - I live in Southend and often go to Wales for hols to get
>away from it all! Must be very depressing. Anyway, I'll be down to CC on
>Saturday methinks ;-)
>
>**
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>**
>* Analyst Programmer/ Freelance IT Journalist *
>**

Let me know how it goes and what they've got it (don't fancy the
nightmare drive through traffic unless there's something worth braving
it for!). If you're local then we''l have to get togther at some point
for an exchange of software...

--
Mark Ormerod

1031. Re: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: John Foy <jfoy@networktrainers.com>
Message-ID: <01bd2d34$123bcc20$94c32581@sts_thinkpad>
Source record: 66490

do you know if they have a US distributor??? While the price is fine, I
really don't want to wait three weeks for it.

thanks
--
John Foy
jfoy@networktrainers.com

Bo Schreurs <bo.schreurs@stackbbs.xs4all.nl> wrote in article
<886099423@stackbbs.xs4all.nl>...
> -=> Quoting Jfoy@networktrainers.com to All <=-
>
> Jf> looking for sio2pc cable.
>
> You can order a Sio2pc interface from the ABBUC.
> It costs 40 DM = $25 roughly.
>
> Bo.
> ___ Blue Wave/386 v2.30
>

1032. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6arl3u$5vr@freenet-news.carleton.ca>
Source record: 66491

RACK2000 (rack2000@aol.com) writes:
> if someone will send me the REGISTERED version of APE 1.15 or 1.16, i will make
> a PERFECT .atr copy of the FULL uncracker version of Rescue on Fractalus AND
> Ballblazzer, FULL uncracker both with intro animations (there only on the
> UNCRACKED,FULL)
>

Since your the type of dirtball that prefers to steal rather than
work, why not just knock over a liquor store or steal your
grandmothers social security check for the money to buy it?

Seems simpler, and you might have some money left over for crack.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1033. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d1617a.93662362@news.pressenter.com>
Source record: 66492

On Thu, 29 Jan 1998 04:45:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Dklugh@iwaynet.net to All <=-
>
> Dk> On 1998-01-20 bo.schreurs@stackbbs.xs4all.nl(BoSchreurs) said:
> >the end of Februari. We've received permission to scan the Mapping
> >the Atari, so that has to be done as well before that time. See if
> >it will fit on the CD...
> >Anyway, we're still on it.
>
> Dk> How could it not fit?
> Dk> The book's not that thick.Would it even take a megabyte?
>
>If it would be text (!), it would be 1 MB probably, but I was
>talking about scanning images. An image can vary from 1 KB to 1 GB,
>depending on the selected resolution (dpi).
>
>Bo.
>___ Blue Wave/386 v2.30

It needs to be text. Scan the pages & use OCR to get the text. Only have graphical images of any special non text / non OCRable items. Combine the extracted text back with the images of special items into a PDF or Word document. Granted this is more work than simple scanned pages but it makes a much more acceptable total document size. It is also less work than typing everything in by hand and still gives the bonus of having illustrations or what have you.

*** Please make sure responses are also sent via email.

1034. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <34d16724.0@news.one.net>
Source record: 66493

In article <6arl3u$5vr@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
>RACK2000 (rack2000@aol.com) writes:
>> if someone will send me the REGISTERED version of APE 1.15 or 1.16, i will
> make
>> a PERFECT .atr copy of the FULL uncracker version of Rescue on Fractalus AND
>> Ballblazzer, FULL uncracker both with intro animations (there only on the
>> UNCRACKED,FULL)
>>
>
>Since your the type of dirtball that prefers to steal rather than
> work, why not just knock over a liquor store or steal your
> grandmothers social security check for the money to buy it?
>
>Seems simpler, and you might have some money left over for crack.
>
>Steve

You have made an App that let people "STEEL" software, people use your software and make copies of programs I bought in the early 80's and then speed them over the net so people howw never bought the software can use it. Now I do not agree wwith giving someone a regester copy of any game, you are bitching about something that you have made possible for millions.

does not seem logicial

1035. Re: Atari/PC Conversions

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: w-radish@inreach.com
Message-ID: <34de890a.27101781@news.inreach.com>
Source record: 66494

On Wed, 28 Jan 1998 08:12:28 +0000, Sean Gabb <old.whig@virgin.net> wrote:

>I am trying to read my ancient Atari 8 bit data files on a pc. To this
>end, I have just dumped the contents of each disk using Anadisk, and
>have converted the results using Deana. However, I have no idea what to
>do next. Deana says that the files are now ready to be put through PC
>Kformer. I have a copy of this, but do not know how to use it.

You're lucky, then. I dumped a few disks with Anadisk, following the
directions it gave regarding track #'s and everything, then used Deana on it,
and all Deana did was print a bunch of garbage to my screen. But I suspect
now that you've got a file that's ready, just give it an XFD extention, and
you can use it in any emulator that supports it. Or convert it to an ATR with
any of various utilities that do that.

--Shawn the Touched

White Radish is always looking for talented individuals who want to get into
animation. Visit our regularly updated web site: http://home.inreach.com/w-radish

1036. Re: weird 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2k9bi9uu3.fsf@caligula.srv.net>
Source record: 66495

"Tom Rosso" <slmph@cc.usu.edu> writes:

> I have a question about an 800xl that I have (or had). I upgraded it
> already using a broken newer 800xl.
> On the board, all of the ICs are socketed, not directly soldered in like
> some on the newer machine are. When you open it up, there is no sheetmetal
> plate covering the keyboard circuit board. The letters on the keyboard are
> smaller. It also had a CTIA chip instead of GTIA and a buggy BASIC rom.
> So, I was just wondering what the deal is with this machine. I thought that
> all 800xl's had the GTIA, and CTIA was only in early 800s.
> -Tom

That sounds really weird.

On sockets: Early (? might be linked to where they were produced)
800XLs were fully socketed. All (?) 600XLs were fully socketed.
Incidentally, I have not seen an 800XL that did not at least have
sockets for the big VLSI chips. Anyway, a fully socketed 800XL is not
unusual. I have owned a few.

The sheetmetal plate being missing is weird. Letters on the keyboard
varied by where the keyboard was made, I think.

The presence of a CTIA is *very* strange. Have you checked the
revision of the BASIC ROM to see if it is rev A or rev B? By a "buggy
BASIC rom" do you mean the rev A bugset? (Stock XLs came with rev B
which iirc fixed some but not all of the rev A bugs but introduced new
ones too).

My first guess, based on the sheet metal plate being missing and the
CTIA, would be it has been repaired, and the shop or owner replaced a
bad GTIA with a spare CTIA they had hanging around. I would consider
this more likely than a factory 800XL coming with a CTIA, or that your
machine might be some sort of weird cobbled-together prototype.

Brent

1037. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: John Fletcher <J.P.Fletcher@aston.ac.uk>
Message-ID: <34D1A98B.7FC8@aston.ac.uk>
Source record: 66496

Adrian Pickering wrote:
>
> I am starting to pine for my first computers (the TI99/4a was a family
> computer) and would like to get another Atari 8-bit.
> Something exotic like a 1450XLD would be great, but a nice 800xl would
> keep me smiling. I really want to have Rescue on Fractalus and
> Elektraglide - two of the best games ever - preferabley *not* on tape.
> I also remember having the trackerball and the Atari touch tablet!
> Lovely.
> Oh yes, an rs232 interface would be cool to.
>
> If anyone in the UK can help me out, then thanks.
>
> Adrian

I have quite a lot of Atari 8 bit kit which I have decided I could sell
now.

I will sort out a full list over the weekend.

It does include

Atari 400 with 48 K memory and improved keyboard
Atari 810 Drive
Atari 850 RS232 port
Atari 130 (?) - anyway the 128K job

Plus cartdridges and many books and manuals.

PLUS

ATR-8000 (64K CPM computer) with 8088 + 256K memory
TWIN 5.25" DISK DRIVE
TWIN 8" DISK DRIVE
(these are sufficient density to give 1 Mbyte / drive)

and cables and connectors so that all four drives can be on at the same
time.

Plus manuals and CP/M and msdos software

I think everything works except I was having some trouble with the
printer port (edge connector) on the ATR-8000.

Dr John P. Fletcher
Department of Chemical Engineering and Applied Chemistry (CEAC),
Aston University, Fax: (44) 121 359 4094

Aston Triangle, Email: J.P.Fletcher@ASTON.AC.UK
BIRMINGHAM B4 7ET U.K.

CEAC Web site http://www.ceac.aston.ac.uk/

1038. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34D1C472.7D5EE92E@ix.netcom.com>
Source record: 66497

Brent Buescher wrote:
>
> leaver@alphalink.com.au (David Leaver) writes:
> > >It may even be possible to hook up a SECOND STANDARD EXTERNAL MODEM to
> > >one of the other ports on the 850. This is my halfwitted idea, to run a
> > >double line BBS on my Atari 800, but I'm still puzzling out the details.
>
> I don't think it is possible to use more than one of the serial ports
> on the 850 at once in the way that is necessary for a multiline BBS.
>
> Brent

Brent,
That is correct. This is also the case with the ICD MI/O. However, I don't know if the BlackBox can do more than one R: port at a time. The interesting part is that you can select different Rn: ports (R1:, R2:, R3: or R4:) and run the peripheral that is on that particular port. You'd think that since the MI/O is connect to the PBI or ECI port that it could deal with multiple serial port signals. I guess it wasn't that suffisticated. The BB may be though. Bob Puff has some amazing stuff in that beast.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1039. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ashp8$5u0$1@newsd-121.bryant.webtv.net>
Source record: 66498

Yeah, I hate that too. Trying to figure out which order the components should be turned on in. Uhhh, 850, then diskdrive then computer? Uhhh, computer then 850 then diskdrive?

It matters too because sometimes the software fails to run unless you hit those switches in order.

The 850 is a stupid weird item in another way, because you have to run the cables right into the face of it. No way to make it look neat on the desktop hardly.

Anyone ever actually use all the ports at once?

vs

1040. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ashhv$5tp$1@newsd-121.bryant.webtv.net>
Source record: 66499

Yeah, I hate that too. Trying to figure out which order the components should be turned on in. Uhhh, 850, then diskdrive then computer? Uhhh, computer then 850 then diskdrive?

It matters too because sometimes the software fails to run unless you hit those switches in order.

The 850 is a stupid weird item in another way, because you have to run the cables right into the face of it. No way to make it look neat on the desktop hardly.

Anyone ever actually use all the ports at once?

vs

1041. Re: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6asqmp$mf0$1@korweta.task.gda.pl>
Source record: 66500

In article <01bd2d34$123bcc20$94c32581@sts_thinkpad>, "John Foy"
<jfoy@networktrainers.com> wrote:
>do you know if they have a US distributor??? While the price is fine, I
>really don't want to wait three weeks for it.
>
>thanks

Well, what about an auction then - maybe the price will be even better?

http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=5237540

AB

1042. junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Eugene Wong <eugenewong@spiderweb.ca>
Message-ID: <6asqindbt1@globe.lynx.bc.ca>
Source record: 66501

To solve the problem of junk mail (ie: pyramids, xxx sites and stuff not related to the newsgroup) maybe we should each reply directly to the sender everytime he sends us one.

With thousands of replies he'll be overwhelmed.

1043. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980130152201.KAA08357@ladder03.news.aol.com>
Source record: 66502

tom_cody@one.net (tom cody) wrote:

>You have made an App that let people "STEEL" software, people use your
>software and make copies of programs I bought in the early 80's and then speed

>them over the net so people howw never bought the software can use it. Now I
>do not agree wwith giving someone a regester copy of any game, you are
>bitching about something that you have made possible for millions.

>does not seem logicial

Oh boy, here we go again......

APE is a great tool that can be abused just like any photocopy machine, CD recorder, or VCR. You can make legal copies of your software and put them on a PC hard disk, or you can use APE to run stolen software. The choice is yours, so don't blame Steve for making the tool.

Bostone1@aol.com

1044. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D228F9.6FAA@bellsouth.net>
Source record: 66503

Eugene Wong wrote:
>
> To solve the problem of junk mail (ie: pyramids, xxx sites and stuff
> not related to the newsgroup) maybe we should each reply directly to
> the sender everytime he sends us one.
>
> With thousands of replies he'll be overwhelmed.

looking around thousands?

1045. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34d3d72b.3610661@news.demon.co.uk>
Source record: 66504

The other Day Mark Ormerod
<atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:

>>> Where abouts in the UK are you?
>>> I moved down to Essex with work (bad move I know) from Wales,
>>> and Cash Converters in Basildon regularly has Atari 8 bits stuff fairly
>>> cheap.
>>Commiserations - I live in Southend and often go to Wales for hols to get
>>away from it all! Must be very depressing. Anyway, I'll be down to CC on
>>Saturday methinks ;-)

>Let me know how it goes and what they've got it (don't fancy the
>nightmare drive through traffic unless there's something worth braving
>it for!). If you're local then we''l have to get togther at some point
>for an exchange of software...

Sorry to but in lads but Im in Walthamstow and see next to nothing
bitwise in my local cash converters. So if there are any bits I would
love to know....

If thats OK with you blokes...

--
.... Paul

www.dellos.demon.co.uk

Robin Cook : MP, womaniser and right ugly bastard!!

1046. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34d4d821.3856380@news.demon.co.uk>
Source record: 66505

The other Day tom_cody@one.net (tom cody) wrote:

>>
>>Since your the type of dirtball that prefers to steal rather than
>> work, why not just knock over a liquor store or steal your
>> grandmothers social security check for the money to buy it?
>>
>>Seems simpler, and you might have some money left over for crack.
>>
>>Steve
>
>
>You have made an App that let people "STEEL" software, people use your
>software and make copies of programs I bought in the early 80's and then speed
>them over the net so people howw never bought the software can use it. Now I
>do not agree wwith giving someone a regester copy of any game, you are
>bitching about something that you have made possible for millions.
>
>does not seem logicial

Oh no hang the inventor of floppy disks!! the dirty pro pirate git!!!!
and while we are at it lets do the guys who started the Net up...

Steve produces one of the best bits of Atari software you can buy
these days. What do you do towards the 8bit....???

OH sorry, you are doing that 8bit spell checker..;) (in jest!!)

Damn trolls....No wonder people get fed up with writing anything new
for the Atari these days.

BTW Steve can I have a registered version of Ape please :)))

Only kidding!!

--
.... Paul

www.dellos.demon.co.uk

Robin Cook : MP, womaniser and right ugly bastard!!

1047. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2ra5pyeq1.fsf@caligula.srv.net>
Source record: 66506

Robert S Ely <rely@ix.netcom.com> writes:

> That is correct. This is also the case with the ICD MI/O. However, I
> don't know if the BlackBox can do more than one R: port at a time. The
> interesting part is that you can select different Rn: ports (R1:, R2:,
> R3: or R4:) and run the peripheral that is on that particular port.
> You'd think that since the MI/O is connect to the PBI or ECI port that
> it could deal with multiple serial port signals. I guess it wasn't that
> suffisticated. The BB may be though. Bob Puff has some amazing stuff in
> that beast.

The black box has a single built-in serial port. You may be able to
run it at the same time as an 850 or P:R: connection for a total of
two active serial ports, I don't know.

Brent

1048. FS: Atari games, etc

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <17EEEEAB6S86.TSICRDSX@mu3.millersv.edu>
Source record: 66507

Am posting this second time before telling people what they can have
sometime next week or so.

If you see anything you want, need, etc MAKE an offer. (I prefer not to
set prices.)

If anyone wants to make an offer on the lot, go ahead....
people won't laugh at you (much!).

Buyers will be responsible for all shipping/handling charges.
Sales to contiguous US only.

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

Cartridges

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

c E.T. Phone Home Help E.T. find the parts to make
his phone.

c Missile Command Save your cities from alien attack.

c Star Raiders Some more stupid spaceships!

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.
Did I mention soccer is like unto
great gasping intakes of air!

c Jumbo Jet Pilot Take your seat at the controls of
a jumbo jet. Fly it upside down...

see passengers grab for Gravol...
mess up the President's $200 haircut..
console Bobby because they shot his
dog before boarding.... JUST KIDDING!

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Cassette Tapes
~~~~~~~~ ~~~~~
**AIM Software

t X-Ray Art construction game

**Atari Corp

t States and Capitals Program cassette ONLY, Instructions and
game on tape.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Professor IQ Series of educational learning games

t Slinky You've played with the springs, now try
them on the screen!!

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.
~~~~~~~~

t Sam the Sea Serpent Sammy will devour your child if he
gives the wrong answer! (Just Kidding
!!). A story and game for your young
ones.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Owari & Bull and Cow Computer renditions of traditional folk
games

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

DON'T TELL *ME* YOU HAVEN'T HEARD 5-1/4" FLOPPIES MAKE GREAT VALENTINE
GIFTS!!!!

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**ALA

d Dragon's Hideaway Gather the Dragon's eggs...make a
medieval omelet??

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange
~~~~~~

d Galahad and the Holy Grail Fairly well known adventure game, in
ziplock packaging.

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**Crystalware

d Imperial Walker Idiotic robot elephant from Star Wars

**DataMost

d Ardy the Anteater Anteater slurping up those ants !

d Night Raiders Blow up the alien spaceships
again...don't they ever give up?

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
& Round About missed before, Round About .. blow up
strange shapes. Two games in one
ziplock. ~~~

**EPYX

d King Arthur's Heir Camelot adventure game. Has nothing to
do with Royal toupees.

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Hayden Software

d Final Conflict Futuristic tank warfare game

**K-TEK

d Gorgon Rescue the Golden Fleece with Jason,
beware Medusa, beware this game... it's
Booorrrrriiiinnnggggg.

**KeyPunch Software

d Strategy Simulations Robot Patrol, Star Merchant, Civil War,
Convoy. Sure sounds like public domain
games to me ! In plastic sleeve.

**Learning Company

d Word Spinner Basic building blocks of reading, ages
6 - 10. In cardboard folder.

**Main Street Publishing

d Ardy the Aardvark Same game as above, repackaged in
ziplock.

**Penguin Software

d The Quest Fairly decent graphic adventure game

**Scholastic

d Agent USA Educational puzzle solving adventure
for ages 9 to adult. Nice, but heavy
packaging.

d Turtle Tracks LOGO-type graphics language program
for ages 9 to adults. Also nicely but
heavily packaged.

**Sirius

d Blade of Blackpool Illustrated myth and magic graphics
adventure game. Not bad.

d Fast Eddie Jumpman, Donkey Kong type arcade game.

d Wayout Colorful elaborate maze game. Still
has the CLOWN glasses !!

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

d Snooper Troops, Case #1 Kids detective game. Teaches problem
solving, deductive skills

d Snooper Troops, Case #2 Are your kids skilled yet? If not, try
this one too.

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.
By the way,
BOYCOTT DISNEY/ABC !!!

OK! I KNOW A SMALLER PERCENT OF OUR POPULATION IS LITERATE,
TEST SCORES HAVE FALLEN, WE'VE DROPPED TO 17TH IN EDUCATION...
SINCE THE ESTABLISHMENT OF THE DEPARTMENT OF EDUCATION and
CONTINUAL NEA 'STANDARDS'.
IT DOESN'T MEAN *YOU* CAN'T TRY READING!!!

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

s Atari Speed Reading Massive, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 5 years!

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables

Also this more generic mostly non-Atari group of books.

25 Exciting Computer Games in Basic for All Ages David Chance
33 Adult Computer Games in Basic David Chance
34 MORE Tested, Ready-to-Run Game Programs in Basic Delten T. Horn
67 Ready-to-Run Programs in BASIC Wm Scott Watson
1001 Things to Do With Your Personal Computer Mark Sawusch
Basic Fun - Games, Puzzles, Problems for Children Lipscomb & Zuanich
Compumath Magic (a kid's book) M.J. Winter
Dragon Magic Your First Programming Book Richard Wadman
Games, Graphics and Sounds Curran & Curnow
How to Write an Apple Program Ed Faulk
~~~~~

How to Write a Program II - Advanced Programming Techniques Ed Faulk
Stimulating Simulations (Second Edition) C.W. Engel
Your First Steps in Basic Curran & Curnow

1049. K-Products hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bd2db2$97e46c00$LocalHost@fivvwrpw>
Source record: 66508

Hello all

Anyone have any experience connecting a Syquest removable media drive to a K-Products hard drive interface? It's currently running a 20Mb hard drive at the moment but I've been given a Syquest that I'd dearly like to put to good use with my 8-bits!

Best wishes

Jerry

1050. Power supply question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bd2db3$d5310f40$LocalHost@fivvwrpw>
Source record: 66509

Hey all

Dunno about the rest of the world, but here in the UK there are at least two types of 9v AC power supply: the kind of upright thing with the cut-off corners and the hollow rivets at the base, and the flatish lozenge-shaped one. This latter is good for 3.5amps according to the legend on the case.

Question is, are they completely interchangeable? I mean, I know that they both actually work with 1050s, 810s, the 800, 400 and the 1200XL cos I've tried them, but which power supply was originally specified for which equipment? After all, that's a pretty hefty current potential and it was obviously meant to drive something!

Back in 1985, my original 800xl came with the 5v DC supply and my 1050 had an upright/cut-corner 9v supply.

On a similar theme, does anyone know of a good schematic for home-brewing the AC adaptors? They're thin on the ground here and expensive. It is possible to adapt (!) 9v/1.5amp DC adaptors? I'm not a total klutz with a soldering iron but I'm no electronic whizz either! Is it imply a matter of taking out the bit of the circuit (Zener diode bridge, I'm presuming) which rectifies the AC current?

Best wishes

Jerry

1051. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34D284BC.43B0CEAA@mail.bcpl.lib.md.us>
Source record: 66510

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 800 Computer w/ power supply $25
(1) Atari 850 Interface - untested $25
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

1052. FS: Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34D28535.4449806@mail.bcpl.lib.md.us>
Source record: 66511

Two monochrome monitors that can be used with Atari or older style computers.
Both audio and visual.

1053. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34D27D1F.3511@pacbell.net>
Source record: 66512

AsciiRider wrote:

> What are you guys talking about? Modem Configurations? The modem I am using
> doesn't have any dip switches if thats what your talking about.
>
> Bobterm settings? I think I use 9600 - full duplex - Ascii - thats about it
> isn't it?

There are a TON of parameters set in these high speed modems. No
switches, it's all in RAM inside the modem. Once set, these values do
not go away when you power off or use the modem.... So, if they are
goofed up, you have to reset/set them. High speed modems talk to the
computer at 2400 baud AND the set interface speed, up to 115,200 baud.
They talk over the telephone line at the speed that they calculate the
other modem and line will tolerate, 14,400 and up. Now, you ask yerself
- how can they talk to the computer at 115,200 and talk to the other
modem at 33,600? Easy.... the modem itself compresses the data in
strange and wonderous ways! This is a major reason that you get results
like: it dials and answers and then nothing. Or: I can't talk to the
modem at 9600 baud like I should be able to.
You really need the book for the modem to send it the proper commands
for setup .... but, usually, AT&F will reset the modem to the factory
default. Unfortunately, this is not always what you need, but it is a
starting point. I had good results with a Hayes 14,400 modem on my 850 -
then I got a Supra 33,600. Bummer. It works, but is a bear to deal with.

Bob

1054. Re: weird 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34D27DD0.3471@pacbell.net>
Source record: 66513

Tom Rosso wrote:
>
> I have a question about an 800xl that I have (or had). I upgraded it
> already using a broken newer 800xl.
> On the board, all of the ICs are socketed, not directly soldered in like
> some on the newer machine are. When you open it up, there is no sheetmetal
> plate covering the keyboard circuit board. The letters on the keyboard are
> smaller. It also had a CTIA chip instead of GTIA and a buggy BASIC rom.
> So, I was just wondering what the deal is with this machine. I thought that
> all 800xl's had the GTIA, and CTIA was only in early 800s.
> -Tom

Never heard of an 800XL with a CTIA - very few 800s had them, really.
All the 800XLs had shields also. Somebody been under your covers....

Bob

the early 800XLs did have a different keyboard and all socketed chips. I
have a couple like that.

1055. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Lorax <lorax@visi.com>
Message-ID: <Pine.GSO.3.96.980130195812.5984H-100000@thumper.visi.com>
Source record: 66514
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

On 25 Jan 1998, Stephen Judd wrote:

> Not long ago the the Atari and Commodore 8-bit folks got along quite well.
> They would visit each other's newsgroups. They would talk about games, code,
> and the other staples of the 8-bit computing world, united by a similar
> passion for their 8-bit computer. Few ever wasted any time thinking about
> how their computer was "better" -- most folks had the good sense to realize
> that the two computers were similar in practical functionality. And any fool
> with a modicum of experience knows full well the ways in which each machine
> can be quite superior to the other*.
[snip]

Well said. Why waste our time making enemies? Don't we have
enough already without driving away potential allies?

Note new address, was:
<Lorax@PConline.com>
now
<Lorax@visi.com>

1056. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34D29EA2.38B1504C@sisna.com>
Source record: 66515

I have the 850 interface manual here but have not had the time to
research the ports. Will do so in the near future and post a reply.

bob

1057. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34D29FF7.78F24C6B@sisna.com>
Source record: 66516

How can a Black Box have a faster RS232 port than any other interface?
If you feed the data
too fast to the computer you over run the buffer and trash the data.
The MIO has the same speed, along with the RS232 handler. How can one
say one is any faster than the other when the limit is 19.2 without over
running the buffer and you are pushing it at that?? Each interface
can achive that baud rate with the exception of the PRC: connection wich
is limited!

bob

1058. FTE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34D2A2FA.63B0BABC@sisna.com>
Source record: 66517

Mike Hohman,

I know you read this base ocassionaly, I will be in Phoenix on Feburary 02, 1998 at the
Ramada Inn in Tempee. If you or one of your friends see this I need to talk to you about
a couple deals, nothing derogitory ect, do not want to bother you sister at her address.

Please give me a call will benifit all!

bob

Yes I will buy Pie/Coffee!!
bob

1059. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BbRHdSf.tandrews16@delphi.com>
Source record: 66518

What order do you turn things on? I'm afraid I'm going to disappoint there. All my equipment is plugged into one surge suppressor/power tap. That includes computer, monitor, two drives, modem, printer, 850, and a tape drive I never use anymore. The power switches for everything but the computer and printer are on all the time, and I power everything up and down with the power tap master switch. Normally, I hit the master switch, then the computer. The printer stays off unless I'm using it. I've never had a problem with doing this, and I've been doing it daily for at least 7 years.

An R: handler resides in ROM inside the 850. (same thing for p:r: Connection) When Bobterm boots, it checks D: for the presence of a file named RS232.COM. If it doesn't find it, it attempts to load the R: handler from the 850 ROM. If it doesn't find that, the boot fails. Other programs, like Ice-T, may operate differently.

What are we talking about when we say "modem configuration"? Every modern Hayes-compatible modem has AT commands and S-Registers inside it that set the modem's various functions. These commands have factory settings that are used each time the modem is powered up, unless a different configuration, or "profile" is activated to be used at powerup. To see what your configurations are, boot Bobterm, then go to the terminal screen without going online. Make sure Bobterm's baud rate setting is on your modem is capable of using. Type in AT&V then RETURN and all the settings that are stored as profiles will be displayed. Consult your modem manual for the meanings of thevarious commands and settings in the display, and for the AT commands needed to change them, if necessary.

TJ

1060. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <aGaDEEAGGj00Ew7I@valeofdreams.demon.co.uk>
Source record: 66519

```
>e to get togther at some point
>>for an exchange of software...
>
>Sorry to but in lads but Im in Walthamstow and see next to nothing
>bitwise in my local cash converters. So if there are any bits I would
>love to know....
>
>If thats OK with you blokes...
>

Depends on the particular branch - the nearest one to me is Southend
which -never- has any Atari bits in it. Hmm. This many Atari 8-bt users
in the area? My god, we'll be starting a user group up next :)
--
Mark Ormerod
```

1061. Alternative Party at Easter

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-30 00:00:00 UTC
From: setok@FIX.TIN.DOMAIN
Message-ID: <6asqksrge1@news.clinet.fi>
Source record: 66520

-=- Alternative Party Advertisement -=-
(excerpt from the invitation)

The Alternative Party is a party for machines normal parties always ignore.
Have you ever seen anyone using a VAX or a PDP at Assembly, The Party or any
other place on this side of the galaxy? Me neither. The Alternative Party
will be the start of a new era where people do not have to be ashamed about
using a computer nobody else recognizes. It's our turn to fight back for a
new, brighter future!

To put it simply: you can compete in the compos with any machine except
any PC over a 286 or an AGA Amiga (old Amigas are fine). F.ex. Altair,
Amiga500, Atari, Commodore 64, Cray, Eniac, PalmPilot, TI-85 etc. etc.

Dates: 10-12 April 1998
Place: Palatsi, Turku, Finland
Website: http://www.fishpool.com/alternative-party/
Contact:

email: setok@fishpool.com
phone: +358-50-5911083
smail: Kristoffer Lawson
Asemakuja 3C 53
02770 Espoo
Finland

For more information, check the website!

Setok / Aggression

--
- ---------- = = ---------//--+
| / Kristoffer Lawson | www.fishpool.com
+-> | setok@fishpool.com | - - --+
|-- Fishpool Creations Ltd - / |
+-------- = - - - = --------- /~setok/

1062. F/S - 8bit system & miscellaneous - US only

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19980131204401.PAA25251@ladder02.news.aol.com>
Source record: 66433

I have the following system for sale. Will consider offers on all items.
Unless noted below, all items are in good working condition. Cables and power
supplies are included where appropriate. No manuals or original packaging.
Buyer pays shipping.

Atari 800 computer
Atari 1050 disk drive
Okimate 10 printer w/spare color & BW ribbons - 3 rolls of thermal paper
2 - Epyx 500XJ joysticks (have been repaired to fix broken mounting tab inside)

$40.00 plus shipping. This will weigh a lot, expect $10 to $20 for shipping
via UPS ground.

Miscellaneous items:

Atari 1020 color plotter w/paper and ribbons - $5.00
MicroPrint printer interface - $5.00
Wico track ball - $2.00
Atari paddle controllers - $2.00

Wierd stuff FREE for shipping costs:

* Atari 400/800 - 16K RAM module (one bad chip)
* Atari 800 motherboard with bad PIA chip
* Radio Shack joysticks (one converted to control cursor on Atari)
* Radio Shack DMP110 dot matrix printer (missing cover) w/spare ribbon
* HAL IBM PCXT compatiable computer (made in Champaign, IL - home of the HAL
computer of movie fame) w/keyboard & VGA graphics card
* Supra HD drive case & power supply (Last used to externally mount tape drive
to IBM PC)
* 25 pin A/B switch w/o case

Please reply to gwestndrf@aol.com.

Thanks,
Gail

1063. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d38e20.236186479@news.pressenter.com>
Source record: 66434

On Fri, 30 Jan 1998 17:23:43 -0800, Bob Woolley <rwoolley@pacbell.net>
wrote:

>AsciiRider wrote:
>
>> What are you guys talking about? Modem Configurations? The modem I am using
>> doesn't have any dip switches if thats what your talking about.
>>
>> Bobterm settings? I think I use 9600 - full duplex - Ascii - thats about it
>> isn't it?
>----
>There are a TON of parameters set in these high speed modems. No
>switches, it's all in RAM inside the modem. Once set, these values do
>not go away when you power off or use the modem.... So, if they are
>goofed up, you have to reset/set them. High speed modems talk to the
>computer at 2400 baud AND the set interface speed, up to 115,200 baud.
>They talk over the telephone line at the speed that they calculate the
>other modem and line will tolerate, 14,400 and up. Now, you ask yerself
>- how can they talk to the computer at 115,200 and talk to the other
>modem at 33,600? Easy.... the modem itself compresses the data in
>strange and wonderous ways! This is a major reason that you get results
>like: it dials and answers and then nothing. Or: I can't talk to the
>modem at 9600 baud like I should be able to.
>You really need the book for the modem to send it the proper commands
>for setup .... but, usually, AT&F will reset the modem to the factory
>default. Unfortunately, this is not always what you need, but it is a
>starting point. I had good results with a Hayes 14,400 modem on my 850 -
>then I got a Supra 33,600. Bummer. It works, but is a bear to deal with.

Not sure what modem he was using but the Hayes and Supra's use the
Rockwell chipsets. Rockwell publishes complete and technically
detailed instruction set documentation for it's chipsets. You have to
go to the Japan Rockwell site to get at these I believe. Check it
out.

I have a lot of that stuff I got quite some time back.

*** Please make sure responses are also sent via email.

1064. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d48ec8.236354189@news.pressenter.com>
Source record: 66435

On Fri, 30 Jan 1998 19:52:24 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>How can a Black Box have a faster RS232 port than any other interface?
>If you feed the data
>too fast to the computer you over run the buffer and trash the data.
>The MIO has the same speed, along with the RS232 handler. How can one
>say one is any faster than the other when the limit is 19.2 without over
>running the buffer and you are pushing it at that?? Each interface
>can achive that baud rate with the exception of the PRC: connection wich
>is limited!

Bob, it was my understanding that like you say the PR:C (which I have
one) is itslef limited to less than 19.2Kbps (9600bps I think) and
that the 850 is also limited itself to 9600bps. The MIO I was unsure
of but did underand that it does not provide hardware flow control,
which basically makes it usless over 9600bps anyway. Please feel free
to update/correct/spank me.

*** Please make sure responses are also sent via email.

1065. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b02dvij1@lwnws01.ne.highway1.com>
Source record: 66436
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

1066. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b02gm$k9$1@lwnws01.ne.highway1.com>
Source record: 66437
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

1067. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b02tnut1@lwnws01.ne.highway1.com>
Source record: 66438
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

1068. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b030avq1@lwnws01.ne.highway1.com>
Source record: 66439
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

1069. Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Chip Towle <ctowle@mediaone.net>
Message-ID: <6b03f6$1ao$1@lwnws01.ne.highway1.com>
Source record: 66440
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hello!

I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
A whole box of cartridges and games. 2 boxes of stuff ready to go.

Everything works.

I prefer not to throw this in a landfill, and I saw these newsgroups.

I live in the greater Boston area, so if you're local come and get it!!

If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
guessing probably around $30 per box for shipping, etc.

Please let me know soon...

-Chip

1070. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d59182.237052325@news.pressenter.com>
Source record: 66441

On 31 Jan 1998 16:13:54 GMT, "Alan Sharkis" <asharkis@erols.com>
wrote:

>Thomas J. Andrews <tandrews16@delphi.com> wrote in article
><BbRHdSf.tandrews16@delphi.com>...
>
>Type in AT&V then RETURN and all the settings
>> that are stored as profiles will be displayed. Consult your modem manual
>> for the meanings of thevarious commands and settings in the display, and
>> for the AT commands needed to change them, if necessary.
>>
>> TJ
>>
>Trouble is, not every modem uses AT&V to view the settings. I've found
>three different commands to do this on three different modems. The manual
>is an absolute necessity here ...

Not only that, but that listing does not show ALL settings. It shows
many but not all. Trust me.

*** Please make sure responses are also sent via email.

1071. UMICH ARCHIVE question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d496e2.238428869@news.pressenter.com>
Source record: 66442

Hi all. Anyone know the proper uploading procedures if you want to
contribute something to the archive?

*** Please make sure responses are also sent via email.

1072. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34D39B65.6BA5@wwa.com>
Source record: 66443

Steven J. Tucker wrote:
>
> RACK2000 (rack2000@aol.com) writes:
> > if someone will send me the REGISTERED version of APE 1.15 or 1.16, i will make
> > a PERFECT .atr copy of the FULL uncracker version of Rescue on Fractalus AND
> > Ballblazzer, FULL uncracker both with intro animations (there only on the
> > UNCRACKED,FULL)
> >
>
> Since your the type of dirtball that prefers to steal rather than
> work, why not just knock over a liquor store or steal your
> grandmothers social security check for the money to buy it?
>
> Seems simpler, and you might have some money left over for crack.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Steve, Im not saying that people should not buy your software but......

This is taken from the GNU site:

``For free''

If you want to say that a program is free software, please don't say that it is available ``for free.'' That
term specifically means ``for zero price.'' Free software is a matter of freedom, not price.

Free software is often available for free--for example, on many FTP servers. But free software copies are also
available for a price on CD-ROMs, and proprietary software copies may occasionally be available for free.

``Give away software''

It's misleading to use the term ``give away'' to mean ``distribute a program as free software.'' It has the
same problem as ``for free'': it implies the issue is price, not freedom.

``Piracy''

Publishers often refer to prohibited copying as ``piracy.'' In this way, they imply that illegal copying is
ethically equivalent to attacking ships on the high seas, kidnaping and murdering the people on them.

If you don't believe that illegal copying is just like kidnaping and murder, you might prefer not to use the
word ``piracy'' to describe it. Neutral terms such as ``prohibited copying'' or ``illegal copying'' are
available for use instead. Some of us might even prefer to use a positive term such as ``sharing information
with your neighbor.''

``Protection''

Publishers' lawyers love to use the term ``protection'' to describe copyright. This word carries the
implication of preventing destruction or suffering; therefore, it encourages people to identify with the owner
and publisher who benefit from copyright, rather than with the users who are restricted by it.

It is easy to avoid ``protection'' and use neutral terms instead. For example, instead of ``Copyright
protection lasts a very long time,'' you can say, ``Copyright lasts a very long time.''

``Sell software''

The term ``sell software'' is ambiguous. Strictly speaking, exchanging a copy of a free program for a sum of
money is ``selling''; but people usually associate the term ``sell'' with proprietary restrictions on the
subsequent use of the software. You can be more precise, and prevent confusion, by saying either ``distributing
copies of a program for a fee'' or ``imposing proprietary restrictions on the use of a program,'' depending on
what you mean.

``Theft''

Copyright apologists often to use words like ``stolen'' and ``theft'' to describe copyright infringement. At
the same time, they ask us to treat the legal system as an authority on ethics: if copying is forbidden, it
must be wrong.

So it is pertinent to mention that the legal system--at least in the US--rejects the idea that copyright
infringement is ``theft''. Copyright advocates who use terms like ``stolen'' are misrepresenting the authority
that they appeal to.

The idea that laws decide what is right or wrong is mistaken in general. Laws are, at their best, an attempt to

achieve justice; to say that laws define justice or ethical conduct is turning things upside down.

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Verbatim copying and distribution is permitted in any medium, provided this notice is preserved.

You really don't need to call people dirtballs. I've seen really mean posts from you in the past,
and for that reason I will never send you any money. I've stopped using your program so please save yourself
some time by not talking crap about me. You might want to rethink your business practices. Get over yourself.

AsciiRider
atebit@wwa.com

1073. Re: K-Products hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34D391DD.80A40ADB@sisna.com>
Source record: 66444

You have to reprogram the rom, and open up drives 4, 5, 6, 7, 8. There are instructions on
the disk that came with the interface, or at least there should have been documentation on the
disk. You at this time are only going to be able to use 6 16mg partitions due to dos limitation and the Rom set up. Your scsi hard drive has to be able to read 256 bytes per sector not the
IBM format of 512 bytes per sector.

As to the message you replied, if he is talking about the KPI the Seagate removable depending
upon the modle should be able to be formatted with the Sasifmt.com file using the 2 head option.

bob

1074. Re: UMICH ARCHIVE question

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R3101981519040001@nntp.ix.netcom.com>
Source record: 66445

In article <34d496e2.238428869@news.pressenter.com>, jmelbo@pressenter.com
wrote:

>Hi all. Anyone know the proper uploading procedures if you want to
>contribute something to the archive?
>
>*** Please make sure responses are also sent via email.

Here's the README for uploads to the atari archive at umich:
<ftp://atari.archive.umich.edu//atari/0README_ALL_UPLOADERS>

Uploaders: Please put files in /New. They will be checked and moved to
their proper place within a few days. They will also appear in /Newitems
when this occurs.

When uploading anything, please upload a text file or files that describe the
other file(s) uploaded. Also, please stick your email address in these
description files. We tend to frown upon self extracting archives, as they
cannot be verified on the UNIX boxes, and because they waste space on the
archive. However, if the author of a program chooses to distribute their
work in that format, it is OK (one example is the recent versions of lharc,
which are quite naturally self extracting archives).

The BEST way to upload (and to ensure that the files are moved as quickly
as possible) is to have a small description file for each archive uploaded.
For example:

blah1.zip
blah1.readme

neoptc40.lzh
neoptc40.txt
^
|
\ which might say "Neodesk patch 4.0, uploaded by boyd@math.fsu.edu"

Thanks for your cooperation.

Mickey Boyd

It would also be extremely helpful if the uploader could suggest a final
resting place in the archive, thereby taking some of the guess work out
of trying to maintain this site.

"I suggest this file foo.zip be placed in /Utilities"

or

"This file foo4.zip should replace foo3.zip in /Archivers"

Please also make sure that you send the files to _THIS_ site, and not
to the mirror sites. It's a problem for the sysadmin at the mirror
sites to handle files manually, and it's unnecessary since the mirrors
do this automatically.

ftp://atari.archive.umich.edu/New

Thanx!
MOlin

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

1075. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34D3ED9F.C68B8A32@ny.tds.net>
Source record: 66446
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Amen to that! We have 2 fine machines and are in the same boat. No reason to fight, especially at this point.

1076. Just a quickie...

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34d9aa91.23968119@news.demon.co.uk>
Source record: 66447

Whats the Umich archive address....

All these years and I dont know it off the top of my head...

Oh well....

Tia...

--
.... Paul

www.dellos.demon.co.uk

Robin Cook : MP, womaniser and right ugly bastard!!

1077. Telengard Manual?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: jharek@melnibone.com
Message-ID: <MPG.f3dbc568292fdc8989689@news.eclipse.net>
Source record: 66448

Hallo,

I seem to have lost my old (_OLD_) Telengard manual. And since I
just recently re-discovered XL-It I felt it was high time to re-live my
early teens and play it again. Unfortunatly, too much time has passed
and I'll be buggered if I can remember anything about casting spells.
Er, so if anyone has the thing scanned I'd appreciate it if you could
email it or post it.

Thanks heaps in advance.

MrE@Eclipse.net

By the way, if you have a flame in your pants keep it. I bought the damn
thing ages ago.

1078. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <5pXE1sa.tandrews16@delphi.com>
Source record: 66449

"Alan Sharkis" <asharkis@erols.com> writes:

>Trouble is, not every modem uses AT&V to view the settings. I've found
>three different commands to do this on three different modems. The manual
>is an absolute necessity here ...

How strange. I've had experience with 6 different modems, and all responded
to AT&V. 6 different brands, too...

TJ

1079. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xJfllod.tandrews16@delphi.com>
Source record: 66450

Jon D. Melbo <jmelbo@pressenter.com> writes:

>Not only that, but that listing does not show ALL settings. It shows
>many but not all. Trust me.

I meant to say that the settings listed with that command are the ones where changes can be stored to be applied next time the modem is powered up. There are indeed more settings, but if you change them you must do it every session.

TJ

1080. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <886272973@stackbbs.xs4all.nl>
Source record: 66451

Concerning "Mapping The Atari":
-=> Quoting Jmelbo@pressenter.com to All <=-

Jm> It needs to be text. Scan the pages & use OCR to get the text. Only
Jm> have graphical images of any special non text / non OCRable items.
Jm> Combine the extracted text back with the images of special items into
Jm> a PDF or Word document. Granted this is more work than simple scanned
Jm> pages but it makes a much more acceptable total document size. It is
Jm> also less work than typing everything in by hand and still gives the
Jm> bonus of having illustrations or what have you.

That's the problem. You need GOOD OCR software, you need to split the
Images, and that in a very short time.
After producing the CDrom, we'll if we get to HTML/ing the stuff
(that's what the author really wanted in fact...).

Bo.

___ Blue Wave/386 v2.30

1081. Re: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <886272974@stackbbs.xs4all.nl>
Source record: 66452

> Bo Schreurs <bo.schreurs@stackbbs.xs4all.nl> wrote in article

> You can order a Sio2pc interface from the ABBUC.
> It costs 40 DM = $25 roughly.

-=> Quoting Jfoy@networktrainers.com to All <=-

Jf> do you know if they have a US distributor??? While the price is fine,
Jf> I really don't want to wait three weeks for it.

ABBUC is a German usergroup, and AFAIK they don't have an US distributor.
Maybe B&C Computervisions in California or Nick Kennedy (author of SIO2PC),
or Steven Tucker (The APE guy)?
If not, you'll probably have to wait for a while...

Bo.
___ Blue Wave/386 v2.30

1082. Re: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <34D2FEA0.4B85@qnet.com>
Source record: 66453

Bo Schreurs wrote:
>
> > Bo Schreurs <bo.schreurs@stackbbs.xs4all.nl> wrote in article
>
> > You can order a Sio2pc interface from the ABBUC.
> > It costs 40 DM = $25 roughly.
>
> -=> Quoting Jfoy@networktrainers.com to All <=-
>
> Jf> do you know if they have a US distributor??? While the price is fine,
> Jf> I really don't want to wait three weeks for it.
>
> ABBUC is a German usergroup, and AFAIK they don't have an US distributor.
> Maybe B&C Computervisions in California or Nick Kennedy (author of SIO2PC),
> or Steven Tucker (The APE guy)?
> If not, you'll probably have to wait for a while...
>
> Bo.
> ___ Blue Wave/386 v2.30
Why pay someone to get the SIO2PC cable the plans are easly found on the
Web. I found 4 places just by using Yahoo and the keyword SIO2PC. They
show how and what is needed to build the cable...

Don

1083. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d26d0a.162168812@news.pressenter.com>
Source record: 66521

On 30 Jan 1998 11:54:46 -0700, Brent Buescher <buesch@srv.net> wrote:

>Robert S Ely <rely@ix.netcom.com> writes:
>
>> That is correct. This is also the case with the ICD MI/O. However, I
>> don't know if the BlackBox can do more than one R: port at a time. The
>> interesting part is that you can select different Rn: ports (R1:, R2:,
>> R3: or R4:) and run the peripheral that is on that particular port.
>> You'd think that since the MI/O is connect to the PBI or ECI port that
>> it could deal with multiple serial port signals. I guess it wasn't that
>> suffisticated. The BB may be though. Bob Puff has some amazing stuff in
>> that beast.
>
>The black box has a single built-in serial port. You may be able to
>run it at the same time as an 850 or P:R: connection for a total of
>two active serial ports, I don't know.
>
>Brent

Correct. The BB has but one serial port. It is however, a faster
serial port than available on any other Atari8 interface. It also
supports hardware flow control.

*** Please make sure responses are also sent via email.

1084. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <QjyA.187$ni.1047865@news.itd.umich.edu>
Source record: 66522
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 128 Jan 28 13:56 ./8bit/Telecomm/Terminals/bterm12.blurb
-rw-r--r-- kendric 137495 Jan 28 13:57 ./8bit/atari8.qif
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

1085. Re: K-Products hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd2e21$eb41d300$43374382@hawks-pentium>
Source record: 66523

I think they guys that sold me my K-Products Hard disk interface said they had to reprogram the ROM. I haven't gotten anything to work with it yet either. Please email me on how to connect a bigger (160Mb SCSI HD) if anyone has any details. Take Atarian care

Jerry Glenwright <j.glenwright@ndirect.co.uk> wrote in article <01bd2db2$97e46c00$LocalHost@fivvwrpw>...
> Hello all
>
> Anyone have any experience connecting a Syquest removable media drive to a
> K-Products hard drive interface? It's currently running a 20Mb hard drive
> at the moment but I've been given a Syquest that I'd dearly like to put to
> good use with my 8-bits!
>
> Best wishes
>
> Jerry
>

1086. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2e61$c58b7b80$4ec2accf@asharkis.erols.com>
Source record: 66524

I've also noticed something interesting. I read several newsgroups. With
just a few exceptions, the number of objectionable spam posts is INVERSELY
proportional to the number of on-topic messages.

Great argument for keeping this base going, yes?

Bryan Edewaard <bryede@emi.net> wrote in article
<34d1f8c8.2894330@megsnews.megsinet.net>...
> On Fri, 30 Jan 1998 07:13:03 -0800, "Eugene Wong"
> <eugenewong@spiderweb.ca> wrote:
>
> Usually the return address is invalid, and these messages are being
> posted to thousands of groups. There is really little you can do
> anymore to stop determined spammers. It's not the group postings that
> bother me so much as when they take my address out of a message and
> start sending me that junk directly. I fear for any child whose
> e-mail address falls into a porn e-mail list.
>
> -Bry
>

1087. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2e62$5b17c8c0$4ec2accf@asharkis.erols.com>
Source record: 66525
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Didn't the second group also have to sign statements that they had no
knowledge of the original BIOS?

Rick Cortese <ricortes@netmagic.net> wrote in article
<34d0bb11.0@news.netmagic.net>...
>
> pmulvey wrote in message <34D00999.9B2436EC@erols.com>...
> >dklugh@iwaynet.net wrote:
> >
> >> On 1998-01-17 pmulvey@erols.com said:
> >> >Bryan Edewaard wrote:
> >> >> On Sun, 11 Jan 1998 23:40:18 GMT,
> kenneth@spam.not.sayeth.i
> >> >>(Kenneth Jennings) wrote:
> >> >> . The PC only won
> >> >> because IBM built such a simple machince and it got
> cloned.
> >> >IBM didn't want the PC cloned. They used off the shelf
> components,
> >>
> >> >but kept the information about its operating system (BIOS)
> a
> >> secret.
> >> >It took the first company over 1 million dollars just to
> legally
> >> >reverse
> >> >engineer the bios.
> >>
> >> Why would you need to reverse-engineer it.Just make your own
> >> BIOS.Didn't people
> >> know how the hardware worked?
> <snip>
> >There were LEGAL reasons to reverse-engineer the BIOS. The
> people at
> >Compaqunderstood that they wanted complete compatability with
> the IBM
> >software. Yes they
> >could have simply written a BIOS but that would have opened the
> >possibility of compatability
> >problems. At the time this wasn't acceptable.
> Too obvious of a troll, really to busy to post, but...
> This is not right, IBM published "The Technical Reference for the
> Personal Computer XT". I have a copy. It has the COMPLETE

> COMMENTED source code for the BIOS. 2nd poster is right, just to
> add a few details on what I was told about the reverse
> engineering that went on at AWARD, Phoenix, Compac, etcetera.
> What they did: One group of programers read the bios source code
> & wrote a specification that was handed to the 2nd group of
> programmers. i.e. write a routine that initializes the disk drive
> & passes the information to a routine that loads the boot
> sectors. This insured a work alike BIOS w/o contamination from
> the Copyrighted source code. As a matter of fact, a former
> Atarian, Charles Marslett of MyDOS fame, was one of the
> programmers for the Phoenix BIOS.
> Rick
>
>
>

1088. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd2e63$1e463700$4ec2accf@asharkis.erols.com>
Source record: 66526

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<BbRHdSf.tandrews16@delphi.com>...

Type in AT&V then RETURN and all the settings
> that are stored as profiles will be displayed. Consult your modem manual
> for the meanings of thevarious commands and settings in the display, and
> for the AT commands needed to change them, if necessary.
>
> TJ
>
Trouble is, not every modem uses AT&V to view the settings. I've found
three different commands to do this on three different modems. The manual
is an absolute necessity here ...

/s <--|
Whoops! Sorry about that --------|

1089. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34db56c1.2508312@news.demon.co.uk>
Source record: 66527

The other Day Mark Ormerod
<atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:

>Depends on the particular branch - the nearest one to me is Southend
>which -never- has any Atari bits in it. Hmm. This many Atari 8-bt users
>in the area? My god, we'll be starting a user group up next :)

Damn, I always am the bloke who hears that so and so saw one of those
computers you like for 2 pounds down at the boot sale. I go there and
theres nothing to see....typical...:)

A few more of us this area and there might be a user group...:)

--
.... Paul

www.dellos.demon.co.uk

Robin Cook : MP, womaniser and right ugly bastard!!

1090. Wanted:Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: sean@thegate
Message-ID: <886289001mnewssean@thegate>
Source record: 66528

Has anybody got Bounty Bob Strikes Back for the 800XL?
I don't mind if it's on tape, disk or cart, a copy, original or
needs typing in from the back of an old copy of Big K.
Thanks. sean@thegate.demon.co.uk

1091. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6avpm0apc1@news01.deltanet.com>
Source record: 66529

Without question, this is one of the most spam-free newsgroups I've ever read. Maybe spammers feel that any whacko that still uses an 8-bit Atari must either be too crazy or too dumb to be an effective marketing target. If you look at it that way, it's a little insulting - we don't like hot women, care about our weight, want to make big $$$ quick, use gas/phone/etc cards, or any of the other BS I get mail for every day.

BTW, is there an 8-bit mailing list anywhere? I haven't seen one yet....if not, would anyone be interested in being a part of one if I started one?

Aaron

1092. Re: Necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980131141826.7758B-100000@fissure.scar.utoronto.ca>
Source record: 66530

On Thu, 29 Jan 1998, Sam Guseman wrote:

> I'd like to find a copy of Necromancer for either an 800xl or an
> emulator. I've checked a few sites and have not been able to find one
> that works.
>
> Any suggestions?

necromancer is on Yogi's jellystone site.. It's a MegaImage.. I forget
the number.. #08 I think..

It plays VERY well on Xlit.. one of the better Atari 8bit games.

Alan
University of Toronto
Computer Science, Management and Economics

1093. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980131142849.7758D-100000@fissure.scar.utoronto.ca>
Source record: 66531

On Fri, 30 Jan 1998, Eugene Wong wrote:

> To solve the problem of junk mail (ie: pyramids, xxx sites and stuff not related to the newsgroup) maybe we should each reply directly to the sender everytime he sends us one.
>
> With thousands of replies he'll be overwhelmed.
>
probably the best way to take those spam demons out of business is for all
of us to send them 100 or so junk e-mail. See how they like their e-mail
boxes being filled up with meaningless drivel!

heheh

Alan
University of Toronto
Computer Science, Management and Economics

1094. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-01-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3101981437520001@macmcurrent.library.carleton.edu>
Source record: 66532

In article <6avpm0apc1@news01.deltanet.com>, aaron@orr.wfi-inc.com
(Aaron Christopher Finney) wrote:

>BTW, is there an 8-bit mailing list anywhere? I haven't seen one yet....if
>not, would anyone be interested in being a part of one if I started one?

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of
computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

Owner= HARRY@MARIST (A Harry Williams)

comp.sys.atari.8bit postings no longer appear in INFO-ATARI8.

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.2) What is the Classic Computers List?

The Classic Computers List is a discussion list for people who
collect/preserve/restore old computers of any kind. If you would like more
info you can find it at http://haliotis.bothell.washington.edu

If you don't have access to the web, then send an e-mail to
mailto:bill@booster.u.washington.edu (Bill Whitson, ClassicCmp ListOp).

On the web site you'll find information on how to subscribe in addition to the
two ClassicCmp FAQs. If you decide to subscribe, please read all three
documents first.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8),
but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the
list to easy to read usenet articles, available read-only to everyone at:
news://zwieracz.pse.pl/listserv.atari8-l

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1095. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Eugene Wong <eugenewong@spiderweb.ca>
Message-ID: <6b2sdf$h6m$1@globe.lynx.bc.ca>
Source record: 66383

>probably the best way to take those spam demons out of business is for all
>of us to send them 100 or so junk e-mail. See how they like their e-mail
>boxes being filled up with meaningless drivel!

I tried replying to them, but my mail got rejected. That means I had to see
my own junk mail. Bummer!

What can we do? I don't want to have to go on their site, if at all
possible.

1096. FS: Atari 8-bit hardware and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <886372582.486014987@dejanews.com>
Source record: 66384

Lots of stuff for sale or trade:

http://www.classic-games.com

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1097. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6b32v4$3t@bgtnsc02.worldnet.att.net>
Source record: 66385

Gee after reading all the replys to this thread, I know where the 8-bit maret went.. I'm kinda sorry I replied to the original post now... The only thing I wanted, was a simple painless way to get a few of my old favorite games onto my pc to work with the emulator.. and suddenly there's a whole heap o crap lying in here..
and before ya ask, Yeah I have my atari still all 3 of em, and yes, I bought all the lucasfilm stuff.. I just really don't wanna lug the whole pile out, set them up, order this transfer thing, find the disks, and copy them into files for the pc, when I KNOW there surely must be someone who's already done this...

If I had a few extra weeks of my time, I might, but playing a few 15 yr old games just ain't worth that kinda time investment...

I won't ask if anyone has them again.. I'll just drag my machines out a few years down the road, and look at them then....

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1098. VIntage Micro-Computers Sale Update!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: "/\/\/\/\/\--VoRTeX--/\/\/\/\/\" <jonart@ix.netcom.com>
Message-ID: <34D549A2.C10F2459@ix.netcom.com>
Source record: 66386

```
******************************************************
================VINTAGE MICRO-COMPUTERS===============
=========="Your Friendly Online Computer Store"=========
============EMAIL: Vintage_Micro@yahoo.com=============
******************************************************
Hi Computer Lovers,
>>> Well looks like the new year has definately taken a foothold on us all by now. Things
are definately getting interesting in the computer world, if you don't know what I am
talking about then pop onto ZDNET when you get a chance.
>>> There are also alot of breakthroughs going on in the Vintage Commodore Community. We
have 2 new Major Geos Upgrades around the corner, and the new SuperCPU 128 that will bring
the 2 mhz Commodore 128 Computer to a full 20 mhz. Very cool!
>>> Anything on this list I will accept trades for Amiga items. The proceeds enable me to
further my beloved hobby and also help others who collect/use/love old micro-computers. Of
course my main love and area of expertise is the C64. I am in the process of moving into
the world of the Amiga.
>>> Check out the new Sega Genesis cartridge section. A few new books and magazines have
been added. And I have a few x1541 Cables ready to mail too!
>>> You will notice that I am trying to be as detailed as possible about my listings. I am
a collector and have been buying items online for a while and I really wish everyone would
list in a detailed manner. It definately makes it easier on the customer, so that they can
decide if said item is useful to them or not. I will also try to answer as many questions
as I can about each item listed.
>>> This list keeps expanding(so check it regularly or request to receive updates via
email). Email me your orders and I will process them as fast as I can. To make the
transaction faster, please email your address with your order, that way I can calculate
shipping and give you a total.
>>> Also... if you wish to receive future lists by email, send me email with the word
"subscribe" in the subject line.
>>> Thanks Everyone!

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===SPECIAL===SPECIAL===SPECIAL===SPECIAL===SPECIAL===
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TITLE: Guilt Free Wall Papers and Icons! Commodore 8 bit Edition
PUBLISHER: Vintage Micro-Computers
REQUIREMENTS: A PC with Windows 95 and a 3.5 inch floppy drive.
NOTES: If you feel guilty owning that big old Wintel system then why not
lighten up the guilt with a Commodore theme. A Selection of Wallpapers
and Icons for you Windows 95 desktop with a Commodore Theme on a 3.5
inch disk. Advance orders will be accepted now. Will be available by 2nd
week of Feb.
PRICE: $7
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TITLE: Guilt Free Wall Papers and Icons! Atari 8 bit Edition
COMING SOON!!!

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//////////ATARI 8 BIT SOFTWARE\\\\\\\\\\

TITLE: Educational System Master Cartridge (cxl4001)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: This is the second cartidge of this type that I have came across.
Apparently this cart. is slightly rare to find. I do not know anything
about it, except that it does come up fine on my XE. If anyone knows
anything about this cart. then please let me know.
PRICE: $4

TITLE: Atari Basic Cartridge (cxl4002)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: You need this to use Basic on most Atari 8 Bit Computers.
PRICE: $4

TITLE: Pac-Man (cxl4022)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: The arcade game of 1 hungry little spot with an aversion to
ghosts!
PRICE: $5.25

TITLE: Star Raiders (cxl4011)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: Space type arcade game
PRICE: $4

TITLE: Ultima IV - Quest of the Avatar
PUBLISHER: Origin
REQUIREMENTS: Atari 400/800,XL's, XE's and a 5.25 in floppy drive.
NOTES: This is one of the best series of games that has been on just
about every computer platform at one time or another. This game is
considered to be rare. The box is intact, although one corner is
slightly bent. Everthing is in the box except for the metal Ankh. The
cloth map is pretty groovy just for hanging on your wall.
PRICE: If I get an offer that sounds good I will sell this or even
possibly trade it for C64 or Amiga items. So go ahead and make a bid.

//////////ATARI 2600 CARTRIDGES\\\\\\\\\\

PUBLISHER: --------------------Atari------------------
TITLE: Asteroids PRICE:$1.50
TITLE: Bezerk (a Classic) PRICE:$4
TITLE: Combat PRICE:$1.50
TITLE: Defender PRICE:$1.50
TITLE: E.T the Extra-Terrestrial PRICE:$1.50
TITLE: Football(soccer)(new in box) PRICE:$5.50
TITLE: Football(football)(new in box) PRICE:$5.50
TITLE: Missle Command PRICE:$1.50
TITLE: Night Driver PRICE:$1.50
TITLE: Pac-Man PRICE:$1.50
TITLE: RealSports Tennis (new in box) PRICE:$5.50
TITLE: Space Invaders PRICE:$1.50
TITLE: Star Raiders PRICE:$1.50
TITLE: Super Breakout PRICE:$1.50
TITLE: Yars Revenge PRICE:$3
PUBLISHER: ----------------Activision----------------
TITLE: Laser Blast PRICE:$2
TITLE: Seaquest PRICE:$3.25
PUBLISHER: ------------------Imagic------------------
TITLE: Star Voyager PRICE:$3
TITLE: Demon Attack PRICE:$3

////////////ATARI 2600 ACESSORIES\\\\\\\\\\\\

ITEM: Keypad controller used in a few atari games
NOTES: This plugs into the joystick port of the 2600. This can probably
be used on any 8bit atari or 8 bit commodore computer with some minor
basic programming.
PRICE: $3

////////////ATARI 5200 CARTRIDGES\\\\\\\\\\\\

PUBLISHER: ------------------Atari-------------------
TITLE: Pac-Man PRICE:$6
TITLE: Ms. Pac-Man PRICE:$6
TITLE: Space Invaders
PRICE:$6

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//////////COLECOVISION CARTRIDGES\\\\\\\\\\\\

PUBLISHER: ---------------Atarisoft-----------------
TITLE: Centipede PRICE:$3.50
TITLE: Defender PRICE:$3.50

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//////////COMMODORE RELATED BOOKS\\\\\\\\\\\\\

TITLE: Personal Computing on the VIC 20
PUBLISHER: Commodore Electronics, LTD.
Copyright 1982 164 Pages Spiral Bound Softcover
NOTES: If you have a Vic-20 computer and do not have the Official manual for it, then here it is. As always, very helpful and recommended.
PRICE: $4.00 (Have another one with cover loose for $3.50)

TITLE: More Than 32 Basic Programs for the Commodore 64 Computer
PUBLISHER: Dilithium Press
Copyright 1983 328 Pages Softcover
NOTES: This is just a fantastic book with many large type in programs that include games, applications, educational programs, graphics, math, and other misc. programs. Each program is broken down in a fashion to illustrate what it does and why, also tells you how to make modifications. This is a great way to learn how to code in basic on your commodore 64 computer! Highly Recommended.
PRICE: $5.00

TITLE: Pilot
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983 111 Pages Softcover
NOTES: This is the manual for the Powerful authoring language Pilot. The language Pilot was mainly used in learning institutions. Unfortunately there is no software with this book, so if you are missing the manual this book is for you!
PRICE: $1.00

TITLE: Teach Yourself Computer Programming with the Commodore 64
PUBLISHER: Hodder and Stoughton
Copyright 1983 206 Pages Softcover
NOTES: This book is invaluable to the NOVICE programmer. It contains many programs ready to be typed in. The book covers all basic aspects of C64 programming.
PRICE: $4.00

TITLE: Commodore 1541 Disk Drive Users Guide
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright Sept.1982 94 Pages Softcover
NOTES: If you have a 1541 drive and do not have a manual then this book is for you. You can reap the full benefits of your 1541 drive.
PRICE: $2.50

TITLE: Commodore 1541 Disk Drive Users Guide (later version of manual)
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright Sept.1984 70 Pages Softcover
NOTES: If you have a 1541 drive and do not have a manual then this book

is for you. You can reap the full benefits of your 1541 drive.
PRICE: $2.50

TITLE: Commodore 1541 II Disk Drive Users Guide
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright Sept.1986 94 Pages Softcover
NOTES: If you have a 1541 II drive and do not have a manual then this
book is for you. You can reap the full benefits of your 1541 drive.
PRICE: $3

TITLE: MPS 801 Dot Matrix Printer User's Manual
PUBLISHER: Commodore Business Machines, INC.
Copyright 1983 44 Pages Softcover
PRICE: $2.00

TITLE: Stimulating Simulations for the VIC
PUBLISHER: Hayden Book Company
Copyright 1983 91 Pages Softcover
NOTES: Here is a handbook containing 12 simulation programs which are
actually game programs in basic. Theis book is very insightful to the
VIC 20 programmer.
PRICE: $3.00

TITLE: Commodore 64 Fun and Games
PUBLISHER:Osborne/McGraw-Hill
Copyright 1984 Pages 182 Softcover
NOTES: 35 games and puzzles written in basic. This is a great way to
learn how to utilize the basic programming language and have some fun.
PRICE: $3.50

////////COMMODORE RELATED MAGAZINES\\\\\\\\\\

TITLE: COMPUTE!'S GAZETTE
ISSUES: April 1986 Issue 34, Vol. 4, No. 4
May 1986 Issue 35, Vol. 4, No. 5
June 1986 Issue 36, Vol. 4, No. 6
July 1986 Issue 37, Vol. 4, No. 7
September 1986 Issue 39, Vol. 4, No. 9
November 1986 Issue 41, Vol. 4, No. 11
January 1987 Issue 43, Vol. 5, No. 1
PRICE: $1.50 each

/////////COMMODORE RELATED SOFTWARE\\\\\\\\\\

==========APPLICATIONS==========
TITLE: Desktop Publisher
PUBLISHER: Swift/Cosmi
REQUIREMENTS: Commodore 64\128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is a very flexible Publishing program that enables the user

to make Newsletters, Banners, Cards, Labels, Certificates and more. Comes with a manual and box(Box slightly crushed but intact). A useful utility.
PRICE: $5

TITLE: Introduction to Basic: Part 1
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
(2) Tapes
NOTES: Basic tutorial with many programs: "Testcard", "Hangman", "Speedtype", "Unit3Quiz", "Unit4drill", "Unit5quiz", "Sentences", "Unit7quiz", "Unit9prog", "Unit9quiz", "Unit10quiz", "Unit11prog", "Unit12quiz", "Sound Demo", "Heads", "Reaction", "Esg", "Craps". There is no manual or book for these tapes.
PRICE: $1

TITLE: The Kawasaki Rhythm Rocker
PUBLISHER: Sight & Sound Music Software
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is one hot music composing and playback program that also puts some very psychadelic/space graphics on the monitor in sync to the music. Features an easy to use multi-track recording capability and a variety of percussion and synth sounds. Complete in box with manual(Plastic case type box is in excellent condition). This is recommended!
PRICE: $7

TITLE: Music Composer
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
Cartidge
NOTES: This Cartridge helps the user play music on the C64 using the keyboard and also you can write songs and play them back. Comes with manual and original box (box is slightly crushed but intact)
PRICE: $6

TITLE: OKIMATE 10 Learn to Print
PUBLISHER: OKIDATA
REQUIREMENTS: Commodore 64 computer or Commodore SX-64 or Commodore VIC 20
(1) Tape
NOTES: This is a "How to" print tutorial.
PRICE: $1

==========GAMES==========
TITLE: 221 B Baker St.
PUBLISHER: Datasoft
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is the Sherlock Holmes adventure game. Very fun and challenging. Comes with manual, case book, and the solution checklist.

PRICE: $3.50

TITLE: Championship Wrestling
PUBLISHER: Epyx
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This game is great fun. An Awesome wrestling game, over 25 moves to enjoy, 8 crazy wrestlers, throw your opponent out of the ring, move up till you get the belt, up to eight players. In box with manual(Box is in great shape).
PRICE: $6

TITLE: Flight Simulator II
PUBLISHER: Sublogic
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is one of the best Flight Simulation games made for the C64. Complete with manual and box(box is slightly crushed). Very detailed. Highly Recommended!
PRICE: $7

TITLE: The Gates of Dawn
PUBLISHER: Mastertronic
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: A very well done 3d fantasy RPG type game. Nice graphics and lots of monsters to fight. Comes in a plastic case complete with manual. Very cool.
PRICE: $5

TITLE: Temple of Apshai
PUBLISHER: EPYX
REQUIREMENTS: Commodore 64 computer, Data cassete
(3) Tapes
NOTES: This is the famous game Temple of Apshai, an early dungeon type game. I remember playing this for hours as a kid. This comes with a box, all documentation, and 3 tapes. Highly collectable peice.
PRICE: Trade Only.

TITLE: GFL Championship Football
PUBLISHER: Gamestar/Activision
REQUIREMENTS: Commodore 64/128 computer, 5.25 in floppy drive
(1) 5.25 in floppy
NOTES: This is Football game that has many cool options, such as: 4 or 7 min periods, 1 or 2 player, drafting your own team and more. This game comes with a manual no box.
PRICE: $4

TITLE: John Elways Quarterback
PUBLISHER: Micro League Sports Association
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy

NOTES: Just like the arcade game. Fast and furious arcade football action. With box and manual(Box is in great shape)
PRICE: $6

TITLE: Jack Nicklaus' Greatest 18 Holes of Major Championship Golf
PUBLISHER: Accolade
REQUIREMENTS: Commodore 64/128 computer, 5.25 in floppy drive
(1) 5.25 in floppy
NOTES: This is really a great golf game for the Commodore. Bothe the graphics and gameplay are fantastic. I am not a golf fan, yet I found myself playing this for hours. Has 2 Golf courses. In box with course map (Box is in fantastic condition). FUN! Check out the next two listings.
PRICE: $6

TITLE: Jack Nicklaus' Presents the Major Championship Courses of 1989 (expansion disk)
PUBLISHER: Accolade
REQUIREMENTS: Commodore 64/128 computer, 5.25 in floppy drive and a working copy of the game Jack Nicklaus' Greatest 18 Holoes of Major Championship Golf.
(1) 5.25 in floppy
NOTES: This is an expansion disk for the great golf game Jack Nicklaus' Greatest 18 Holes of Major Championship Golf for the Commodore. In box with course map (Box is in fantastic condition).
PRICE: $5

TITLE: Jack Nicklaus' Presents the The International Course Disk (expansion disk)
PUBLISHER: Accolade
REQUIREMENTS: Commodore 64/128 computer, 5.25 in floppy drive and a working copy of the game Jack Nicklaus' Greatest 18 Holoes of Major Championship Golf.
(1) 5.25 in floppy
NOTES: This is an expansion disk for the great golf game Jack Nicklaus' Greatest 18 Holes of Major Championship Golf for the Commodore. In box with course map (Box is in fantastic condition).
PRICE: $5

TITLE: Micro League Baseball
PUBLISHER: Micro League Sports Association
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is one of the best Baseball computer games made for the C64. No manual or box.
PRICE: $4

TITLE: Micro League Baseball General Manager/Owners Disk
PUBLISHER: Micro League Sports Association
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive, a copy of the Micro League Baseball Game Disk.
(1) 5.25 in. Floppy

NOTES: This is an expansion module for Micro League Baseball that gives you extensive features that make the gameplay/simulation more interesting, such as: trading and drafting players, sending them to a reserve list, adding new players to any roster, revise/update player stats, and roster changes. A must for anyone who enjoys Micro League Baseball. Manual included.
PRICE: $4

TITLE: Pro Tennis Tour
PUBLISHER: Ubi Soft
REQUIREMENTS: Commodore 64/128 computer, 5.25 in floppy drive
NOTES: This is a great tennis simulation for 1 or two players. Graphics and sound are both fantastic. This is not like the cheesy pong type tennis games. It is more like a 3D simulation of tennis. REally fun and addictive. Comes with box and instructions (Box is in great shape).
PRICE: $5

TITLE: Sid Meir's PIRATES!
PUBLISHER: MicroProse
REQUIREMENTS: Commodore 64/128 computer, 5.25 in floppy drive
NOTES: I love this game! You are a pirate on the high seas. Lots of ship battles and ground battles. Fantastic graphics, sound and gameplay. Comes with manual, no box. Very Highly Recommended. Hours and hours of great fun!
PRICE: $4

==========VIC 20 CARTRIDGES==========
PUBLISHER: ----------Commodore----------
TITLE: Avenger (vic-1901) PRICE:$4
TITLE: Gorf (vic-1923) PRICE:$4
TITLE: Omega Race (vic-1923) PRICE:$4
PUBLISHER: ----------Imagic----------
TITLE: Demon Attack PRICE:$6

////////COMMODORE RELATED HARDWARE\\\\\\\\\

ITEM: X1541 Cable
DESCRIPTION: This cable enables the user to hook-up a 1541 drive to the parallel port of you PC to transfer files (Like the ones you got off the web)
REQUIREMENTS: A 1541/1571 or compatable drive, A PC with a parallel port, a copy of Star Commander (available all over the web, just do a search)
NOTES: I have been transferring files from my PC to my commodore 64 for about a year and a half now. To make things easier I now have a 1541 drive attached to my PC at all times. I make these cables myself. They look good and are durable. They are also tested prior to shipping. I can make these in custom lengths (not to exceed 4 feet).
PRICE: $12

ITEM: Serial Cable
DESCRIPTION: You need one of these to use your floppy drive and your
commodore printer.
NOTES: I make these custom so you may specify a particular length you
require (not to exceed 4 feet). They look good and are durable. They are
also tested prior to shipping.
PRICE: $8

====================FLOPPY DRIVES====================
ITEM: Commodore 1541 Floppy drive
QUANTITY: 3
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drive powers up lights come on. yet drive does not work, more
than likely an alignment problem. You may be able to re-align these by
using software and documentation Via the web(I have been lucky on
several occasions doing this), I just simply do not have the time to
mess with these. Worse comes worse they can ban used for parts for
another ailing 1541 drive. No power cable included(you can pick these up
at Radio Shack or most computer stores).
PRICE: $5 each.

ITEM: Commodore 1541 Floppy drive
QUANTITY: 1
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drives work great. No power cable included(you can pick these up
at Radio Shack or most computer stores).
PRICE: $15 each or $20 with a power cable.

======================JOYSTICKS======================
ITEM: Wico Command Control
DESCRIPTION: This is a high quality joystick that has a fire button on
the base and one on top of the stick with a selector to switch between
the two. A great joystick that has an excellent feel to it, definately a
tool for the pro-gamer. Very clean!
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including
the atari 2600
PRICE: $5.00

======IBM PC/COMPATABLES======IBM PC/COMPATABLES=====
======IBM PC/COMPATABLES======IBM PC/COMPATABLES=====

///////////////IBM SOFTWARE\\\\\\\\\\\\\\\\

TITLE: Business Phone Book on CDRom (15 million)96 ed.
PUBLISHER: ProCD
REQUIREMENTS: 386 PC Win95 or Win3.1 or Dos3.1 or higher + CDRom drive
OR Macintosh System 7, 68030+ or PowerMac with CDRom drive.
CDRom
NOTES: Look up any Business in the US. Search 15 million business
listings by name or phone number, then zoom in on your target by street,

city ,stare, zip code or area code.
PRICE: $16

TITLE: Expert Publisher
PUBLISHER: Expert Software
REQUIREMENTS: IBM PC, DOS 2.0 or later, 3.5 inch or 5.25 inch floppy drive, and a printer helps too! :)
3.5 inch and 5.25 inch disks
NOTES: A very Flexible Desktop Publishing program that will run on a 286 PC to the Pentium. Mix text and Graphics, create documents from 1 to 999 pages long up to 3 columns wide, Graphics editing and page prview modes, easy to use pulldown menus with full mouse support. Comes with over 80 Clip Art pieces to get you up and running. Comes in box with all documentation and original disks. In great condition.
PRICE: $5

TITLE: Quicken 5.0
PUBLISHER: Intuit
REQUIREMENTS: IBM PC, DOS 2.0 or later, 3.5 inch or 5.25 inch floppy drive.
3.5 inch and 5.25 inch disks
NOTES: One of the best known personal finance programs around. Very good and easy to use. Also prints checks. Great program!
PRICE: $12.50

TITLE: Simply 3D
PUBLISHER: Visual Software
REQUIREMENTS: Minimum of 486dx with 8 meg ram with windows 3.1 or 3.11 and a CDRom player.
CDRom
NOTES: This is a fantastic set of multimedia 3D graphics tools and tutorials. Very professional looking 3D graphics with an awesome rendering engine.
PRICE: $18.50

TITLE: Windows CD-Rom Magazine
PUBLISHER: CMP Publications
REQUIREMENTS: Minimum of 486SX 25 with windows 3.1 or 3.11 and a CDRom player.
CDRom
NOTES: This is one handy CDRom for those who are using Windows 3.1 or Windows for workgroups 3.11. It contains the full version of wintune 2.0, this program helps the user tune-up their machine to its maximum performance (Highly Recommended). It also contains tons of shareware and 1,250 Tips and Tricks to using and tweaking windows 3.1.
PRICE: $6.50

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//////////INTELLIVISION CARTRIDGES\\\\\\\\\\

PUBLISHER: --------------Intellivision---------------
TITLE: Las Vegas Poker and Blackjack PRICE:$1.25
PUBLISHER: -----------------Imagic------------------
TITLE: MicroSurgeon (In Box) PRICE:$3.50
PUBLISHER: -------------Parker Brothers--------------
TITLE: Frogger (In Box) PRICE:$3.25

=====SEGA GENESIS====SEGA GENESIS===SEGA GENESIS=====
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//////////SEGA GENESIS CARTRIDGES\\\\\\\\\\

PUBLISHER: ------------Electronic Arts---------------
TITLE: NHL 95 PRICE:$10.00
TITLE: Desert Strike Return to the Gulf-This is an 8 meg. enhanced game.
(in plastic box) PRICE:$12.00

PUBLISHER: ------------------Sega--------------------
TITLE: Sonic the Hedgehog PRICE:$6.00
TITLE: Sonic the Hedgehog 2 (The Sequel) PRICE:$10.00
TITLE: Thunder Force III PRICE:$10.00

=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====
=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====

//////////TI 99/A HARDWARE\\\\\\\\\\\\\\\

ITEM: TI 99/4A Computer with power supply and two joy controllers.
NOTES: I do not have the monitor cable for it. Power supply does work.
The computer seems to be in good condition. This item is being sold
as-is. UNTESTED.
PRICE: $8

//////////TI 99/A CARTRIDGES\\\\\\\\\\\\\\

ITEM: Car Wars
DESCRIPTION: Arcade type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Munch Man
DESCRIPTION: Pac Man clone.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Parsec
DESCRIPTION: Probably the most well known early cart. game for the TI.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Addition and Subtraction 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Early Learning Fun
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Meteor Multiplication
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Personal Record Keeping
DESCRIPTION: Simple database program.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

====MISC. HARDWARE==MISC. HARDWARE==MISC. HARDWARE===
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ITEM: Anchor 2400E Modem
DESCRIPTION: 2400 baud external modem. Uses a standard DB25 pin
connector.
NOTES: This item does not have any documentation. It also needs a 12V DC
power supply. Sold As-is.
PRICE: $5

ITEM: 3 conductor computer power cord.
DESCRIPTION: A very common power cord that most PC's use and other
appliances too. Is also the same cable used on the Commodore 1541 Floppy
drive.
PRICE: $3.50

=====COMPUTER ACCESSORIES===COMPUTER ACCESSORIES=====
====COMPUTER ACCESSORIES===COMPUTER ACCESSORIES======

ITEM: Clear Smoke Plastic bookshelf type 5.25 inch floppy holder
QUANTITY: 1
DESCRIPTION: Holds 15+ 5.25 inch floppys. Beige in color.
PRICE: 3.00

ITEM: Plastic bookshelf type 5.25 inch floppy holders
QUANTITY: 2
DESCRIPTION: Holds 10+ 5.25 inch floppys. Beige in color.

PRICE: 2.50 each

ITEM: Plastic bookshelf type 5.25 inch floppy holder
QUANTITY: 1
DESCRIPTION: Holds 5+ 5.25 inch floppys. Red in color.
PRICE: 1.50

=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====
=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====

TITLE: An Introduction to Applesoft BASIC (Apple IIc)
PUBLISHER: Simon Schuster Publishing
Copyright 1985 376 Pages Softcover
NOTES: A complete guide to programming BASIC on the Aplle IIc using Applesoft Basic. Great for novices or experienced users. Also teaches you how to use the Apple IIc and a thorough explanation of ProDOS. Easy to read and understand.
PRICE: $5.50

TITLE: Advanced Turbo C
PUBLISHER: Borland-Osborne/McGraw-Hill
Copyright 1987 397 Pages Softcover
NOTES: Each chapter presents a complete discussion of a Turbo C programming topic, such as: sorting & searching - stacks, queues, linked lists, and binary trees - operating system interfacing - statistics - encryption and compressed data formats - random numbers and simulations - expression parsers - converting Turbo Pascal to Turbo C. This book is highly recommended!
PRICE: $8

TITLE: Turbo C Users Guide
PUBLISHER: Borland International
Copyright 1987 299 Pages Softcover
NOTES: The Official Comprehensive, easy to understand manual for Borland Turbo C for the IBM Compatable Computer. A very good read and excellent source of information on programming in the Turbo C language. Recommended.
PRICE: $6

TITLE: Advanced Turbo C
PUBLISHER: Scott, Foresman and Co.
Copyright 1989 451 Pages Softcover
NOTES: If you are familiar with the basic fundamentals behind Turbo C then this book will help you push the programming envelope even further. This book provides tons of sample programs and even covers many useful applications such as menus, data entry screens, sorts, binary trees, hash tables, and more. This book is great for those who want to learn advanced programming techniques. Highly Recommended!
PRICE: $8

TITLE: Discover the World Wide Web with your Sportster
PUBLISHER: Sams.net Publishing

Copyright 1995 154 Pages Softcover
NOTES: An informative listing of places to visit on the WWW, also teaches you how to navigate the web and use its resources. Mainly for use for those with a USRobotics modem, but any modem will suffice. Very good for the Net Beginner (NEWBIE).
PRICE: $1

TITLE: Fortran with Style - Programming Provebs.
PUBLISHER: Hayden
Copyright 1978 164 Pages Softcover
NOTES: This book is very cool looking. The cover is laid out to look like a farmers almanac. This book teaches good programming techniques in fortran and some examples to improve your programming with superior programming techniques. This book is great.
PRICE: $4

TITLE: Fortran IV, Introduction to
PUBLISHER: McGraw Hill
Copyright 1983 330 Pages Softcover
NOTES: Another great book on the programming language of fortran. An interesting peice of computing history.
PRICE: $4

TITLE: Mastering WordPerfect 5
PUBLISHER: Sybex
Copyright 1988 710 Pages Softcover
NOTES: If you own Wordperfect 5.0 and want to reap the full capabilities of the program, then you need this book. This book also includes a cardstock cheat sheet with all of the WordPerfect keyboard shortcuts. This book is definately a must. I wish I had this book when I first bought Wordperfect 5.0, it would have saved me countless hours. Highly Recommended!
PRICE: $10

TITLE: Computing Fundamentals WordPerfect 5.0/5.1
PUBLISHER: Addison-Wesley Publishing Co.
Copyright 1990 158 Pages Softcover
NOTES: If you own Wordperfect 5.0 and want to run through an easy to understand tutorial of the features of the program then this may be the book you are looking for. Lots of examples and easy to read. A great way to get started quickly.
PRICE: $5

TITLE: WordPerfect 6.0 for Windows
PUBLISHER: WordPerfect Corporation
Copyright 1994 968 Pages Softcover
NOTES: If you own Wordperfect 6.0 for Windows and your dog ate your manual then this book is for you! This FAT book is the official manual for Worperfect 6.0.
PRICE: $6.50

TITLE: The McKinley Internet Yellow Pages 1996 Edition
PUBLISHER: New Riders
Copyright 1995 820 Pages Softcover
NOTES: Wow a book full of Internet sites/pages/ftp's that is set up just like your Yellow Pages Phone Book! Easy to use and read. An excellent resource for business or home use. Highly Recommended!
PRICE: $14

TITLE: Design with Microprocessors for Mechanical Engineers
PUBLISHER: McGraw Hill
Copyright 1992 594 Pages Hardcover
NOTES: This book is written for the non-electrical engineer, with its focus on design in consumer products, rather than on computers. This book points specifically toward making the mechanical engineer familiar with the microprocessor as a design tool at the chip/board level. This book gives step by step instructions on building a complete microprocessor based sytem, concentrating on the 6802 chip and 6805 and 6811 microcontrollers. Wow!
PRICE: $10

TITLE: The Official Guide to Corel Draw! 6 for Win95
PUBLISHER: Corel Press
Copyright 1995 749 Pages Softcover
NOTES: This excellent book gives you many tips and techniques for using Corel Draw! 6 to its fullest extent. This book will make you look like a Pro in no time at all. Very easy to understand and Highly Recommended! Book is in like new condition!
PRICE: $20 (This Book was originally $35)

TITLE: Sound Blaster 16 User's Guide
PUBLISHER: Creative Labs
Copyright 1994 Softcover
NOTES: For use with the Sound Blaster 16 bit sound card
PRICE: $1

TITLE: Sound Blaster User's Guide
PUBLISHER: Creative Labs
Copyright 1992 Softcover
NOTES: For use with the Sound Blaster sound card
PRICE: $1

TITLE: Ultimate Unauthorized Nintendo! Game Strategies
PUBLISHER: Bantam Books
Copyright 1989 332 Pages Softcover
NOTES: Full story lines, secrets, tips, index of enemies, friends and weapons for 100 of Nintendos Hottest games. Lots of tricks and secrets. This book is a must have for any Nintendo player.
PRICE: $5

TITLE: Working with Windows 3.1
PUBLISHER: Windcrest/McGraw-Hill
Copyright 1992 331 Pages Softcover
NOTES: This book will tell you everything you need to know to get

Windows 3.1 up and running fast. It will also teach you many advanced features in an easy to understand fashion, such as modification of windows default configurations, navigating through the DOS file system, and using the Windows utilities to their fullest extent. Highly Recommended.
PRICE: $6

======COMPUTER MAGAZINES=====COMPUTER MAGAZINES======
=====COMPUTER MAGAZINES=====COMPUTER MAGAZINES=======

TITLE: Internet Underground
ISSUE: Volume 1 Issue 2 (Jan. 1996)
NOTES: This is a very cool magazine about the internet, sites to see and such, from a counter-culture/hacker perspective.
PRICE: $2.00

TITLE: Windows Magazine
ISSUE: August 1995 to August 1997
NOTES: This magazine is very helpful for persons who use Microsoft windows (3.1,3.11, or Wind 95) Each issue is packed with tips/tricks and articles on getting the most from windows. Very handy to have.
PRICE: .50 each

======VINTAGE MAGAZINES=======VINTAGE MAGAZINES======
======VINTAGE MAGAZINES=======VINTAGE MAGAZINES======

TITLE: Kilobaud MICROCOMPUTING
ISSUES: Feb. 1980, March. 1980, Feb. 1981, May 1983
NOTES: Wow! These magazines are a RARE find! They were published in the days where real men built their own computers from Kits (Remember Heath Kits?), after market boards, and even by scratch. These magazines are a veritable goldmine of information and nostalgia. Very cool old micro-soft ads (When M-Soft was a small player in the feild), and the Apple computer ads that consisted of a pc board and no input or output devices (had to build your own apple!). WOW! My highest Recommendation!
PRICE: $5 each

<<<<<<<<<<<<<<<SHIPPING INFORMATION>>>>>>>>>>>>>>>

Customer is required to pay all shipping charges. Just send me your name and address with your order and I will calculate shipping. Most books (if they are not too heavy) I can send priority mail (3 day) for about $3 anywhere in the Continental US. Also please note that some days I am rather busy, so give me a couple of days before I ship (I will always try to ship day of order, but I do have a full time job.) Checks(I will accept personal checks but I must wait til they clear the bank before shipping) or Money Orders must be made payable to Jon Lucas.

Please Send all orders to: Vintage_Micro@yahoo.com not
(jonart@ix.netcom.com)
If you are interested in receiving this catalog plus future updates
and auctions Please send email with the word "Subscribe" in the subject
line.

Jon

1099. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6n1f$wRpzHB@peter.soemtron.sb.sub.de>
Source record: 66387

In article <Bounty Bob Strikes Back cheats>, reicher6@pilot.msu.edu (Tempest) wrote:

Howdy Tempest!

> Does anyone know of any cheats (ie. secret code numbers) or level warps
> for Bounty Bob Strikes Back (Atari 800 or 5200 version)?

i know only one cheat:

take the the flowerpot and hold "3" pressed in combination with START. You
will warp to level 4...

and by the way here some other populair cheats:

Donkey Kong jr:

go into pausemode press shift and type in "BOOGA"

then: S = next level
K = no collision

Henry's House:

press "cpm" (chris paul murray) in the title screen for endless live..

Ghostbuster:

name and bank number "LMAA","31562546" gives $999900.

Miner 2049er

press blind "2137826861"..press then shift 1-9 to change the level.

peter(thomas h.)
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1100. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D3F73B.4492@bellsouth.net>
Source record: 66454
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Stephen Judd wrote:
>
> In article <19980128.E64B8.1FC0@Spam-Free.UUCP>,
> Darren Spiteri <Spit@Spam-Free.UUCP> wrote:
> >Stephen Judd (judd@merle.acns.nwu.edu) wrote:
> >[snip]
> >
> >C'mon, don't be so boring, flaming other platforms is half the fun of
> >nostalgia computing. Ahh, just like the old days...
>
> Well, just as an observation, not only have I been involved in just about
> every major flamewar of the last four years, I have probably been the main
> source of fuel and oxidant as well (if not the cause). Oh well.
>
> Nope, "Can't we just be friends and live in a world without flamewars"
> just wouldn't be very credible coming from moi.
>
> As to "nostaliga computing"... who cares about nostaligia?
>
> evetS-

Anyone who remembers fondly finding a computer under the tree when they
were (insert age here)... or cutting grass for a year to finally hand
over the cash for their childish dream. Most people I know occasionally
stop and remember the good times. That doesn't necessarily mean they're
all behind us... but it's still nice...
If your question was rhetorical... please disregard this post ;-)

1101. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6b0s3i$ia5$1@alexander.INS.CWRU.Edu>
Source record: 66455

(Alan C. mentions 100 e-mails to spammers.)
Uhm. No. There's stuff you can do, theres anti-spam www site.
Sorry don't remember the url, but a yahoo for anti-spam will
find several anti-spam sites, with suggestions what to and not to
do. Mail bombs are frowned on. A single reply actually won't work
90% of the time because the return address is bogus.
Russ

1102. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6b0ug7$u1$1@news01.deltanet.com>
Source record: 66456

Once I got upset by a spammer who was sending me 5 messages a day, each in
triplicate. I tried sending the "remove" that the messages claimed would
stop the solicitation. Nothing. So I looked up the domain where the
messages were coming from, to complain about him to his ISP, and was
surprised by the fact that he was hosting his own services. From the
contact info on Internic, I got his number and *called him at work*.
I told him that I was going to call him every time I got a mail from him.
I was taken off the list immediately. Unfortunately you can't do that with
everyone, but that's the nice thing about administrating a mail server;
any time we get spam, I just add the domain to my "junkmail" rules and they're gone.

1103. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34D4448B.8CE55A7@erols.com>
Source record: 66457
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Alan Sharkis wrote:

> Didn't the second group also have to sign statements that they had no
> knowledge of the original BIOS?
>

Yes to maintain a "clean" creation....

> Rick Cortese <ricortes@netmagic.net> wrote in article
> <34d0bb11.0@news.netmagic.net>...
> >
> > pmulvey wrote in message <34D00999.9B2436EC@erols.com>...
> > >dklugh@iwaynet.net wrote:
> > >
> > >> On 1998-01-17 pmulvey@erols.com said:
> > >> >Bryan Edewaard wrote:
> > >> >> On Sun, 11 Jan 1998 23:40:18 GMT,
> > kenneth@spam.not.sayeth.i
> > >> >>(Kenneth Jennings) wrote:
> > >> >> . The PC only won
> > >> >> because IBM built such a simple machince and it got
> > cloned.
> > >> >IBM didn't want the PC cloned. They used off the shelf
> > components,
> > >> >
> > >> >but kept the information about its operating system (BIOS)
> > a
> > >> secret.
> > >> >It took the first company over 1 million dollars just to
> > legally
> > >> >reverse
> > >> >engineer the bios.
> > >> >
> > >> Why would you need to reverse-engineer it.Just make your own
> > >> BIOS.Didn't people
> > >> know how the hardware worked?
> > <snip>
> > >There were LEGAL reasons to reverse-engineer the BIOS. The
> > people at
> > >Compaqunderstood that they wanted complete compatability with
> > the IBM
> > >software. Yes they
> > >could have simply written a BIOS but that would have opened the
> > >possibility of compatability

> > >problems. At the time this wasn't acceptable.
> > Too obvious of a troll, really to busy to post, but...
> > This is not right, IBM published "The Technical Reference for the
> > Personal Computer XT". I have a copy. It has the COMPLETE
> > COMMENTED source code for the BIOS. 2nd poster is right, just to
> > add a few details on what I was told about the reverse
> > engineering that went on at AWARD, Phoenix, Compac, etcetera.
> > What they did: One group of programers read the bios source code
> > & wrote a specification that was handed to the 2nd group of
> > programmers. i.e. write a routine that initializes the disk drive
> > & passes the information to a routine that loads the boot
> > sectors. This insured a work alike BIOS w/o contamination from
> > the Copyrighted source code. As a matter of fact, a former
> > Atarian, Charles Marslett of MyDOS fame, was one of the
> > programmers for the Phoenix BIOS.
> > Rick
> >
> >
> >

1104. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34D446AE.CFF1E941@erols.com>
Source record: 66458
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Brent Buescher wrote:

> pmulvey <pmulvey@erols.com> writes:
>
> > There were LEGAL reasons to reverse-engineer the BIOS. The people at
>
> > Compaq understood that they wanted complete compatability with the
> > IBM software. Yes they could have simply written a BIOS but that
> > would have opened the possibility of compatability problems. At the
> > time this wasn't acceptable.
>
> Well, it was acceptable at the time, there were a plethora of
> MS-DOS/CPM-86 machines in the mid-eighties that were not 100% IBM
> compatible. Some weren't even close.
>
> 100% IBM compatibility was a huge competitive advantage for those that
>
> achieved it, like Compaq.
>
> Brent

I was referring to the fact that for the reverse-engineering project
that Compaq
began they wanted 100% compatability. That is the acceptability I was
referring
to since other equipment like Heath used the same hardware but the Bios
was
different. (In this case pre-dating the IBM Bios.)

1105. FS: Atari 600XL Portland, OR

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: esallen@aracnet.com
Message-ID: <6b16j1man1@spitting-spider.aracnet.com>
Source record: 66459

We have an Atari 600XL in the original packaging, including power supply, TV switch box, owners' guide and Basic reference guide. According to the box, the system has 16k memory and Basic built in. The serial number label has 3 numbers: '83AEA' in small type, '130389' in large type, and '184' looks like it was stamped on. The box also has a sticker identifying the system as "The Official Home Computer of the 1984 Olympics".

We're offering the unit for sale to whoever makes a good offer first. Those of you who might not be in the market but would know the current market value of such a system, we'd appreciate you dropping us a line to tell us what you think it's worth. We're located near Portland, OR, but are open to shipping the system anywhere.

1106. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980201074101.CAA15271@ladder03.news.aol.com>
Source record: 66460

In article <6asqindbt1@globe.lynx.bc.ca>, "Eugene Wong"
<eugenewong@spiderweb.ca> writes:

>To solve the problem of junk mail (ie: pyramids, xxx sites and stuff not
>related to the newsgroup) maybe we should each reply directly to the
>sender everytime he sends us one.

>With thousands of replies he'll be overwhelmed.

Actually, the best ways is to either ignore them, or if they REALLY get
bothersome, see what the postmaster at your ISP can do. Many times these junk
messages are trolls for Email addresses, and I'm already getting SPAMmed out
the ass by these bastards.

Spammers and other obnoxious morons cheerfully ignored.

1107. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6b1amu$ilm@freenet-news.carleton.ca>
Source record: 66461

AsciiRider (atebit@wwa.com) writes:
> Steven J. Tucker wrote:
>>
>> RACK2000 (rack2000@aol.com) writes:
>> > if someone will send me the REGISTERED version of APE 1.15 or 1.16, i will make
>> > a PERFECT .atr copy of the FULL uncracker version of Rescue on Fractalus AND
>> > Ballblazzer, FULL uncracker both with intro animations (there only on the
>> > UNCRACKED,FULL)
>> >
>>
>> Since your the type of dirtball that prefers to steal rather than
>> work, why not just knock over a liquor store or steal your
>> grandmothers social security check for the money to buy it?
>>
>> Seems simpler, and you might have some money left over for crack.
>>
>> Steve
>> --

> This is taken from the GNU site:

[anti-copyright stuff clipped]

Why should I care what the FSF thinks of copyrighted software? Do you have
some opinion to express, or did you just feel like playing cut and paste?

> You really don't need to call people dirtballs.

Dirtballs are dirtballs. Why should I be apologetic for his behavior?

> I've seen really mean posts from you in the past, and for that reason I
> will never send you any money. I've stopped using your program so please
> save yourself some time by not talking crap about me.

I never posted anything about you. If you didnt like my opinion and
you decided to take it personally, thats your problem. If you are
RACK2000@aol.com, the only person I replied to, then I guess you
have a real reason to feel bad.

If I was ever nasty to anyone in this group without a reason I would
be the first to apologize. I dont recall ever insulting anyone for
kicks though.

> Get over yourself.

Your right, i'm such a egomaniac that I actually had the nerve to reply, and
then go way off the deep end using _sarcasm_ to drive home a point.

Your pointing out my egomania, combined with your clippings from the Free Software Foundations web page have brought me to my knees, and shown me the way to a better, meeker me.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1108. Re: WTB: Power Supplies for 1050 DD and 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Eight Bitter <erasmus@the.6502.old-folks.home>
Message-ID: <Pine.GSO.3.96.980201040617.19991A-100000@iglou2>
Source record: 66462

On Tue, 27 Jan 1998, Hugh Falk (hughfalk att mindspring fullstopp
com) wrote:
->Want to buy power supplies for the 1050 DD disk drive [etc.] ...

Contact ATV or B&C. ATV (American Techna-Vision), San Leandro,
California, can be reached at e-mail address: rmax99 att ix
fullstopp netcom fullstopp com. B&C Computervisions, Santa Clara,
California, has the web address: http colon slash slash www
fullstopp myatari fullstopp com.

(In order to foil spammers, punctuation marks are spelled out
as words in these addresses.)

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

1109. game Cartridges for Trade (also a 400)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <34D446B8.2F5D@texas.net>
Source record: 66463

I have the following game Cartridges for Trade. No cash offers.
Please send offers / lists of carts you have for trade. Thanks!

ASTEROIDS
ASTROCHASE
ATARIWRITER
BASIC
BUCK ROGERS
BUG HUNT XE
CENTIPEDE
CONGO BONGO
FROGGER
GYRUSS
KINDERCOMP
K-RAZY ANTIKS
ONE-ON-ONE BASKETBALL XE
PAC-MAN
PITSTOP
SPACE INVADERS
STAR RAIDERS w/instructions & box
STAR WARS:THE ARCADE GAME
STAR WARS:RETURN OF THE JEDI-DEATH STAR BATTLE
TURMOIL

I also have an Atari 400 w/power supply for trade.

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mj*beau@texas.net

1110. Re: looking for terminal emulation program

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Eight Bitter <erasmus@the.6502.old-folks.home>
Message-ID: <Pine.GSO.3.96.980201042028.19991D-100000@iglou2>
Source record: 66464

On 29 Jan 1998, Daniel Woodard (woodardd att dma fullstopp org)
wrote:

-> I found an Atari 130XE for $5 ... I now have everything
-> ... except for a VT100 terminal emulation program.

Among the older VT-100 programs I'm familiar with, the only
really good one for Atari 8-bits was a 1983 mainframe emulator
called Chameleon, but I've only seen it on disk. (Note: this is
presumably NOT the same as some other program of the same name
that existed in the "IBM" world.)

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

1111. Re: Connecting a INDUS drive it pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Eight Bitter <erasmus@the.6502.old-folks.home>
Message-ID: <Pine.GSO.3.96.980201043035.19991F-100000@iglou2>
Source record: 66465

On Thu, 29 Jan 1998, tom cody (tom underline cody att one
fullstopp net) wrote:

-> How can I connect my INDOS drive to my pc so I can copy file
->to and from the pc to be used on my atari 400/800/130xe?

You don't need to. Your Indus drive is a true double density-
capable drive. It's compatible with both true double density and
the "standard" single density. You can use the Indus to format
disks in double density and then copy all your single density disks
to double density. Those "DD" disks can then be read (or written
to) on your "IBM" compatible computer by using the "Util" program.
What 8-bitters refer to as a two-sided, double-density, 5 1/4-inch
floppy disk is the same density level that Beemers call 360K.

(For best use of the "Util" program, look around for the docu-
mentation file I compiled on it.)

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

1112. Re: 5 1/4 -> PC-HD ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Eight Bitter <erasmus@the.6502.old-folks.home>
Message-ID: <Pine.GSO.3.96.980201044416.19991G-100000@iglou2>
Source record: 66466

On Thu, 29 Jan 1998, omar (omar att zedat fullstopp fu hyphen
berlin fullstopp de) wrote:

-> i have a 1,2mb - 5 1/4 disk in my pc and I want to get my atari-
->stuff on it, stored on mostly dd-atari-formatted disks (on a 1050
->with DOS 2.5).

I'm not familiar with the programs you mentioned, but your
troubles might be due to the fact that the souped-up density level
used by Dos 2.5 on the 1050 -- commonly, and more properly, referred
to as "enhanced density" or "1.4 density" (1,4 in European notation)
-- isn't the same as true double density (DD), which is a 360K total
for both sides of the disk. If you could find a true double density
Atari drive, you could copy your 1.4-density files into true double
density and then read those DD disks on your "IBM" compatible com-
puter using the "Util" program.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1113. Re: FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Eight Bitter <erasmus@the.6502.old-folks.home>
Message-ID: <Pine.GSO.3.96.980201045636.19991I-100000@iglou2>
Source record: 66467

On Fri, 30 Jan 1998, Jon Holford (jholford att mail fullstopp
bcpl fullstopp lib fullstopp md fullstopp us) wrote:

[for-sale ad snipped]
->Prices do not include shipping ...
->Feel free to ask any questions

Okay, here's one. Why are your asking prices twice as high as
today's market?

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

1114. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Eight Bitter <erasmus@the.6502.old-folks.home>
Message-ID: <Pine.GSO.3.96.980201050152.19991J-100000@iglou2>
Source record: 66468

On Fri, 30 Jan 1998, Thomas J. Andrews (tandrews16 att delphi
fullstopp com) wrote:

-> What order do you turn things on? ... The power switches for
->everything but the computer and printer are on all the time, and
->I power everything up and down with the power tap master switch.
->Normally, I hit the master switch, then the computer. The printer
->stays off unless I'm using it. I've never had a problem with
->doing this ...

You seem to have been answering somebody else's question when
you posted this. The procedure you give is close to the theoretical
ideal but since the printer is a peripheral, in theory it would be
better to turn it on before powering up the computer so that your
Dos (and whatever program you may be loading in) can handshake with
the printer. (See "Your Atari Computer," by Lon Poole, et.al.)

In practice it doesn't matter most of the time, but in theory
this order would save having to hit the "system reset" key when
you turn your printer on in order to force the handshaking. This
may be more important when using non-Atari Company printers hooked
up thru an interface as opposed to being daisy-chained. With some
programs (like Atariwriter) hitting "system reset" causes no ill
effects, but there were other programs where this couldn't be done
because of possible data loss, and one would pay a price (like
having to do extra saves and rebooting) for not having turned the
printer on when booting up. I've long had two printers hooked up
to the 8-bit (one daisy-chained and one not) and have to make sure
one is "off" in order for the other to be turned on, so perhaps I
have more experience with the need to use "system reset" than users
of only one printer.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Error 216: Tagline out of paper! *

1115. Re: FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6b1r94$g8a$2@news01.deltanet.com>
Source record: 66469

Are they that unreasonable? The last price quote I got from "today's market"
for an 850 was $39.95. Granted, it was in the box/manual/warranty format, but I don't think
$25 is so unreasonable. I bought the 850, and he paid the shipping as well. If it works,
I'll be really happy with the deal.

Aaron

Eight Bitter (erasmus@the.6502.old-folks.home) wrote:
: On Fri, 30 Jan 1998, Jon Holford (jholford att mail fullstopp
: bcpl fullstopp lib fullstopp md fullstopp us) wrote:
:
: [for-sale ad snipped]
: ->Prices do not include shipping ...
: ->Feel free to ask any questions
:
: Okay, here's one. Why are your asking prices twice as high as
: today's market?
:
: >>>---<<<
: >>> david moeser -- erasmus att iglou dott com <<<
: >>> Censornati, Ohio - USA <<<
: >>>---<<<
: * ATARI -- Love it or leave it! *

1116. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_886330665@rtfm.mit.edu>
Source record: 66470
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1117. Re: WTB: Power Supplies for 1050 DD and 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34D48FC2.7FAD23ED@sisna.com>
Source record: 66471

Just a suggestion:

Don't spend the money for a power supply for the 1027 printer, not worth the money.

The original Atari Service manual advises you to change out the Mech when problems
crop up. This was the worst printer for the money they produced. There are several
direct connect printers much better than this one, and many dot matrix useable through an
850 or simular type interface that you will be much happier with the resulted printing.

And they are in the low price bracket..about as much as the power supply for the 1027.

bob

1118. Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980201101954.17876D-100000@fissure.scar.utoronto.ca>
Source record: 66472

We know the Atari 8bit has been in Canada, the US, the UK, Eastern Europe (poland et al), Australia, New Zealand, but does anyone know if the Atari 8bit ever took off in places like the middle east, China, Japan, etc? I am curious if the 8bit existed in these places, if any software was released from these countries...

Can anyone provide info on this?

Alan
University of Toronto
Computer Science, Management and Economics

1119. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980201102926.17876F-100000@fissure.scar.utoronto.ca>
Source record: 66473

On 1 Feb 1998, James R. Gilbert wrote:

>
> (Alan C. mentions 100 e-mails to spammers.)
> Uhm. No. There's stuff you can do, theres anti-spam www site.
> Sorry don't remember the url, but a yahoo for anti-spam will
> find several anti-spam sites, with suggestions what to and not to
> do. Mail bombs are frowned on. A single reply actually won't work
> 90% of the time because the return address is bogus.
> Russ

True... out of all the SPAM I get, maybe 1% actually have a legit e-mail address.. and those are the "nice" spammers that write "To be removed from our emailing list, type remove in the subject area.

I will visit an Anti-Spam Site and see what I can do..

its unfortunately I cannot disguise my e-mail address because of u of T regulations. (We are told it would open a realm of abuse if students hid their e-mail accounts...) (The most devious students simply use netscape for email.. i use the PINE program)

1120. ANIX

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980201104454.17876H-100000@fissure.scar.utoronto.ca>
Source record: 66474

I saw a littel blurb about ANIX, the Atari 8bit version of Unix,mentioned
by michael current.. did this project ever materialize into something
tangible or is it still "on the drawing board"?

Alan
University of Toronto
Computer Science, Management and Economics

1121. new atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6b27rm$p12$1@belzebul.imaginet.fr>
Source record: 66475

```
i've wrote a new version of my atari web site, because the older one had
problemes to change pages......
http://wwwusers.imaginet.fr/~pamuller/
```

1122. Re: FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6b29et$8n3$1@newsd-124.bryant.webtv.net>
Source record: 66476

His prices were okay I thought, at least on the software. You could always make him an offer on the systems.

Jon, does the Atari Writer cartridge come w/ box and manuals?

vs

1123. BBS List for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6b29ao$8mu$1@newsd-124.bryant.webtv.net>
Source record: 66477

I've done several net-searches trying to find a current list of BBS's divided into states and regions. I would like to find a BBS that's a local call for me (336 area code) so I could do some classic telecommunicating. Also would like to start an Atari 8bit BBS w/ the most user-friendly BBS program.

Anyone know of such a list, or advise on the BBS program?

vs

1124. Re: Atari 800 System For Sale-cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <34d4c7f0.0@news.one.net>
Source record: 66478
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <6b02gm$k9$1@lwnws01.ne.highway1.com>, "Chip Towle" <ctowle@mediaone.net>
wrote:
>Hello!
>
>I have a complete Atari 800 system, 810 Disk Drive, Cassette Recorder, etc.
>A whole box of cartridges and games. 2 boxes of stuff ready to go.
>
>Everything works.
>
>I prefer not to throw this in a landfill, and I saw these newsgroups.
>
>I live in the greater Boston area, so if you're local come and get it!!
>
>If not, I have no problem shipping this stuff for the COD fee ONLY. I'm
>guessing probably around $30 per box for shipping, etc.
>
>Please let me know soon...
>
>-Chip
>

I'll take it, I wrote you email last night
>
>
>

1125. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34D4D99C.69D2@wwa.com>
Source record: 66479

Steven J. Tucker wrote:
>
> AsciiRider (atebit@wwa.com) writes:
> > Steven J. Tucker wrote:
> >>
> >> RACK2000 (rack2000@aol.com) writes:
> >> > if someone will send me the REGISTERED version of APE 1.15 or 1.16, i will make
> >> > a PERFECT .atr copy of the FULL uncracker version of Rescue on Fractalus AND
> >> > Ballblazzer, FULL uncracker both with intro animations (there only on the
> >> > UNCRACKED,FULL)
> >> >
> >>
> >> Since your the type of dirtball that prefers to steal rather than
> >> work, why not just knock over a liquor store or steal your
> >> grandmothers social security check for the money to buy it?
> >>
> >> Seems simpler, and you might have some money left over for crack.
> >>
> >> Steve
> >> --
>
> > This is taken from the GNU site:
>
> [anti-copyright stuff clipped]
>
> Why should I care what the FSF thinks of copyrighted software? Do you have
> some opinion to express, or did you just feel like playing cut and paste?

I agree with the FSF. I don't think that "stealing" software is anything like stealing social security checks. I didn't "cut and paste" it only for your benefit. And I won't bring myself down to
your level by insulting you. Sorry.

Are you the only one who gets to express his opinion?

>
> > You really don't need to call people dirtballs.
>
> Dirtballs are dirtballs. Why should I be apologetic for his behavior?
>

Sure dirtballs are dirtballs. But using your software without paying for it does not make somebody a dirtball.

> > I've seen really mean posts from you in the past, and for that reason I
> > will never send you any money. I've stopped using your program so please

> > save yourself some time by not talking crap about me.
>
> I never posted anything about you. If you didnt like my opinion and
> you decided to take it personally, thats your problem. If you are
> RACK2000@aol.com, the only person I replied to, then I guess you
> have a real reason to feel bad.
>
> If I was ever nasty to anyone in this group without a reason I would
> be the first to apologize. I dont recall ever insulting anyone for
> kicks though.
>

If the only thing you wanted to do was reply to RACK2000 you should have used email only. You wanted everyone
one here to know exactly how you felt about "piracy". So did I, and that is why I posted the FSF thing...

> > Get over yourself.
>
> Your right, i'm such a egomaniac that I actually had the nerve to reply, and
> then go way off the deep end using _sarcasm_ to drive home a point.
>
> Your pointing out my egomania, combined with your clippings from the Free
> Software Foundations web page have brought me to my knees, and shown me the
> way to a better, meeker me.
>
> Steve
> --

Whatever. I wasn't trying to convince you of anything. I was just presenting a different point of view, one I
happen to agree with.

Steve, you were really nice to me. I called your home and you helped me build a cable. The only reason I
didn't buy your software was because I couldn't get it to work with an internal modem on a laptop. I think
your product is great. I just think that calling people dirtballs and thieves is crap.

> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines

AsciiRider
atebit@wwa.com

1126. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6b2lr7$kkp@bgtnsc03.worldnet.att.net>
Source record: 66480

```
Alan Christie wrote:
>
> On 1 Feb 1998, James R. Gilbert wrote:
>
> >
> > (Alan C. mentions 100 e-mails to spammers.)
> > Uhm. No. There's stuff you can do, theres anti-spam www site.
> > Sorry don't remember the url, but a yahoo for anti-spam will
> > find several anti-spam sites, with suggestions what to and not to
> > do. Mail bombs are frowned on. A single reply actually won't work
> > 90% of the time because the return address is bogus.
> > Russ
>
> True... out of all the SPAM I get, maybe 1% actually have a legit e-mail
> address.. and those are the "nice" spammers that write "To be removed
> from our emailing list, type remove in the subject area.
>

and most of those replies you make "to be removed..etc..etc.." are
actually traps to confirm your real address for future lists.
--
Remove the extra "h" if you wish to reply.
```

1127. Re: Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34D4EB18.261E@pacbell.net>
Source record: 66481

Alan Christie wrote:
>
> We know the Atari 8bit has been in Canada, the US, the UK, Eastern Europe
> (poland et al), Australia, New Zealand, but does anyone know if the Atari
> 8bit ever took off in places like the middle east, China, Japan, etc? I
> am curious if the 8bit existed in these places, if any software was
> released from these countries...
>
> Can anyone provide info on this?
>
> Alan
> University of Toronto
> Computer Science, Management and Economics

Our computer club, the SLCC, had a Japanese member. I don't believe that
he was a serviceman or anything like that. Since he had to join a club
5000 miles away, I would guess that Japan was not a hotbed of Atari
8-bit activity.

Bob

1128. Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-01 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <01bd2f61$a03b0e80$0c9139d1@p6683>
Source record: 66482

Does anyone have any updated link to those who were publishing Atari Classics, i.e. Bob Wooley et. al. Is Atari Classics still being published? I had a brief lapse, but then sent in a check to get back aboard a looooooong time ago ... the check hasn't come back through the banks yet, and I have been singularly unsuccessful at contacting anyone about it.

rwarenz@infinet.com

1129. 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D5308B.10F2@bellsouth.net>
Source record: 66388

I found some 800xl computers priced at $7.88 apiece... I'm not sure
about their condition but they look pretty good...

1130. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6b37jd$qal@freenet-news.carleton.ca>
Source record: 66389

AsciiRider (atebit@wwa.com) writes:
>>
>> [anti-copyright stuff clipped]
>>
>> Why should I care what the FSF thinks of copyrighted software? Do you have
>> some opinion to express, or did you just feel like playing cut and paste?
>
> I agree with the FSF. I don't think that "stealing" software is anything like stealing
> social security checks. I didn't "cut and paste" it only for your benefit. And I won't
bring myself down to
> your level by insulting you. Sorry.

Would you feel ok about printing your own currency if someone called
the Free Money Foundation agreed with you that it was ok?

Stealing is stealing IMHO. Just a difference of opinion I guess.

> Whatever. I wasn't trying to convince you of anything. I was just presenting a different
point of view, one I
> happen to agree with.
>
> Steve, you were really nice to me. I called your home and you helped me build a cable.
The only reason I
> didn't buy your software was because I couldn't get it to work with an internal modem on
a laptop. I think
> your product is great. I just think that calling people dirtballs and thieves is crap.

I called a thief a dirtball and a thief, nobody else. If he didn't want to
be called a thief in public, he shouldn't have been trying to do it
in public.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1131. Re: Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <34D58851.57EEAF07@erols.com>
Source record: 66390

Alan Christie wrote:

> We know the Atari 8bit has been in Canada, the US, the UK, Eastern
> Europe
> (poland et al), Australia, New Zealand, but does anyone know if the
> Atari
> 8bit ever took off in places like the middle east, China, Japan, etc?
> I
> am curious if the 8bit existed in these places, if any software was
> released from these countries...
>
> Can anyone provide info on this?
>
> Alan
> University of Toronto
> Computer Science, Management and Economics

One of our user group members E. Terrance Madden brought in a photo
that
was taken in Russia. We magnified the image and saw the 8-bits being
used
as the computers and on the blackboard the programs were in ATARI BASIC!

As far as software from Russia, I haven't seen any....

1132. FS: (UK) Atari 400, Atari 800XL and ATR8000 - full catalogue

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: John Fletcher <J.P.Fletcher@aston.ac.uk>
Message-ID: <34D5968A.5A59@aston.ac.uk>
Source record: 66391

CONTENTS
========

Atari Computer Hardware
Other computer Hardware including ATR-8000
Atari Manuals
ATR8000 Manuals
Atari & other Cartridges
Disk Software for ATARI
Disk Software for the ATR 8000
Software on tape
Atari Books
Z80 Books

Enquiries and offers to J.P.Fletcher@aston.ac.uk

I have not given any prices as I have no idea what to ask.
Location is Birmingham U.K.

As people have asked about versions I have given as much information
e.g. serial numbers as I can.

1st Feb 1998

Atari Computer Hardware
=======================

Atari 400 (48K memory and enhanced keyboard.) BOX
BY 102004 G151 BY 108398-16 Hard Plastic Lid
Atari 410 Program Recorder BOX
103 028560
Atari 810 Disk Drive AZ 035879 BOX
Atari 850 Parallel and Serial Interface AN 006670 (241) BOX
Atari Joysticks (Pair) (CX 40-04) BOX
Atari 800XL - 83AHU 05794 034 (UK)

Complete with all power packs and cables including a printer cable for
the Atari 850 and cable to connect from the 800XL to composite video.
For details of manuals see Atari Manuals section.

Other computer Hardware including ATR-8000
==

SWP ATR-8000 (Z80 with 64K) plus Co-Power-88 (8088 with 256K memory)
Twin 5.25" disk drives in cabinet with own mains transformer.
(DS/DD 360K per drive)
Twin 8" disk drives in cabinet with own power mains transformer.

(DS/DD 1.2Mbyte per drive)
K&N Electronics Acoustic coupler with several cables.

Mains cables, cable to Atari and ribbon cables to peripherals.
Cables and software permit all four drives to be connected at the same
time.

Also some 8" disks including some unused.

Atari Manuals Date
========== ====

400/800 Basic Reference Manual 1980 Disk
Operating System II Reference Manual and master disks 1981 400/800
Technical Reference Notes CO16555 Rev A 1982 De Re Atari
(Technical description) 1982 Atari 850
Operator's Manual CO15953 Rev 1 1980 Operating
System Source Listing 1981 Programmer's
Card 800XL Basic Reference Manual 1983
800XL PAL TV instructions (multilingual) 1983
800XL Owner's Guide 1983

ATR8000 Manuals
==========

I have all the manuals supplied with the ATR 8000 covering both
hardware and software issues, plus newsletters from the manufacturer
and correspondence with the supplier. The 5.25" disk drives were put
together for me by the supplier and I have a manual for those.

Atari & other Cartridges
==========

ATARI CXL4002 BASIC
ATARI Computer Chess CXL4009
ATARI Telelink 1 CXL4015

OSS MAC/65 + ACTION (Two cartridges) Manual and binder.
Assembler and C like language.

Disk Software for ATARI
==========

Data Soft Graphic Generator Disk Manual Box
Data Soft Graphic Master Disk Manual Box
Data Soft Text Wizard Disk Manual Box
Quality Software QS Forth Disk Manual Binder
Smartware Inter-Lisp Disk Manual Binder
Smartware Basic Compiler Disk Manual Binder
APX (Program exchange) Atari Pascal Disks Manual Binder
Synapse File Manager + Disk Manual Binder
SSI Tigers in the Snow (GAME) Disk Manual Box
Multiviewterm Disk and cable

Disk Software for the ATR 8000
==============================

Autoterm
Autoterm 80 (80 column boot disk)
CP/M operating system
Various CP/M software (Wordstar, Supercalc, dBase II and others)
CP/M 86 operating system
MSDOS 2.11 operating system
Software to read ATR8000 format disks on a PC with 5.25" drive.

Software on tape
================

An invitation to program (BASIC)
Super Cube
Electric Starfish
Savage Pond
Boulder Dash
Boulder Dash IV
Caverb Commander
Cannibals
Up up and away
Speed Ace
Spy vs Spy
Stratosphere
Mr Dig
Missing Droid

Atari Books
===========

Atari Basic Self teaching guide
Virgin Games for you Atari
Compute! Third Book of Atari
Compute! First book of Atari Graphics
Compute! Mapping the Atari (1983)
Compute! Mapping the Atari (Revised edition 1985)
(Covers XL and XE computers)
Compute! Machine Language for Beginners
Compute! Inside Atari DOS
Sybex Programming the 6502 Zaks
Sybex Advanced 6502 programming Zaks

Z80 Books
=========

Sybex Programming the Z80 Zaks
Sybex The CP/M hanbook with MP/M Zaks
Sybex Doing Business with Supercalc Trost
Sybex Mastering CP/M Miller
Sams CP/M Primer Murtha & Waite 1980
Addison-W dBase II developing apps Shaw

END OF LIST
==========

Dr John P. Fletcher
Department of Chemical Engineering and Applied Chemistry (CEAC),
Aston University, Fax: (44) 121 359 4094
Aston Triangle, Email: J.P.Fletcher@ASTON.AC.UK
BIRMINGHAM B4 7ET U.K.

CEAC Web site http://www.ceac.aston.ac.uk/

1133. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Enqy0L.zH@cix.compulink.co.uk>
Source record: 66392

In article <aGaDEEAGGj00Ew7I@valeofdreams.demon.co.uk>,
atari@valeofdreams-dot-demon-dot-co-dot.uk (Mark Ormerod) wrote:
> Depends on the particular branch - the nearest one to me is Southend
> which -never- has any Atari bits in it. Hmm. This many Atari 8-bt users
> in the area? My god, we'll be starting a user group up next :)
I'm in Southend but don't have any 8bit stuff these days. I used to
virtually live in Maplin's in the early 80's drooling over all their 8bit
stuff and later on at 'Mike's Computer Shop' which had all the ST stuff.
Oh, happy days!

There is a big boot-fair down the A127 that used to have a lot of 800 &
600 machines and one guy used to have boxes full of 2600 carts at £1 each.
I must have bought 40 or 50 from him!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1134. Re: FS: (UK) Atari 400, Atari 800XL and ATR8000 - full catalogue (correction)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: John Fletcher <J.P.Fletcher@aston.ac.uk>
Message-ID: <34D5AA50.1611@aston.ac.uk>
Source record: 66393

John Fletcher wrote:

CONTENTS
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Atari Computer Hardware
Other computer Hardware including ATR-8000
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Disk Software for the ATR 8000
Software on tape
Atari Books
Z80 Books

Enquiries and offers to J.P.Fletcher@aston.ac.uk

I have not given any prices as I have no idea what to ask.
Location is Birmingham U.K.

As people have asked about versions I have given as much information
e.g. serial numbers as I can.

1st Feb 1998

Part of the catalogue became scrambled during cut and paste. Here is
the corrected version.

John

Atari Manuals Date
========== ====

400/800 Basic Reference Manual 1980
Disk Operating System II Reference Manual and master disks 1981
400/800 Technical Reference Notes CO16555 Rev A 1982
De Re Atari (Technical description) 1982
Atari 850 Operator's Manual CO15953 Rev 1 1980
Operating System Source Listing 1981
Programmer's Card
800XL Basic Reference Manual 1983
800XL PAL TV instructions (multilingual) 1983
800XL Owner's Guide 1983

1135. Old days Atari 8 bit adventures

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: wildc@nshsn1.agw.bt.co.uk
Message-ID: <34D5ABF1.EFE@nshsn1.agw.bt.co.uk>
Source record: 66394

To all those who sweated out their teen years trying to crack the Scott Adams and Channel 8 Adventures - here is the chance to relive it all.

http://www2.rz.hu-berlin.de/inside/angl/people/pdd/advent.html

There are also hint executables for download also.

What is the best up and running archive for .atr FTP game files ?

Have fun

cj

1136. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <+5b6bEAGic10EwEd@valeofdreams.demon.co.uk>
Source record: 66395

<SNIP>
>I'm in Southend but don't have any 8bit stuff these days. I used to
>virtually live in Maplin's in the early 80's drooling over all their 8bit
>stuff and later on at 'Mike's Computer Shop' which had all the ST stuff.
>Oh, happy days!
>
>There is a big boot-fair down the A127 that used to have a lot of 800 &
>600 machines and one guy used to have boxes full of 2600 carts at ï¿½1 each.
>I must have bought 40 or 50 from him!
>
>
<SNIP>

I'm in Leigh-on-Sea (just round the corner as it were). Hmm. Bet he's no
longer there... Best place as I said round here is CC in Basildon, but
thats really only for hardware.

Dixons in Chester used to be the best place for Atari kit in the '80s
for me. I remember when they had a couple of 810 drives mispriced at
ï¿½40, Funnily enough, that's where mine came from. That drive is long
since dead, as is my old Atari 800. Although it was great to pick up an
800XL, I really miss my disk drive. Sitting there, fingers crossed while
the tape drive goes 'chug chug' reminds me of just -how much- ... Worth
it though when For Apocalypse comes up on the screen.

They also had a 520STFM in CC w couple of week ago for ï¿½30 (was very
tempted) but you can find better ST's for less in the small ads sections
mostly. They also had a Jaguar (which I think was the -first- 16 bit
console - way ahead of nintendo/sega). Seems people are also writing
games for it as well. I think that was about ï¿½20 so I might pick it up.
Dunno how good (apart from tempest 2000) they are tho'. And also whether
my Fiance wil let me have any more computers in the house...
--
Mark Ormerod

1137. Re: FS: Atari 600XL Portland, OR

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980202160501.LAA25286@ladder02.news.aol.com>
Source record: 66396

For comparison, I saw last month at a computer store an unopened Atari 600XL package that included Atariwriter and a printer for 65$.

Bostone1@aol.com

1138. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980202160501.LAA06536@ladder03.news.aol.com>
Source record: 66397

Well, this thread is about done. AsciiRider's rep is pretty much mud now in this newsgroup. Que sera sera.

Bostone1@aol.com

1139. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: Vadasi Mark <vm205@hszk.bme.hu>
Message-ID: <Pine.GSO.3.96.980202170524.6383C-100000@ural2>
Source record: 66398
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

PC in 1977? No way.The I8086 was introduced in 1979.And the 8088 came after
the 8086.
I think...
BYE!

1140. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34D5F782.5E0625D1@wwa.com>
Source record: 66399

Why? Because I have an unpopular opinion about what the word stealing (in respect to software copyright) means?
Perhaps I chose the wrong time and place to discuss it. Nobody's perfect.

Bostone1 wrote:

> Well, this thread is about done. AsciiRider's rep is pretty much mud now in
> this newsgroup. Que sera sera.
>
> Bostone1@aol.com

1141. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Enrl5q.8Kw@cix.compulink.co.uk>
Source record: 66400

In article <+5b6bEAGic10EwEd@valeofdreams.demon.co.uk>,
atari@valeofdreams-dot-demon-dot-co-dot.uk (Mark Ormerod) wrote:

> They also had a 520STFM in CC w couple of week ago for £30 (was very
> tempted) but you can find better ST's for less in the small ads sections
> mostly. They also had a Jaguar (which I think was the -first- 16 bit
Jaguar is 64bit, not 16bit.

> Dunno how good (apart from tempest 2000) they are tho'. And also whether
> my Fiance wil let me have any more computers in the house...
It had some good games but its dead as a dodo since Atari closed down.
There are/was a handful of 3rd party games still being done for it but i
wouldn't hold your breath. Other good games were Iron Soldier,
AlienvPredetor and some rally game I really liked too.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1142. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: mat.arrgh@nospam.demon.co.uk
Message-ID: <19980202195628174707@arrgh.demon.co.uk>
Source record: 66401

Paul Irvine <mclane@dellos.demon.co.uk> wrote:

> Damn, I always am the bloke who hears that so and so saw one of those
> computers you like for 2 pounds down at the boot sale. I go there and
> theres nothing to see....typical...:)

You are in Walthamstow, eh? Try the boot sale by the Hackney
dogtrack/speedway stadium next sunday. Apparently there is a bloke there
who always has retro computing goodies for sale. I would love to verify,
but not even the prospect of picking up cheap hardware will get me out
of bed on a Sunday morning.

Ooh.. and if you get the W15 Hoppa from W'stow to Hackney, give us wave
as you go down Grove Green Road :)

toodle pip
mat
--
By reading my humble post you have made my life complete. Thank you.
http://www.arrgh.demon.co.uk | mat@arrg□h.SPAM.demon.co.uk
[the anally retentives retro games home]

1143. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <mzVXTGAVjj10EwXZ@valeofdreams.demon.co.uk>
Source record: 66402

<SNIP>
>ich I think was the -first- 16 bit
>Jaguar is 64bit, not 16bit.

Jaw hits ground... Ah, so technologically speaking shit hot then.

>It had some good games but its dead as a dodo since Atari closed down.
>There are/was a handful of 3rd party games still being done for it but
i
>wouldn't hold your breath. Other good games were Iron Soldier,
>AlienvPredetor and some rally game I really liked too.
>

Hmm. Looks like I'm off to pick it up then, ï¿½20 for it plus a load of
games can't be bad.

What was it about Atari? Years ahead of the competition, but they
couldn't sell a bottle of whiskey to an alcoholic...
--
Mark Ormerod

1144. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34e42379.24484017@news.demon.co.uk>
Source record: 66403

The other Day ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>I'm in Southend but don't have any 8bit stuff these days. I used to
>virtually live in Maplin's in the early 80's drooling over all their 8bit
>stuff and later on at 'Mike's Computer Shop' which had all the ST stuff.
>Oh, happy days!
>
I used to work for Maplin, hired for that exact purpose...

BTW Did you know that Mikes Computer shop was owned by Mike Wilding EX
Atari UK staff....

--
.... Paul

www.dellos.demon.co.uk

Arthur C. Clarke...The man, the mystery, the nonce.

1145. Re: more SIO2PC cable woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <34d643c3.697956@news.ou.edu>
Source record: 66404

On Thu, 29 Jan 1998 09:43:36 -0600, rlaski@midwest.net (Ronald A.
Laski, Jr.) wrote:

>In article <Pine.OSF.3.96.980128211513.19218A-
>100000@becker1.u.washington.edu>, loo@u.washington.edu says...
>>
>> Okay, I've figured out that the SIO2PC cable is supposed to be used with
>> APE itself, not just with ProSystem, but it still doesn't seem to be
>> working.
>>
>> Is there any trick to APE other than configuring the com port, hooking up
>> the cable to my 800XL and PC, loading a disk image, and turning on the
>> 8bit? I HAVE tried reading the APE manual but all it does is make me think
>> I'm dumb becasue they talk about everything being so easy.
>>
>> I am using an old IBM PS/2 286 to run APE. Might the speed of the PC make
>> a difference?
>>
>> Is there any quick and easy way to test to make sure my cable is
>> working? I don't know if the problem is my inability to understand
>> APE or if my cable is no good (or both!)
>>
>> Any/all help greatly appreciated!
>>
>>
>Ah, here we go... I can't say for sure, but, I have a 286 card that goes
>into my Amiga and APE won't run with it (unfortunately, but, maybe it's
>me!) however, the SIO2PC software works fine. So (obviously) my
>suggestion is to try that instead.
>
>--
>Ron
>rlaski@midwest.net

Hello,

The APE 1.15 software works great, but sometimes the hardware
doesn't. I have an old IBM 386 clone and occaionally I have to reload
the COM drivers (Load Defaults, under the Z configuration menu) even
when it appears to come up correctly. This might be an intentional
flaw in the shareware version of APE, but only Steve Tucker would know
that.

If you are on COM2, APE doesn't like it at all. I wound up using COM1
and attaching my mouse to COM2.

Ron

ronwizbot@juno.com

1146. Re: UMICH ARCHIVE question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0202981716000001@macmcurrent.library.carleton.edu>
Source record: 66405

In article <34d496e2.238428869@news.pressenter.com>, jmelbo@pressenter.com wrote:

>Hi all. Anyone know the proper uploading procedures if you want to
>contribute something to the archive?

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1147. Re: ANIX

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0202981725220001@macmcurrent.library.carleton.edu>
Source record: 66406

In article
<Pine.GSO.3.95.980201104454.17876H-100000@fissure.scar.utoronto.ca>, Alan
Christie <94chrisv@scar.utoronto.ca> wrote:

>I saw a littel blurb about ANIX, the Atari 8bit version of Unix,mentioned
>by michael current.. did this project ever materialize into something
>tangible or is it still "on the drawing board"?

Er, couldn't have been me!

I think that was/is one of Bill Kendrick's projects?

mailto:kendrick@zippy.sonoma.edu or
http://zippy.sonoma.edu/kendrick/nbs/

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1148. Re: BBS List for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0202981729180001@macmcurrent.library.carleton.edu>
Source record: 66407

In article <6b29ao$8mu$1@newsd-124.bryant.webtv.net>, velcro_spy@webtv.net wrote:

>Anyone know of such a list, or advise on the BBS program?

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

For BBS programs, the current ones on the 8-bit Atari seem to be:

BBS Express! Professional, by:
K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com

Carina BBS, by:
Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)

Forem-XE Pro, by:
Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1149. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0202981731020001@macmcurrent.library.carleton.edu>
Source record: 66408

In article <01bd2f61$a03b0e80$0c9139d1@p6683>, "R. Wayne Arenz"
<rwarenz@infinet.com> wrote:

>Does anyone have any updated link to those who were publishing Atari
>Classics, i.e. Bob Wooley et. al. Is Atari Classics still being published?

The last issue came out last summer, but Bob posts here regularly, and he
keeps alluding to future issues. :)

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1150. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6b5nonqmf1@newsd-123.bryant.webtv.net>
Source record: 66409

Ascii Rider, I think you were asking for a registered copy of current very useful software that the author is selling. I draw a distinction between that and free circulation of 8bit titles of ten years ago. I think you were way out of line, and the last thing we need is for the author of the current stuff to see your comments and say "screw it. Not wasting my time anymore."

vs

1151. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34D6839B.5A11@pacbell.net>
Source record: 66410

R. Wayne Arenz wrote:
>
> Does anyone have any updated link to those who were publishing Atari
> Classics, i.e. Bob Wooley et. al. Is Atari Classics still being published?
> I had a brief lapse, but then sent in a check to get back aboard a
> looooooong time ago ... the check hasn't come back through the banks yet,
> and I have been singularly unsuccessful at contacting anyone about it.
>
> rwarenz@infinet.com

AC is still grinding away. I will find your check and process it, never
fear! We're not very good at this, I'm afraid.... sorry.

Bob

1152. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34D68405.716C@pacbell.net>
Source record: 66411

R. Wayne Arenz wrote:
>
> Does anyone have any updated link to those who were publishing Atari
> Classics, i.e. Bob Wooley et. al. Is Atari Classics still being published?
> I had a brief lapse, but then sent in a check to get back aboard a
> looooooong time ago ... the check hasn't come back through the banks yet,
> and I have been singularly unsuccessful at contacting anyone about it.
>
> rwarenz@infinet.com
---
to answer your question, Atari Classics is produced by me, Bob Woolley,
at 1161 Bay St. Alameda, CA 94501.

email is: rwoolley@pacbell.net

1153. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-02 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34D69B7F.2F6E@wwa.com>
Source record: 66412

velcro_spy@webtv.net wrote:
>
> Ascii Rider, I think you were asking for a registered copy of current
> very useful software that the author is selling. I draw a distinction
> between that and free circulation of 8bit titles of ten years ago. I
> think you were way out of line, and the last thing we need is for the
> author of the current stuff to see your comments and say "screw it. Not
> wasting my time anymore."
>
> vs

I wasn't the one who asked for a free copy. I never even advocated
using APE illegaly, and I'm pretty sure I even said "I'm not saying that
people shouldn't buy your software".

AsciiRider
atebit@wwa.com

1154. SIO2PC problem SOLVED

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980203075940.1096A-100000@becker2.u.washington.edu>
Source record: 66333

Many thanks to all who responded with help for my SIO2PC cable woes! As it turns out; the cable was fine, APE works great, it was the serial port on the PC that was the problem. D'ohh!! Once I found a PC with a working serial port, everything worked like a dream.

1155. Monitor advice sought

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980203080500.1096B-100000@becker2.u.washington.edu>
Source record: 66334

Now that I have my SIO2PC setup running, I'm looking to improve what setup I have. Specifically, I'm looking for input about monitors.

Barrage of questions follows:

The FAQ mentions Commodore 1702 and 1804 monitors. Do these work well?

Where might I find one?

What are the advantages of using one of these rather than a TV?

Are there any other composite video monitors that anyone would recommend (and where might I find one)?

Thanks!

1156. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34D74193.F73A11A0@atari.nu>
Source record: 66335

Yes, it is possible to use 2 modems on the 850, however it is too slow and you run into problems all over the place, everytime you run an operation you have to OPEN and CLOSE the port, you can in Fact Open R1:, close it, then Open R2: and close it and then go back and forth, but the 8-bit is too slow to continue this scanning process and perform disk read/writes and time updates, the system slows down soooo much, believe me I tried it back in 1986.

Curt
www.atari.nu

1157. Re: Hyperspeed handlers

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0302981125360001@macmcurrent.library.carleton.edu>
Source record: 66336

In article <6b7d9p$13k$2@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de wrote:

>Are you the Len Spencer that wrote the Hyperspeed handlers for BB and MIO?
>
>Are they online somewhere? I've tried to download them from Tom Hunt's
side, but something in the address was wrong (document couldn't be
found). I'd need the BB version.

I just tried the web page mentioned in the Vendor list, his page his still
there.

Len Spencer
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1158. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EntDHK.Kwt@iglou.com>
Source record: 66337

On 1998-01-28 atebit@wwa.com said:
>Oh yeah, I can only get bobterm to dial when I set it to 2400 baud
>or less. If I go higher, nothing.
>Any ideas?
You might have to set the modem for software flow control. On most modems the command is AT&K4.

Net-Tamer V 1.08X - Test Drive

1159. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34d85d85.3894993@news.demon.co.uk>
Source record: 66338

The other Day ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>Yup. He also worked for or at least wrote some stuff for Silica ISTR -
>some UK accounting software?!?! It was odd that a lot of people used to
>say Mike was activly seeking out pirates and reporting them. On the other
>hand, I know a few people who used to get all their stuff from him!
>(allegedly).

Ha ...It true on both counts, he did pass on stuff..The first
Multiboot style proggy fell out of Atari and at thesame time he was on
pirate hunting duty. I know because a daft friend at the time was the
first bloke to be taken to court by Atari UK for piracy..

Mind you the idiot was advertising in exchange and mart....
>
>Who was the young guy who used to work Saturday at Maplins in the early
>80's? Used to sit there happily programming away with the Macro Assembler
>whilst answering questions and generally impressing people. I saw a few
>demos he did that blew me away at the time. Last I heard, he finished
>collage and was writing medical software.

Not sure about southend but in Hammersmith there were several knowns
either Pirate or Famous...Try and remember his name I might know 100%
what happened to him...

--
.... Paul

www.dellos.demon.co.uk

Arthur C. Clarke...The man, the mystery, the nonce.

1160. FS: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: shredkdl@umd.umich.edu
Message-ID: <$bJB.5$b41.56293@news.itd.umich.edu>
Source record: 66339

```
For Sale: Atari 600XL includes:
600 XL main unit
RF connector
Power Supply
Defender game cartridge for Atari

Tested as good 2/2/98.
$20 or best offer
Buyer pays shipping from Detroit, MI area

Email offer and ZIP Code to:
shredkdl@umd.umich.edu
```

1161. Re: Monitor advice sought

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6b7kh7$j86@freenet-news.carleton.ca>
Source record: 66340

Linda Shippert (loo@u.washington.edu) writes:
> Now that I have my SIO2PC setup running, I'm looking to improve what setup
> I have. Specifically, I'm looking for input about monitors.
>
> Barrage of questions follows:
>
> The FAQ mentions Commodore 1702 and 1804 monitors. Do these work well?
>
> Where might I find one?

Yes they are very nice monitors if working ok. You might find one at
a thrift store or garage sale, though they are pretty rare
around here. I finally found one after 2-3 years of looking and then
had to pay a hefty price for it.

I lso have a Magnavox RBG display 80 that has a picture just as nice
as the 1702 in composite mode, and I only paid $5 for it :) Does RGB
as well, and has a green switch.

> What are the advantages of using one of these rather than a TV?

Better picture right off, and if you do the supervideo upgrades you will
see a major difference.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1162. Re: Need program to make backup of games from atari floppy to atari floppy

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <34D77985.BA1A0B46@wwa.com>
Source record: 66341

I would just use DOS.

AsciiRider
atebit@wwa.com

tom cody wrote:

> I have some old and some new games(still old but new to me) I would like to
> make backups of these programs using a atari 800 and a indus drive

1163. Telelink 2 manual

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34d9a420.5785062@news.pipeline.com>
Source record: 66342

I need access to a Telelink 2 manual ASAP. If anyone can help or has a spare, I will make it worth your while.

Thanks,
John
jhardie@pipeline.com

1164. Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6b8maokvr1@xmission.xmission.com>
Source record: 66343

Just curious, if I revived either my web/ftp site or my dial-up BBS, which would you use?

Would you rather retrieve 8bit related material via the Internet or directly from an Atari 8bit based bulletin board system?

I want to put my Atari back into active service to the 8bit community, but my dial up BBS really never got my traffic, and an Internet site (being much more expensive) may not fare much better.

Please let me know your views.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1165. Re: Monitor advice sought

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <5HWG9Y7.tandrews16@delphi.com>
Source record: 66344

Linda Shippert <loo@u.washington.edu> writes:

>The FAQ mentions Commodore 1702 and 1804 monitors. Do these work well?
>
>Where might I find one?
>
>What are the advantages of using one of these rather than a TV?
>
>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?
>
>Thanks!

I have two Commodore monitors, a 1701 and 1802. Both are excellent with my 130XE, and both came from garage sales. I've had the 1701 for about 4 years and paid $30 for it. In retrospect, I probably could have dickered it down to less, but ads in Ben Poehland's Atari Classics were offering Commodore monitors for $65. I had to get the person to break up a C=64 system to get it, so I had to offer enough to get her to do it. It was worth it to me, as I only had a video-only mono monitor or the family's second TV at the time. The only thing I've had to do with it is open it up to adjust the vertical position control.

We've had the 1802 for about a year. I paid $5 for it, and put it on my good ol' 800 for my mother to use. (She's trying to learn how to use a word processor.) No problems yet. I've seen only one other Commodore monitor at garage sales around here in 12 years, and that one wasn't working. I saw an Amdek packaged with an XL system at a Salvation Army store about 3 years ago, but they wanted too much for the system and I already have more computer stuff than I can fit in my house. I'm not sure now if the Amdek was a split-video monitor or not.

On the plus side, a composite color monitor also makes an excellent monitor for a spare VCR, using the A/V ports.

TJ

1166. Re: Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980203222410.8656A-100000@fissure.scar.utoronto.ca>
Source record: 66345

On 3 Feb 1998, James King wrote:

> Just curious, if I revived either my web/ftp site or my dial-up BBS, which
> would you use?
>
> Would you rather retrieve 8bit related material via the Internet or
> directly from an Atari 8bit based bulletin board system?
>
> I want to put my Atari back into active service to the 8bit community, but
> my dial up BBS really never got my traffic, and an Internet site (being
> much more expensive) may not fare much better.
>
> Please let me know your views.

I would prefer a dial-up BBS, because I love the Atascii feel of the old boards. But, a home page would be cheaper for your users (who don't live near you) I know the costs are great for you, (I dont know how the web site would be more money than a BBS) The BBS needs the hardware and electricity and the extra phone line! Unless you hooked up with AOL and paying an arm and a leg for a web page! :)

Most dial up BBS' are really suffering these days. The Internet has all but destroyed the BBS.. (especially in my area for NON-PC boards)

1167. Re: Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980203224352.8656C-100000@fissure.scar.utoronto.ca>
Source record: 66346

On Mon, 2 Feb 1998, pmulvey wrote:

> Alan Christie wrote:
>
> > We know the Atari 8bit has been in Canada, the US, the UK, Eastern
> > Europe
> > (poland et al), Australia, New Zealand, but does anyone know if the
> > Atari
> > 8bit ever took off in places like the middle east, China, Japan, etc?
> > I
> > am curious if the 8bit existed in these places, if any software was
> > released from these countries...
> >
> > Can anyone provide info on this?
> >
>
> One of our user group members E. Terrance Madden brought in a photo
> that
> was taken in Russia. We magnified the image and saw the 8-bits being
> used
> as the computers and on the blackboard the programs were in ATARI BASIC!
>
> As far as software from Russia, I haven't seen any....

heheh.. was that a recent picture? Atari's used in the classrom.. wow..
I think the last time that happened here in north America was maybe 1984.

I know the Atari 8bit had a strong showing in Poland.. especially when PC
prices were prohibitive.

Alan
University of Toronto
Computer Science, Management and Economics

1168. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6b8q7t$pot@bgtnsc01.worldnet.att.net>
Source record: 66347

Jon D. Melbo wrote in message <34d6c841.12975388@news.pressenter.com>...
>On Sun, 1 Feb 1998 19:17:33 -0500, "GAREEE!" <gareee@worldnet.att.net>
>wrote:
>
>>Gee after reading all the replys to this thread, I know where the 8-bit
>>maret went.. I'm kinda sorry I replied to the original post now... The
only
>>thing I wanted, was a simple painless way to get a few of my old favorite
>>games onto my pc to work with the emulator.. and suddenly there's a whole
>>heap o crap lying in here..
>>and before ya ask, Yeah I have my atari still all 3 of em, and yes, I
bought
>>all the lucasfilm stuff.. I just really don't wanna lug the whole pile
out,
>>set them up, order this transfer thing, find the disks, and copy them into
>>files for the pc, when I KNOW there surely must be someone who's already
>>done this...
>>
>>If I had a few extra weeks of my time, I might, but playing a few 15 yr
old
>>games just ain't worth that kinda time investment...
>>
>>I won't ask if anyone has them again.. I'll just drag my machines out a
few
>>years down the road, and look at them then....
>
>Geeze I know what you mean. Well said.

Thanks, but I was feeling a little down about the atari stuff at the time..
one of the things I thought this ng was for was reviving the old atari games
in one form or another, and preserving them.. in the last 6 months I've had
xl-it, I've posted a few times about bounty bob, rescue at fractalus
problems, and ball blazers problems, and in 6 months, no one else has even
been interested in them, and I've got no clue as to how to get them to work
right on the pc... and I've already got my old amiga patched to my pc, and
don't want another old computer patched into it as well.. I was hoping
someone had tried to run the same programs, and figured out how to get them
to work.. rescue is GREAT at a MUCH faster speed on the pc, but not being
able to pick the pilots up kinda ends the game right there...

any help would of COURSE be appreciated!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net

Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1169. Re: Miner 2049 er cheats..

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6b8qee$rrd@bgtnsc01.worldnet.att.net>
Source record: 66348

Thomas Havemeister wrote in
>Miner 2049er
>
>press blind "2137826861"..press then shift 1-9 to change the level.

Ah, but the fun of miner was to beat each level one by one, till you could
finish it!! we actually had a contest with it at the video/computer store
where I worked, for a high score miner game!! Those WERE the days!! ;)

and I rmember meeting the kid who wrote Montezuma's revenge at a trade show
as well (he was at a parker bros booth, who had JUST signed him to sell it
under thier license..)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1170. Re: Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980203225504.8656D-100000@fissure.scar.utoronto.ca>
Source record: 66349

On Sun, 1 Feb 1998, Bob Woolley wrote:

> Alan Christie wrote:
> >
> > We know the Atari 8bit has been in Canada, the US, the UK, Eastern Europe
> > (poland et al), Australia, New Zealand, but does anyone know if the Atari
> > 8bit ever took off in places like the middle east, China, Japan, etc? I
> > am curious if the 8bit existed in these places, if any software was
> > released from these countries...
> ----
> Our computer club, the SLCC, had a Japanese member. I don't believe that
> he was a serviceman or anything like that. Since he had to join a club
> 5000 miles away, I would guess that Japan was not a hotbed of Atari
> 8-bit activity.

hehehe.. yeah seriously.. I want to know how the Japanese Atarian found
out about your club!

(I guess he surfed the Net and read it in this message base right?)

Alan
University of Toronto
Computer Science, Management and Economics

1171. A.V. club?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <uP5dxERM9GA.264@nih2naac.prod2.compuserve.com>
Source record: 66350

```
Is there anyone out in the A.V. area that meets as a club? I just
moved out to Rosamond.

Slc.Dennis Bishop Poster of the Telescope FAQ
--
"You are not ready for Immortality" Kosh on Babylon 5
```

1172. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34d84e27.35411177@news.demon.co.uk>
Source record: 66413

The other Day mat.arrgh@nospam.demon.co.uk (Mat Simpson) wrote:

>You are in Walthamstow, eh? Try the boot sale by the Hackney
>dogtrack/speedway stadium next sunday. Apparently there is a bloke there
>who always has retro computing goodies for sale. I would love to verify,
>but not even the prospect of picking up cheap hardware will get me out
>of bed on a Sunday morning.

Mat, thanks for the info...There was a bloke there ages ago (one of
the few days *I* could get out of bed) but he was on some very high
powered drugs, either that or a loon...

15 quid for a cart (basic) was what he wanted, unfortunately he did
not want the abuse I gave him for free :)

Hoping its a different bloke...Im sure he won't want to meet me again.
>
>Ooh.. and if you get the W15 Hoppa from W'stow to Hackney, give us wave
>as you go down Grove Green Road :)

If you think Im sitting waving on a W15 in Hackney you must be mad :))
>
>toodle pip
>mat

Cheerio....Thanks mate...Will have a butchers next week and let you
know the outcome..

--
.... Paul

www.dellos.demon.co.uk

Arthur C. Clarke...The man, the mystery, the nonce.

1173. Need program to make backup of games from atari floppy to atari floppy

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <34d66fbb.0@news.one.net>
Source record: 66414

I have some old and some new games(still old but new to me) I would like to make backups of these programs using a atari 800 and a indus drive

1174. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6b5rii$5vf@news.acns.nwu.edu>
Source record: 66415
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <34D3F73B.4492@bellsouth.net>,
Spacer Conrad <ncc7007@bellsouth.net> wrote:
>Stephen Judd wrote:
>>
>> In article <19980128.E64B8.1FC0@Spam-Free.UUCP>,
>> Darren Spiteri <Spit@Spam-Free.UUCP> wrote:
>> >Stephen Judd (judd@merle.acns.nwu.edu) wrote:
>> >[snip]
>> >
>> >C'mon, don't be so boring, flaming other platforms is half the fun of
>> >nostalgia computing. Ahh, just like the old days...
>>
>> As to "nostaliga computing"... who cares about nostaligia?
>>
>> evetS-
>
>Anyone who remembers fondly finding a computer under the tree when they
>were (insert age here)... or cutting grass for a year to finally hand

...or even delivering two newspaper routes...

>over the cash for their childish dream. Most people I know occasionally
>stop and remember the good times. That doesn't necessarily mean they're
>all behind us... but it's still nice...
>If your question was rhetorical... please disregard this post ;-)

I think most of the "nostalgia" folks use emulators. I further think you'll find that the current users of the machines really use them! I can certainly say that the things I do with them now are infinitely more cool than the things I did 15 years ago. So while nostalgia is all fine and well, why not take the computers on their own merits?

It's kind-of like, I dunno, watching old movies, or listening to an old recording. Some people get into some kind of mood to watch or listen to a "good old" whatever. But "Notorious" and Benny Goodman and Jack Benny and whatnot surely stand tall on their own.

Finally, just to clarify my original message: I don't think there's anything inherently terrible about arguments or flamewars, any more than I think there's something terrible about two brothers fighting. The important point is that they can be friends afterwards; when it leads to bitterness and nursing of grudges, then it's bad news.

When someone gets a big stick in their butt, well, that's just not very healthy. And when, over the course of a few years, multiple people contract

SIB syndrome, well, bad things start to happen. Criticism and argument are no big deal; intransigent zealotry is a bigger deal. Perhaps it's all my imagination, but instransigent zealotry seems to be a little more prominent these days.

In short, I would hope that e.g. the Atari and C= folks can argue but still respect each other in the morning, and not descend into some sort of xenophobic existence.

evetS-

1175. Re: more SIO2PC cable woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6b65c3$j4a@freenet-news.carleton.ca>
Source record: 66416

(ronwizbot@juno.com) writes:
> On Thu, 29 Jan 1998 09:43:36 -0600, rlaski@midwest.net (Ronald A.
> Laski, Jr.) wrote:
>
>>In article <Pine.OSF.3.96.980128211513.19218A-
>>100000@becker1.u.washington.edu>, loo@u.washington.edu says...
>>>
>>> Okay, I've figured out that the SIO2PC cable is supposed to be used with
>>> APE itself, not just with ProSystem, but it still doesn't seem to be
>>> working.
>>>
>>> Is there any trick to APE other than configuring the com port, hooking up
>>> the cable to my 800XL and PC, loading a disk image, and turning on the
>>> 8bit? I HAVE tried reading the APE manual but all it does is make me think
>>> I'm dumb becasue they talk about everything being so easy.
>>>
>>> I am using an old IBM PS/2 286 to run APE. Might the speed of the PC make
>>> a difference?
>>>
>>> Is there any quick and easy way to test to make sure my cable is
>>> working? I don't know if the problem is my inability to understand
>>> APE or if my cable is no good (or both!)
>>>
>>> Any/all help greatly appreciated!
>>>
>>>
>>Ah, here we go... I can't say for sure, but, I have a 286 card that goes
>>into my Amiga and APE won't run with it (unfortunately, but, maybe it's
>>me!) however, the SIO2PC software works fine. So (obviously) my
>>suggestion is to try that instead.
>>
>>--
>>Ron
>>rlaski@midwest.net
>
>
> Hello,
>
> The APE 1.15 software works great, but sometimes the hardware
> doesn't. I have an old IBM 386 clone and occaionally I have to reload
> the COM drivers (Load Defaults, under the Z configuration menu) even
> when it appears to come up correctly. This might be an intentional
> flaw in the shareware version of APE, but only Steve Tucker would know
> that.

There are no intentional flaws, they are all features <grin>. What happens
when you have this problem? Does APE just stop responding, or does it
fail to start?

> If you are on COM2, APE doesn't like it at all. I wound up using COM1
> and attaching my mouse to COM2.

Sounds like a hardware issue with your machine, perhaps your uart on com2
does not generate interrupts properly. There is no difference between
COM1 and COM2 to APE, just different base addresses and IRQ's.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1176. APE 1.16 Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6b668n$jk5@freenet-news.carleton.ca>
Source record: 66417

```
APE 1.16 is now available at http://www.nacs.net/~classics

I hope you enjoy it.

Steve
-
Summary of main program changes.

APETIME.COM now included free with APE.
Included on image APE_F32G.ATR
Source code available.
Downloads the PC time to the Atari and
updates the Spartados clock.
Compatible w/ both Spartados and Spartados
X.
Atari 800 and XL/XE compatible.

REMOTE.COM now included free with APE.
Included on both APE_F32G.ATR and
APE_WARP.ATR
Allows user to perform all APE functions
from the Atari keyboard.
Atari 800 and XL/XE compatible.
Compatible w/ all DOS systems.
See users manual for a complete description.

Feature [F]ind Image implemented.
Can recursively search an entire set of drives for any
image(s)

Path configuration now supports 10 'spider' paths.
Configuration Option [5].
Cables using the CTS line now supported.
Configuration Option [P].
Registered users can now use persistent sessions.
Configuration Option [Q].
Registered users can now bypass the startup screen
permanently.
Configuration Option [T].
Attempts to use Windows95 long filenames can be
manually disabled.
Configuration Option [U].
Force use of old smaller PC-MIRROR. (Spartados X)
Configuration Option [B/F].
R: Atari Modem emulation can be manually disabled.
Configuration Option [C/1-0].
```

Spider path settings.
Configuration Option [C/D].
Default search drive list for find and REMOTE.COM
Configuration Option [C/F].
Default filespec for find function.
Configuration Option [C/R].
Persistent PC-MIRROR path switch.

Summary of PC-Mirror changes.
Maximum file write size is now 7,864,320 bytes.
Old limit was 93,000 bytes.
Maximum read size is now unlimited.
Configuration Setting allows switch back to old small
image method.
Special SpartadosX 4.20 rom patch available on
request.
Mirror can now be swapped like any other image,
using keys 1-8.
Mirror path and filespec are now separate items.

Summary of APELOADER changes.
Now moves up a directory when backspace is
pressed.
Now executes APE macros on PC when Shift 1-0
pressed.
Complete loader rewrite, now totally relocatable
anywhere in memory.

Bugs Fixed in APE
Screen color corruption in menu Z/C fixed.
DCM Decompression code fixed.
Thanks to Ernest Schreurs (see IMAGIC.DOC).
Faster, more consistent, serial I/O routines written.
Keyboard buffer expansion code rewritten.
Problem with an international keyboard driver.
Work around for faults in Microsoft's Win95 serial
interrupt processing.
Could cause APE to stop responding when Win95
drops an interrupt.
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1177. Re: 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D6CFA1.4686@bellsouth.net>
Source record: 66418

Bryan Edewaard wrote:
>
> On Mon, 02 Feb 1998 00:41:37 GMT, Spacer Conrad
> <ncc7007@bellsouth.net> wrote:
>
> >I found some 800xl computers priced at $7.88 apiece... I'm not sure
> >about their condition but they look pretty good...
>
> That's a good price. Power supplies included?
>
> -bry
Actually, not in that price, but I did find one for the xl I bought for,
oh, I think a little under 3 bucks at the same place... probably
originally came with it anyway... ;-)

1178. 850 Interface and printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19980203064101.BAA05034@ladder02.news.aol.com>
Source record: 66419

Greetings people,

Does any body have schematics for the printer cable to use on the 850

Thanks in advance
Ralph

Ralphxpn@aol.com

1179. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d6c841.12975388@news.pressenter.com>
Source record: 66420

On Sun, 1 Feb 1998 19:17:33 -0500, "GAREEE!" <gareee@worldnet.att.net>
wrote:

>Gee after reading all the replys to this thread, I know where the 8-bit
>maret went.. I'm kinda sorry I replied to the original post now... The only
>thing I wanted, was a simple painless way to get a few of my old favorite
>games onto my pc to work with the emulator.. and suddenly there's a whole
>heap o crap lying in here..
>and before ya ask, Yeah I have my atari still all 3 of em, and yes, I bought
>all the lucasfilm stuff.. I just really don't wanna lug the whole pile out,
>set them up, order this transfer thing, find the disks, and copy them into
>files for the pc, when I KNOW there surely must be someone who's already
>done this...
>
>If I had a few extra weeks of my time, I might, but playing a few 15 yr old
>games just ain't worth that kinda time investment...
>
>I won't ask if anyone has them again.. I'll just drag my machines out a few
>years down the road, and look at them then....

Geeze I know what you mean. Well said.

*** Please make sure responses are also sent via email.

1180. Re: FS: Atari 600XL Portland, OR

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34d7caa7.13589299@news.pressenter.com>
Source record: 66421

On Sun, 01 Feb 98 08:10:47 GMT, esallen@aracnet.com (Elizabeth Allen)
wrote:

>We have an Atari 600XL in the original packaging, including power supply, TV
>switch box, owners' guide and Basic reference guide. According to the box, the
>system has 16k memory and Basic built in.

>We're offering the unit for sale to whoever makes a good offer first. Those of
>you who might not be in the market but would know the current market value of
>such a system, we'd appreciate you dropping us a line to tell us what you
>think it's worth. We're located near Portland, OR, but are open to shipping
>the system anywhere.

I'd say it's worth $10 to $15 (plus shipping).

*** Please make sure responses are also sent via email.

1181. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EnsvML.Ast@cix.compulink.co.uk>
Source record: 66422

In article <mzVXTGAVjj10EwXZ@valeofdreams.demon.co.uk>,
atari@valeofdreams-dot-demon-dot-co-dot.uk (Mark Ormerod) wrote:

> <SNIP>
> >ich I think was the -first- 16 bit
> >Jaguar is 64bit, not 16bit.
> Jaw hits ground... Ah, so technologically speaking shit hot then.
Indeed. A lot of people winged it was 16bit in disguise but it had 3 64bit
processors, a 32bit one and a 16bit (for housekeeping/reading joystick).

> What was it about Atari? Years ahead of the competition, but they
> couldn't sell a bottle of whiskey to an alcoholic...
Exactly! They didn't do too much to encourage 3rd party software
initially as they wanted to make cash from in-house titles. By the time
they did, the playstation and Saturn were starting to show and developers
lost interest in Jag. Also, the dev kit was poor and the Jag can be a pig
to program, especially in assembler. It has some wierd architecture and
one really dumb hardware limitation to do with bus speeds which made some
stuff too hard to do effectivly.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1182. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EnsvMn.Au6@cix.compulink.co.uk>
Source record: 66423

In article <34e42379.24484017@news.demon.co.uk>, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

> The other Day ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
>
> >I'm in Southend but don't have any 8bit stuff these days. I used to
> >virtually live in Maplin's in the early 80's drooling over all their 8b
> it
> >stuff and later on at 'Mike's Computer Shop' which had all the ST stuff
> .
> >Oh, happy days!
> >
> I used to work for Maplin, hired for that exact purpose...
>
> BTW Did you know that Mikes Computer shop was owned by Mike Wilding EX
> Atari UK staff....

Yup. He also worked for or at least wrote some stuff for Silica ISTR - some UK accounting software?!?! It was odd that a lot of people used to say Mike was activly seeking out pirates and reporting them. On the other hand, I know a few people who used to get all their stuff from him! (allegedly). He was one serious Atari fan though. Pity the shop didn't last.

Who was the young guy who used to work Saturday at Maplins in the early 80's? Used to sit there happily programming away with the Macro Assembler whilst answering questions and generally impressing people. I saw a few demos he did that blew me away at the time. Last I heard, he finished collage and was writing medical software.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1183. atari & PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Luci <l.difilippo@fstsf.it.italia>
Message-ID: <6b71vuiqp1@news.flashnet.it>
Source record: 66424

I have one Atari ST, that I use only with Cubase.
Anyone kown how I can read the song record on the floppy with a PC with windows?
Tanks a lot
:-[) luc

1184. Atari 8-bit sighting

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34D716AB.D707A25B@ix.netcom.com>
Source record: 66425

All,
There is a rescent TV series called "Stephen Hawking's Astronomy" on
PBS. Stephen is using an 8-bit as his voice (SAM) and there are screen
displays of the text... absolutely Atari Graphics 2 text!
BTW, the show/series is quite interesting as well.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1185. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34D719EF.C6A5205F@ix.netcom.com>
Source record: 66426

Jon D. Melbo wrote:
>
> On Fri, 30 Jan 1998 19:52:24 -0800, BobKlaas <bobkla19@sisna.com>
> wrote:
>
> >How can a Black Box have a faster RS232 port than any other interface?
> >If you feed the data
> >too fast to the computer you over run the buffer and trash the data.
> >The MIO has the same speed, along with the RS232 handler. How can one
> >say one is any faster than the other when the limit is 19.2 without over
> >running the buffer and you are pushing it at that?? Each interface
> >can achive that baud rate with the exception of the PRC: connection wich
> >is limited!
>
> Bob, it was my understanding that like you say the PR:C (which I have
> one) is itslef limited to less than 19.2Kbps (9600bps I think) and
> that the 850 is also limited itself to 9600bps. The MIO I was unsure
> of but did underand that it does not provide hardware flow control,
> which basically makes it usless over 9600bps anyway. Please feel free
> to update/correct/spank me.
>
> *** Please make sure responses are also sent via email.
Jon,
I have a 256K MI/O and use it at 19200 with Bobterm and a 14400 modem.
Works great. Somewhere there is a P:R:C patch that allows up to 19200.
I've never used it so I can't comment on how reliable it is.
Since the MI/O doesn't use hardware fow control, you must compensate
otherwise. I forget my settings at the moment as my MI/O is at home and
I'm not. There are a couple of settings for the modem and a couple in
Bobterm that need to be made. Anyway. it works great and I don't lose
any characters. If you don't make these compensation settings you will
lose characters and not be able to stop data flow quickly. I'll look
them up and get back.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1186. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6b6vcu$g48$1@newsd-124.bryant.webtv.net>
Source record: 66427

Sorry AsciiRider, it was actually Rack2000 who was seeking a registered version of APE, which as I understand it allows you to use an old PC as a peripheral (hard drive, etc) for your 8bit.

Apologies.

I really believe that current authors for Atari 8 (both of them ;)) should have their rights respected, as far as respecting their limited version distribution, and paying up if you want the whole deal.

I remember buying Xformer over a year ago, when it still seemed to be worth a damn, and a friend wanted it, but I wouldn't make a copy because of respect for the rights of the author, that rude goon Mihocka.

vs

1187. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6b7cla$13k$1@nets3.rz.RWTH-Aachen.DE>
Source record: 66428

In article <6ashhv$5tp$1@newsd-121.bryant.webtv.net>, velcro_spy@webtv.net says:
>
>Yeah, I hate that too. Trying to figure out which order the components
>should be turned on in. Uhhh, 850, then diskdrive then computer? Uhhh,
>computer then 850 then diskdrive?
>
>It matters too because sometimes the software fails to run unless you
>hit those switches in order.

When you switch on the computer it "asks" how's there. Hardware that's not ON can not respond.
As long as you switch on the computer last, the rest doesn't matter.

CU Mathy Van Nisselroy

1188. Re: atari & PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Ent6tE.G9J@cix.compulink.co.uk>
Source record: 66429

In article <6b71vuiqp1@news.flashnet.it>, l.difilippo@fstsf.it.italia
(Luci) wrote:

> I have one Atari ST, that I use only with Cubase.
> Anyone kown how I can read the song record on the floppy with a PC with
> windows?
> Tanks a lot
> :-[) luc
This is better asked in comp.sys.atari.st but I'll answer it anyway! If
you format the discs as 720K on the PC then both the ST and PC will be
able to read the same disk with no problems.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1189. Hyperspeed handlers

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6b7d9p$13k$2@nets3.rz.RWTH-Aachen.DE>
Source record: 66430

Howdy Len

Are you the Len Spencer that wrote the Hyperspeed handlers for BB and MIO?

Are they online somewhere? I've tried to download them from Tom Hunt's side, but something in the address was wrong (document couldn't be found). I'd need the BB version.

CU Mathy Van Nisselroy

1190. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: LETEST@reze-1.rz.rwth-aachen.de
Message-ID: <6b7dnq$13k$3@nets3.rz.RWTH-Aachen.DE>
Source record: 66431

In article <34D719EF.C6A5205F@ix.netcom.com>, Robert S Ely <rely@ix.netcom.com> says:
>
>Jon D. Melbo wrote:

>I have a 256K MI/O and use it at 19200 with Bobterm and a 14400 modem.
>Works great. Somewhere there is a P:R:C patch that allows up to 19200.
>I've never used it so I can't comment on how reliable it is.
>Since the MI/O doesn't use hardware fow control, you must compensate
>otherwise.
>--
>Robert S Ely

Howdy Robert

Re: PRC

Is this a hardware or software patch

Re: MIO

It does support Hardware Handshake, but only Len Spencer knows how to switch it on. I've asked him for his Hyperspeed handler for MIO and BB.
I hear they speed both up.

Re: 850

It does support 19k2. I hope I remember to look up how when I'm home.
According to the manual it also supports hardware handshake. But nobody seems to know how to switch it on.

CU Mathy Van Nisselroy

1191. How to go from bad bits to bad chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6b7e4q$13k$4@nets3.rz.RWTH-Aachen.DE>
Source record: 66432

A couple a weeks ago, somebody said he had a bad chip. He even knew which bit had gone bad, but didn't know which chip represented which bit. This is what I found in the Operaters manual of CSS's Ultra Speed Plus OS.

primary 64 kB U9 - U16 bits 0 - 7
extended 64 kB U26 - U33

That' s for the 130XE. The 800XL uses U9 - U16 (same bits)

CU Mathy Van Nisselroy

1192. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Enu283.KpB@iglou.com>
Source record: 66351

In article <6b7dnq$13k$3@nets3.rz.RWTH-Aachen.DE>, LETEST wrote:

>Re: PRC
>
>Is this a hardware or software patch

I used the PRC for a short time, and hated it. It was well-known at the time where I was that it would give all sorts of modem lockups, weird printer errors, and that kind of thing. So far, I only saw it go to 9600.

>Re: 850
>
>It does support 19k2. I hope I remember to look up how when I'm home.
>According to the manual it also supports hardware handshake. But nobody
> seems to know how to switch it on.

It does, yes... I seem to remember a fellow who hooked up the computer directly to the 850 by way of hardware modifications or something like that, without all the cabling. The problem I have is that I'd like to help you guys on this, but I have no way of contacting the guy that did this, as it was around 1985 when I last had contact with him. My manual is deep in storage somewhere with all my other manuals.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

1193. FS: Atari 800XL and...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Dave <dreiter@home.com>
Message-ID: <6b9fgv$2ge$1@ha2.rdc1.sdca.home.com>
Source record: 66352

Atari 800XL computer with a 1050 disk drive. All cables and power supplies
needed and...
Star Raiders, Pitfall, and Missile Command game cartridges.

San Diego area. Make offer

Dave

1194. Re: Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34D85D5B.FD8CF28F@ix.netcom.com>
Source record: 66353

James King wrote:
>
> Just curious, if I revived either my web/ftp site or my dial-up BBS, which
> would you use?
>
> Would you rather retrieve 8bit related material via the Internet or
> directly from an Atari 8bit based bulletin board system?
>
> I want to put my Atari back into active service to the 8bit community, but
> my dial up BBS really never got my traffic, and an Internet site (being
> much more expensive) may not fare much better.
>
> Please let me know your views.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

James,
For me, the internet would be it. I'm not sure where you live, but I'm
pretty sure it is NOT Southern NJ.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1195. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_886594713@rtfm.mit.edu>
Source record: 66354
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 31, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC/AMS & Portronic (Armin Stuermer)
Froebelstrasse 14a
D-65203 Wiesbaden
Germany
tel: +49 611/9600975
Developer: Portronics hardware: Uni Pad, Power Pad, Stereo Blaster/Phaser,
Herbert; AMC/AMS software

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave

Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software / Classic 8-Bit Atari / James Catalano
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
BBS: +49 5439 3265 Online: Mon.-Fri.: 19.00h - 06.45h (CET)
Sat.+Sun.: 15.00h - 06:45h (CET)
mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software,
(including BW-DOS 1.10 printed German manual)
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

ABBUC Regionalgruppe Frankfurt / Main (RAF)
Dillenburgerstrabe 61
60439 Frankfurt / Main
Telefon / Fax: 069 / 577516
mailto:tgrasel@controlware.de (Thomas Grasel)
http://home.t-online.de/home/TGrasel/
Developer: hardware: SIO2PC-Interface 4.16, PC-Xformer-Kabel,
Autom. 2-Rechnerinterface, Schaltnetzteil fur ATARI (SNT),
8-Kanal Digitalvoltmeter (DVM), XL Schaltinterface. Also software.

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
P.O. Box 71017
16655 Yonge Street
Newmarket
Ontario
L3X 1Y8
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com

http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BEWESOFT (Jiri Bernasek)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646

USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909

USA
mailto:nelson@cybernetworking.com
Developer: Atari 8-bit--SpartaDOS Project
Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint,
FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek,
xPoke, xType;
NN Tools

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
mailto:dand1@azstarnet.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102

D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
http://www.digikey.com/
Vendor: general electronic parts

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814

United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
mailto:ecsc@caprica.com
http://www.eio.com/
Vendor: general electronic parts

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:emulators@msn.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.7, PC Xformer 3.60, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit
machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language,
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.0

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games+
610 North Alma School Rd.

Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg

Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander Soft (Raimund Altmayer)
See Also: Micro Computer Service
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

ICD, Incorporated
1220 Rock Street
Rockford, IL 61101
U.S.A.
815-968-2228
815-968-6888 Fax
mailto:sales@icd.com
http://www.icd.com/
Vendor: some closeout ICD items

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton in the Isle
Ely
Cambs
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997

Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
mailto:info@jameco.com
http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
http://www.jdr.com/

Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polen/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software

Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.16

KE-Soft (Kemal Ezcan)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

King Kong (Torsten Schallt)
mailto:schallt@fh-worms.de
Developer: hardware for your XL and your 1050, tester of Power Drive 351 XF

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl

http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 1.4 (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,

Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164

8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE (Atari emulator for PowerMacintosh)

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon, Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo), G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Software / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Pawel M. Kalinowski, Executive Manager
Tel: +48 22 616 1555, Mobile: +48 601 61 50 19
mailto:atari@boss.com.pl
http://atari.boss.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank, Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor, Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809, Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja, Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong, Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,

Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
7673 Melody Dr
Rohnert Park CA 94928-5435
USA
Phone..1-707-795-7852
Fax....1-707-795-5678
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire,
Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games:
Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle,
Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE,
File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
c/o S.J. Murray
P.O. Box 11903
Westhill
AB32 6GE
Scotland
Publisher: Futura (quarterly newsletter on disk)
4-issue/6-disk subscription: #10

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware

Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print, Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Portronics
See: AMC/AMS

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Larry Richardson
6043 Dairy Rd
Baker FL 32531-8729
USA
mailto:lizr@crestviewfl.com
Developer: VTEX

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)
Developer: DIR2ATR, XDIRLIST, ATR2XFD, XFD2ATR, XDIR

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch

The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS

Ken Siders
mailto:ken_siders@compuserve.com
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Programming: KAsm65 V2.51, KLink65 1.51, KEdit. Games: Burger Boy, PacMunch Jr,
Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28/64
02-134 Warszawa
Poland
tel: +48 22 846 66 01
Developer: Cyborg, Fire Stone

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm

Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

STAK Atari (print magazine)
See: Revista STAK Atari

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@closer.brisnet.org.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States

Vendor/Developer: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
9:00AM - 7:00PM Monday-Friday; 10:30AM - 6:00PM Saturday; Closed Sunday
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
tel: (410) 544-5354 Tech Support
mailto:info@toad.net mailto:orders@toad.net mailto:service@toad.net
http://www.ataricentral.com/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR

United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.15, APE ProSystem 1.15,
APE Warp+ OS, Imagic 1.05

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
Vendor: new/used hardware, new/used software

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA

tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1196. Re: Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd316a$931715e0$75c2accf@asharkis.erols.com>
Source record: 66355

James King <jeking@xmission.com> wrote in article
<6b8maokvr1@xmission.xmission.com>...
> Just curious, if I revived either my web/ftp site or my dial-up BBS,
which
> would you use?

James, I love calling BBSs, as long as they're local or netted. PRO, Carina, etc. nets and the Fido National Atari Echo satisfied my needs for many years. It would be delightful to see all of that restored to its former glory, but we have to be realistic.

At a time when Internet access means a local call for most people, I think most would prefer to get their info, opinions and files that way. Of course, that means less 8-bits will be used to actually produce the information. I guess that's what has some purists upset. Others will argue that Macs and PCs are great tools for keeping the Atari 8-bit community alive and well.

At some point (hopefully in the far future) we'll be able to say which contingent, if either, was correct.

So, what would I advise you to do now? If finances allow it, I vote Internet.

1197. Re: Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd316b$5867c7e0$75c2accf@asharkis.erols.com>
Source record: 66356

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.980203225504.8656D-100000@fissure.scar.utoronto.ca>...
> On Sun, 1 Feb 1998, Bob Woolley wrote:
>
> > Alan Christie wrote:
> > >
> > > We know the Atari 8bit has been in Canada, the US, the UK, Eastern
Europe
> > > (poland et al), Australia, New Zealand, but does anyone know if the
Atari
> > > 8bit ever took off in places like the middle east, China, Japan, etc?
I
> > > am curious if the 8bit existed in these places, if any software was
> > > released from these countries...
> > ----
> > Our computer club, the SLCC, had a Japanese member. I don't believe
that
> > he was a serviceman or anything like that. Since he had to join a club
> > 5000 miles away, I would guess that Japan was not a hotbed of Atari
> > 8-bit activity.
>
> hehehe.. yeah seriously.. I want to know how the Japanese Atarian found
> out about your club!
>
> (I guess he surfed the Net and read it in this message base right?)
>
> Alan
> University of Toronto
> Computer Science, Management and Economics
>
Not always, Alan. One of my user groups, The Ol' Hackers, has been
international for many years. One man, our late past-president Alex
Pignato, seems to be personally responsible for that. Whether Alex did
this via networked BBSs (he was never a sysop, but a frequent caller) or
just word-of-mouth, it worked.

Actually, it's been something of a struggle to get any of the other local
members to use modems at all, but it seems our out-of-town members have
been doing it for a long time.

1198. Re: WTB: Power Supplies for 1050 DD and 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34D880D6.6A5726D1@wwa.com>
Source record: 66357

I think I'll have to agree with Bob. I found a 1027in great shape - with an extra ?ink thingie? - minus the power supply. American TV doesn't have them. But - they are really cool looking. Wasn't it the only printer that matched the XL design? And they will fit just about anywhere! I guess it's just like anything else - fun! And, it makes it look like you actually used a typewriter doesn't it? :) Who needs a laser printer?

AsciiRider
atebit @ wwa (dot) com

BobKlaas wrote:

> Just a suggestion:
>
> Don't spend the money for a power supply for the 1027 printer, not worth
> the money.
>
> The original Atari Service manual advises you to change out the Mech
> when problems
> crop up. This was the worst printer for the money they produced. There
> are several
> direct connect printers much better than this one, and many dot matrix
> useable through an
> 850 or simular type interface that you will be much happier with the
> resulted printing.
>
> And they are in the low price bracket..about as much as the power supply
> for the 1027.
>
> bob

1199. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34D882A5.B1537D9E@wwa.com>
Source record: 66358

Perhaps I should just stick with my SX212 :) Now thats plug and play!

No really....I haven't tried anything yet, but this same modem (Boca.V32)
works with any other computer without changing a darn thing. Is that normal?

Thanks
AsciiRider
atebit @ wwa (dot) com

1200. Re: wtb: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <34d8b9f6.0@news.one.net>
Source record: 66359

In article <886099423@stackbbs.xs4all.nl>, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:
> -=> Quoting Jfoy@networktrainers.com to All <=-
>
> Jf> looking for sio2pc cable.
>
>You can order a Sio2pc interface from the ABBUC.
>It costs 40 DM = $25 roughly.
>
>Bo.
>___ Blue Wave/386 v2.30

I know from radio shack the parts cost 6.02 that is all but the to cords atari and pc, You just need to find a friend how can soider. go to http://www.hackerz.com for the radio shack part numbers and a drawing for it

1201. Re: WTB: Power Supplies for 1050 DD and 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <34d8c0ee.8920024@news.redshift.com>
Source record: 66360

AsciiRider <atebit@wwa.com> wrote:

>I think I'll have to agree with Bob. I found a 1027in great shape - with an
>extra ?ink thingie? - minus the power supply. American TV doesn't have
>them.

Marlin P. Jones & Assoc. Inc. 800-652-6733

has what looks like a 1027 power supply.

Catalog 98-1A, page 12

Stock # 6691-PA

Atari PN C061636

9.5VAC 4.2A

$9.95

1202. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6bafta$4qt$1@newsd-123.bryant.webtv.net>
Source record: 66361

Agreed. However when the flame wars I did find it rather funny. I remember the same arguments when I was 14 and I am 30. It did bring back old memories, but we should get along now. Some of us, myself included own machines in both platforms......I dont think one is better, they are just different.

1203. Re: wtb: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980204131352.14649A-100000@becker1.u.washington.edu>
Source record: 66362

> I know from radio shack the parts cost 6.02 that is all but the to cords atari
> and pc, You just need to find a friend how can soider. go to
> http://www.hackerz.com for the radio shack part numbers and a drawing for it

Having recently constructed a couple SIO2PC cables myself, I can vouch
that it is both a cheap and easy endeavour, provided you have an SIO and
serial cable. You can even replace the pcboard with a 14-pin chip socket
and you woudn't have to do any soldering, although it wouldn't be as
strong.

Just remember to test your PC's serial port before hooking it up to your
Atari!

1204. Re: WTB: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: unfo@hotmail.com
Message-ID: <886648803.1445789704@dejanews.com>
Source record: 66363

> Does anyone have a used Portfolio they're willing to sell, or know where I
> can find one? TIA...

I have one complete with parallel adapter, memory cards & all the
goodies. There's only one problem: the LCD is spiderwebbed; you can only
see a small corner of the screen. :) If you have the means of fixing it
I'd be glad to sell you the damaged unit.

Sincerely,
T.J. Mannos

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1205. Re: Do you know Brent Murphree? (smurphre@bellsouth.net)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6bbeecnju1@xmission.xmission.com>
Source record: 66364

Daniel Woodard <woodardd@dma.org> wrote:

: I just wanted to know if any of you out there have had dealings
: with Brent Murphree? (smurphre@bellsouth.net) Last fall, he and I had a
: trade worked out, where I was to send him an Atari Lynx II and 5 games,

Send an email to postmaster@bellsouth.net.. I doubt the phone company runs
an ISP service, so it may be his employer.. This could be the ultimate
payback!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1206. Good Atari Stuff ForSale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <886627664_OASIS_@eastky.net>
Source record: 66365
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Greetings Atari Users,

We have the following Atari 8-bit and Atari ST items for sale in the USA.
Every item is used original and is in good working condition.
Buyer pays for shipping.

ATARI 8-bit items
---

1. SpartaDos X Cartridge version 4.21 dated 7-10-89
No manual or box. Like new. Price-$25.00

2. SBM Small Business Management for Atari 8-bit Computers
Original disk, Notebook manual, Basic XL cartridge and manual.
Requires 2 Double Density Disk Drives. Price-$15.00

3. 11 Atari 8-bit software titles
MRCA Mach 2 / original disk and manual
Wayout / original disk and manual
Mad Magazine's Official Spy vs. Spy / original disk and manual
Asteroid Miners / original disk and manual
Round About / original disk and manual
Micro Shuttle / original disk and instruction card
Bill Budge PinBall Construction Set / original disk and manual
Raid over Moscow / original disk and manual
Menu Writer / original disk, manual and box
Cut and Paste / 2 original disks, manuals and folder box
Music Construction Set / original disk, manuals and folder box
All Eleven software items for $35.00

4. Omnitrend's Universe
2 Original disks and Large Black NoteBook manual
Hard to find game. Price-$30.00

5. Atari Remote Control Wireless JoySticks
Original Box, 2 JoySticks and Interface. No PowerSupply.
Intended for use with a 2600 system but will work on Atari 8bit.
Like new. Price-$10.00

6. Atari XDM121 Daisy Wheel Printer
Good condition. No manual or box. Prints well.
Price-$15.00

7. PQ The Party Quiz Game
4 push button controllers, Interface, 2 original game disks,
4 sets of extra game disks, Original manual and box
Hardly used. Price-$20.00

8. Animation Station
Drawing Pad and Pen, Original disk and manual
Like new. Price-$20.00

Atari ST Software
---
9. SuperCars II / Original Disk, manual and box
Price-$7.00

10. RamPart / Original Disk, manual and box
Price-$7.00

11. StormBall / Original Disk, manual and box
Price-$7.00

12. Tetra Quest / Original Disk, manual and box
Price-$7.00

13. Wanderer / Original Disk, manual, 3D glasses, and box
Price-$7.00

14. MindWheel / Original Disk and Book
Price-$7.00

15. Essex / Original Disk and Book
Price-$7.00

16. Total Recall / Original Disks, manual and box
Price-$7.00

17. Last Ninja 2 / Original Disks, manual and box
Price-$7.00

18. R.B.I. Two BaseBall / Original Disk, manual and box
Price-$8.00

19. Jewels of Darkness / Original Disk, manual and box
Price-$6.00

20. Damocles / Original Disk, manual and box
Price-$7.00

21. The Sentry / Original Disk, manual and box
Price-$6.00

22. Q-Ball / Original Disk, manual and folder box
Price-$7.00

23. Mortville Manor / Original Disks, manual and folder box
Price-$7.00

24. Into the Eagles Nest / Original Disk, manual and folder box
Price-$6.00

25. Cloud Kingdoms / Original disk, Poster instructions and box
Price-$7.00

26. Monster Pack Volume 1 (includes 3 games)
Shadow of the Beast 1
Infestation
Nitro
All original disks, manual covering all games, and box
Price-$10.00

27. Zork II / Original disk, manual, box, and etc.
Price-$6.00

28. Zork III / Original disk, manual, box, and etc.
Price-$6.00

29. Zork Trilogy / Original disk, manual, box, and etc.
Price-$9.00

30. Beyond Zork / Original disk, manual, box, and etc.
Price-$7.00

31. A Mind Forever Voyaging / Original disk, manual, box and etc.
Price-$7.00

32. WishBringer / Original disk, manual, box and etc.
Price-$7.00

33. SpellBreaker / Original disk, manual, box and etc.
Price-$8.00

If any one is interested in purchasing either all Atari 8-bit or Atari ST
items at once, then make us an offer.
Also we have alot of Used Original Atari 8-bit and Atari ST software that
is not on this list. So if you are looking for a item(s) that isn't listed
then just ask, we may have what you're looking for.

Thanks and contact us at the following address.

--

E-Mail Address phantomm@eastky.net
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1207. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <Odd9YEA5LN20Ewoa@valeofdreams.demon.co.uk>
Source record: 66366

In article <6bafta$4qt$1@newsd-123.bryant.webtv.net>, Lorne Hunsberger
<Mknzy@webtv.net> wibbles merrily:
>Agreed. However when the flame wars I did find it rather funny. I
>remember the same arguments when I was 14 and I am 30. It did bring
>back old memories, but we should get along now. Some of us, myself
>included own machines in both platforms......I dont think one is better,
>they are just different.

Hmm. As no doubt most us own PC's with Bill Gates favourite operating
system plastered all them...

Perhaps we could unite Atarians and Commodore (pah!) owners in
remebering just how god-awful the BBC Model B and squishy keyed, blocky,
vile, ZX Spectrums were.

I alwats rember smugly smiling while showing my Speccy owning friends
just -how much better- my Atari Graphics, Sounds, Games etc. were (same
applies to the C64 - I belive Necromancer was out on both platforms...)
--
Mark Ormerod

1208. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-04 00:00:00 UTC
From: Bill Cornish <bcornish@pris.bc.ca>
Message-ID: <34da39b2.0@206.67.207.6>
Source record: 66367

John Schnittker wrote in message <6ak8ajtk1@gte1.gte.net>...
>>
>> >Is there a kit available to modify my XF551 into a 3.5 inch drive? Just
>> >wondering... PC disk drives are cheap and it sure would be nice to plug
one
>> >of them in.
>>
>> Bob Puff sells a kit, but Bob Woolley wrote a text file that describes
how to
>> do it. I did mine from the text file and it works just fine.
>>
>Cool!!! I could not find the text file though. Can you tell me where it
>might be?

John: I highly recommend the CSS (Bob Puff) XF-551 dual drive uprgrade kit. It is a replacement rom and additional circuitry to allow the XF-551 to access both drives without having to use switches. The 5.25" mechanism operates as D(n): while the 3.5" mechanism operates as D(n+1):. Have had one of these for several years without a problem, although it doesn't get that much use anymore.

1209. Re: WTB: Mule in Original Box

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0502981716340001@macmcurrent.library.carleton.edu>
Source record: 66283

In article <6bcs4p$u0v@camel15.mindspring.com>, "Hugh FAlk"
<hughfalk@mindspring.com> wrote:

>Want to buy the game Mule in the original box with instructions.

New copies are $29.95 from:

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1210. New Atari User Jan/Feb 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0502981725590001@macmcurrent.library.carleton.edu>
Source record: 66284

Arrived at my place yesterday!

Page 6 Publishing's NEW ATARI USER

'The Magazine for the Dedicated Atari User' - ISSN 0958-7705

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Newton's Square Root

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Classic PD Zone
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ST PD Roundup
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Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10th Anniversary Demo, Mini Office II, Transdisk IV
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00

Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1211. Re: Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34DA7FCE.555F0BD5@sisna.com>
Source record: 66285

Until the craze goes away if ever your BBS will be a waste of time. The internet is the are to expand your efforts as far as useage goes. You knew this before you even posted the message!!..Haha, Yea I know..you tried to get me while I was out of town. you can reach me here faster than by phone..to e-mail..

bob

1212. Re: Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34DA8169.382444CC@sisna.com>
Source record: 66286

Explanitaion...are= Atari Reoursce Effort!...Knew you knew that Jim..:)
bob

1213. Guranteed 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34DA83B5.8E11EC2@sisna.com>
Source record: 66287

Atari 130XE with power supply and Video cable $35.00 Shipping included.

Atari 800XL with power supply and video cable $25.00 Shipping included..

Atari 850 Interface, comes with power supply and Printer Cable $25.00
Shipping included.

KPI-Hard Drive Intercace attaches to a 800XL through the PBI port access
Scsi drives
that reads and writes 256k bytes per sector, or MFM type drives 10mg
through 96mgs attached
to an Adaptec 4000, 4000a, 4070, or a 5500, this interface at this time
is Rom controled and I would need to know what drive is being attched to
the interface so the Rom could be set for your drive. There are
upgrades being explored for this interface one being a add on board to
give it MIO type addressing drive type from the screen and also the
posibility of a CD-Rom drive being implimeted on the system. These are
not vapor ware I have the board for the mio screen update here but the
cd rom is still in development. Price as it stands today Rom
Controled. $80.00 plus $4.00 shipping and handling.. Purchasers will
receive update informatin as it becomes available.

Indus Double Density Disk drive...$25.00 Shipping included..comes with
power supply and
sio cable.

bob

1214. Atari 800XL + Pac-Man - $16

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <6bb28v$nm6$18@sally.dma.org>
Source record: 66368

I've got an Atari 800XL computer for sale, with the game cartridge "Pac-Man". The computer comes with an A/V adapter, but does not include a power supply. I'll let it go to the first $16 plus shipping that I'm offered.

Dan

1215. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D931D5.20B4@bellsouth.net>
Source record: 66369
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Vadasi Mark wrote:
>
> PC in 1977? No way.The I8086 was introduced in 1979.And the 8088 came after
> the 8086.
> I think...
> BYE!

...actually, I think the 8086 came after the 8088... starting the '86
family of computers...

1216. Re: Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D93402.6DA7@bellsouth.net>
Source record: 66370

James King wrote:
>
> Just curious, if I revived either my web/ftp site or my dial-up BBS, which
> would you use?
>
> Would you rather retrieve 8bit related material via the Internet or
> directly from an Atari 8bit based bulletin board system?
>
> I want to put my Atari back into active service to the 8bit community, but
> my dial up BBS really never got my traffic, and an Internet site (being
> much more expensive) may not fare much better.
>
> Please let me know your views.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

Unanimous so far, looks like.. I like the hands-on style of the BBS...
but as far as access goes... unless you're near Birmingham AL... I would
be priced out of there.

1217. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Spacer Conrad <ncc7007@bellsouth.net>
Message-ID: <34D932E6.B4@bellsouth.net>
Source record: 66371
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Wow, that reminds me... a friend and I had a couple of routes (large ones) to pay for our hardware... plus a few other pursuits...

1218. Keyboard hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <6bb85v$17j8$1@nntp6.u.washington.edu>
Source record: 66372

Hello,

I'm new to this newsgroup (though I have plenty of experience with USENET and computers). I grew up with the Apple][but I'm now playing with a few Atari emulators. It's really interesting to compare the designs of 80's machines (Apple, Atari, Commodore, Acorn) to see how they all resolved the same design issues.

I've read the Atari System Manual and quickly looked at a couple of users' guides, and the source to a couple of emulators. I'd like to really understand what's possible and impossible with the keyboard hardware. Would someone mind correcting me if I'm wrong?

- There are a few different physical arrangements of keys: 400/800, 1200XL, 600XL/800XL, XE's.

- Theoretically, a keyboard can be viewed as a matrix of independent switches, so there are 2^n possible states where n is the number of keys. But no 8-bit Atari provides software or firmware access to this representation.

- Instead, there are a couple of different kinds of keystrokes:

The RESET and BREAK keys generate immediate interrupts. (Is it possible to distinguish what keys were held down when RESET or BREAK was pressed?)

The state of the SELECT, OPTION, and START keys can be read at any time (because they are "console switches" as on the 2600).

Most other keys send an internal code along with the state of the Control and Shift keys. It is not possible to detect Shift or Control by themselves, or distinguish between the two Shifts.

```
esc 1 2 3 4 5 6 7 8 9 0 < > backspace
tab q w e r t y u i o p - =
a s d f g h j k l ; + * return
z x c v b n m , . /
space caps atari
```

I assume the keycodes are the same on all keyboards.

- All machines except the 400/800 have a HELP key. It acts like the letter keys above (sends a keypress, along with Control and Shift bits) but to a different memory address.

- Only the 1200XL has F1 F2 F3 and F4. They behave the same way as the letter keys and HELP (only keypresses can be

detected, with Shift and/or Control). Only the 1200XL has
a software-controlled LED.

Thanks for your help,

-- Derek

1219. Do you know Brent Murphree? (smurphre@bellsouth.net)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <6bb7ka$14b$3@sally.dma.org>
Source record: 66373

I just wanted to know if any of you out there have had dealings with Brent Murphree? (smurphre@bellsouth.net) Last fall, he and I had a trade worked out, where I was to send him an Atari Lynx II and 5 games, and he would send me a Super Nintendo, 5 SNES games, and 4 game boy games. He is the one who posted the initial posting in the atari newsgroup, saying that he was really desperate to find a good used Lynx II, and several games for the system. He also specifically said how many games he would be sending along with the SNES and the Super game boy. Well, when he actually sent the items, all I received was a SNES, Super Game Boy, two SNES games, and two trashy, almost unplayable game boy games. He did not include 4 SNES games, and also left out 2 of the game boy games that he had promised.

So, I e-mailed him, asking him what was going on. He mailed me back and said that he had to send the rest of the games in another box, since there wasn't enough room in the first one. I waited a few more days, but nothing showed up. I mailed him again, and this time he claimed that he had sent them Federal Express (first time he said U.S. postal service), and that they had somehow lost the package, and he didn't know what to do.

I wrote back again, and he explained that the package was supposedly insured, and they had given him $50 because it had been crushed, and the items destroyed, but he said he was uncomfortable sending cash through the mail, and didn't know what to do. By this time, I was very suspicious, because I had started to notice that his story had changed slightly several times. I asked him for the tracking number of the package, but he refused to acknowledge my question. Thereafter, every time I e-mailed him, I made a point to let him know that I required the shipping number on his insurance receipt, but not once did he even acknowledge my asking him for the tracking number for the package. I even explained that I would need the number to verify that he had even sent out the games in the first place.

Eventually, he started to claim that he was only a youngster (not even a teenager yet) and that his allowance was all used up, but that he could use the insurance money to buy me replacement games. However, he said that he would only be able to ship the games if I would send more money to pay for shipping. I thought about this for a bit, but then realized he would probably just laugh and use the stamps I sent for personal purposes. I felt had, with no way to get what I had been promised.

Sure, the trade deal that I had been promised sounded very good, but I never do trades unless they are in my favor. Brent made a point to continuously mention that even without the rest of the games, he felt like our trade had been fair, because he had supposedly checked respective prices on the net. My point to him was that he had promised me certain

games, but had failed to keep his half of the bargain, even though I had kept mine to the letter. I tried to explain to this guy that you don't change the rules of the agreement after one person has already sent their merchandise.
Anyway, I guess the main reason I am writing and posting this warning is because out of all the deals I have done on the Internet, this man was the most ruthlessly immoral. From what I saw, it seems that he would stoop to almost any level in order to screw a person out of what they deserve. I doubt very much that he is a 12 year old, and even if he is, that is still no excuse to promise something in a deal and then only send half of what you promised a person. Brent Murphree is without a shred of decency or integrity, and I urge you to avoid doing business with him at any cost. If you have had business dealings with Mr. Murphree in the past, I would appreciate it if you would e-mail me and share any experiences you might have had with him.

Thanks,

Dan Woodard

1220. Re: Hyperspeed handlers

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980205080901.DAA18742@ladder02.news.aol.com>
Source record: 66374

>Are you the Len Spencer that wrote the Hyperspeed handlers for BB and MIO?
>
>Are they online somewhere? I've tried to download them from Tom Hunt's side,
>but something in the address was wrong (document couldn't be found). I'd
>need the BB version.

Yep, one and the same. Check out my web page,

http://members.aol.com/lenspencer/hyperspd.htm

That will get you right to the page.

Spammers and other obnoxious morons cheerfully ignored.

1221. New Atari Web Page, Get some of the best Atari Games here easily.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <01bd3219$4d178480$41f131ca@aaronat>
Source record: 66375

Hi Atari Users,
A New Atari Games Page is at the Following...

http://shell.ihug.co.nz/~aaronat/atari.html

NO Banners, No XXX, No crap you dont want...
Nothing but Games for your Atari's or Atari emulators.
All Files are Zipped .ATR Format.

Check it out, There may be something there, you havent got...

1222. Atari Top Ten Games....

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <01bd3219$a7be9c20$41f131ca@aaronat>
Source record: 66376

My personal Top Ten Games for the Atari 8bit,
Screen shots for each....

http://shell.ihug.co.nz/~aaronat/at_top10.html

No Banners, No XXX, No crap....

1223. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6bc3c5$cr6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 66377
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <6ap2lt$jac@nntp02.primenet.com>, Glenn Saunders <krishna@primenet.com> says:
>
>Maria on the Atari 8-bit would have been a hack because the Maria chip
>runs internally at 7.xx mhz. I doubt it would integrate well into an
>8-bit archetecture, even though the 7800 uses the same 6502C at 1.79mhz
>as the 8-bit does.

The Freddy Chip inside the XE's has it's own 14.something MHz cristal!

CU Mathy Van Nisselroy

1224. scsi drives for use with MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <886695983.1047330820@dejanews.com>
Source record: 66378

Does anyone know if *any* of the following drives work (by direct connection) with the MIO?

---

3 Miniscribe 8425SA 20 SCSI
1 Rodime RO5128S 40 SCSI
1 Quantum Q250 40 SCSI
19 DEC 3150 50 SCSI
1 Quantum Q280 70 SCSI
1 Quantum ProDrive 80S 80 SCSI
4 DEC 3100 100 SCSI
2 Quantum ProDrive 105S 105 SCSI
1 Imprimus 94221-125 107 SCSI
1 Rodime RO5180ST 150 SCSI
3 Imprimus 94161-155 155 SCSI
2 Imprimus 94161-182 155 SCSI
2 MPI 94161-155 155 SCSI
6 Micropolis 1375 170 SCSI
5 Conner CP30200 200 SCSI
2 Rodime RO3259T-E1 200 SCSI
2 Maxtor LXT213SY 212 SCSI
1 Imprimus 94171-307 280 SCSI
1 Seagate 94171-350 307 SCSI
1 Conner CFP-1060E* 1000 SCSI
1 Seagate ST41200N 1000 SCSI

-cyrus-

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1225. WTB: Mule in Original Box

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Hugh FAlk <hughfalk@mindspring.com>
Message-ID: <6bcs4p$u0v@camel15.mindspring.com>
Source record: 66379

Want to buy the game Mule in the original box with instructions.

Write me at:

hughfalk@mindspring.com

1226. WTB: Power supplies for the 1050 DD and 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: Hugh FAlk <hughfalk@mindspring.com>
Message-ID: <6bcs7s$ulf@camel15.mindspring.com>
Source record: 66380

Write me at:

hughfalk@mindspring.com

1227. Re: Do you know Brent Murphree? (smurphre@bellsouth.net)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34db0bdb.631010@news.demon.co.uk>
Source record: 66381

The other Day jeking@xmission.com (James King) wrote:

>Daniel Woodard <woodardd@dma.org> wrote:
>
>: I just wanted to know if any of you out there have had dealings
>: with Brent Murphree? (smurphre@bellsouth.net) Last fall, he and I had a
>: trade worked out, where I was to send him an Atari Lynx II and 5 games,
>
>Send an email to postmaster@bellsouth.net.. I doubt the phone company runs
>an ISP service, so it may be his employer.. This could be the ultimate
>payback!

Straight for the throat James...I like it!!

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1228. DCM / Diskcomm file format specifications revision 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-05 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34da3fac.87226@news.wxs.nl>
Source record: 66382

Here are the specifications for the Diskcomm file format.
Sorry that this post is rather long, but over time, lots of people
have asked for it, so I hope it will be appreciated anyway.
Please send me some feedback if you think this text is unclear.
Keep those XL's/XE's humming.

Diskcomm file format version 3.2, revision 1.0, February 1998.

Diskcomm archives represent the contents of diskettes used for the
Classic Atari computers. Various pieces of information related to the
format and the contents of the diskette are stored in the archive
file. To reduce the storage space requirements, compression
algorithms are applied to the data. For some large archive files, it
may be necessary to split the archive into multiple files, in order to
be able to store the archive on diskettes.

On an Atari disk, data is organized in sectors. These sectors are
numbered starting from 1. There are various disk sizes. The most
common ones are the standard diskettes. Common diskette formats are
the single density diskette, which holds 720 sectors of 128 bytes, the
enhanced density diskette, which holds 1040 sectors of 128 bytes, and
the double density diskette, which holds 720 sectors of 256 bytes.
There are various other formats, but the single density and the
enhanced density are used most, since these are supported by the 1050
disk drive. Other formats require a XF551, 815, or some third party
disk drive, like the Percom, Indus GT, Trak, Black Box with floppy
board, MIO, and the HDI, to name just a few. Diskcomm will always use
1040 sectors for enhanced density diskettes, so for this type of
format, the number of sectors processed is defined by the format. For
single density and double density disks, the maximum number of sectors
can be modified between 1 and 9999. By definition, the first three
sectors of any Atari disk contain 128 bytes, since this is considered
the boot area. So the first three sectors of double density disks
will also contain only 128 bytes of data. Diskcomm still stores these
sectors as sectors of 256 bytes within the archive, and the remaining
128 bytes will simply contain zeroes.

The sectors of a disk are stored in the archive sequentially. Sectors
of data within a Diskcomm archive are compressed. While creating the
archive, Diskcomm examines the contents of each sector that is
processed. Based on these contents, one of several compression
algorithms is used to reduce the amount of storage required for
representing the contents of this sector. Sectors that contain
nothing but zeroes are considered empty sectors. Empty sectors are
not stored in the archive. A flag will be set in the information

stored for the preceding non-empty sector, to indicate this. This preceding sector will be followed by the sector number of the next sector that contains data. It is assumed that the diskette will be formatted before writing the archive back to a diskette, and thus that initially all sectors on the output disk will contain zeroes. Therefore, there is no need to store empty sectors in the archive. To be able to skip these sectors when writing the archive back to disk, the sector number included in the archive is used to skip these empty sectors.

For sectors that contain data, the contents of the sector are compared to the contents of the last preceding sector containing data. Empty sectors have no influence on this comparison, since they are skipped. Like noted before, there is a flag that indicates that a sector number follows the sector data. If this flag indicates that a sector number follows the sector data, the number of the current sector is appended to the archive buffer, in the 6502 low/high byte format. Then an attempt is made to compress the current sector. There are four different compression algorithms that can be applied. Each of them is applied to the sector in turn, and if the result is successful, the resulting compressed data is appended to the archive buffer, with the type of compression pre-pended. Older versions of Diskcomm used a fifth algorithm. This is now obsoleted by one of the remaining four algorithms, so this old algorithm is no longer applied when an archive is being created. However, some very old archive may still contain a sector that was compressed by this algorithm. If the sector data cannot be compressed by one of the four algorithms, the data is stored uncompressed.

Compression of sectors continues until memory runs out, or until there are no more sectors left to process. Due to memory limitations, there is a maximum of just over 24K of data that can be stored in the archive buffer. When appending the compressed data to the buffer causes the buffer to contain about 24K of compressed data, the buffer is full, and it is flushed to disk. A system that has more than 64K of memory can hold multiple buffers before the data is actually flushed to disk. Each buffer load is considered to be a pass in the compression of the disk. A pass is an undefined number of compressed sectors, that is considered complete when hex 5F02 (dec 24322) bytes of data or more has been accumulated. The end of pass information is then appended to the pass. A pass must be no larger than hex 6002 bytes. Each pass starts with the header, which consists of two bytes. The first byte is either hex FA or hex F9. When the archive is split up into multiple files, this byte will contain hex F9, otherwise it will contain hex FA. The second byte of the header combines three pieces of information. The format of the original disk is indicated in bit 5 and bit 6 of the second byte. Bit value 00 is used for single density disks, bit value 01 is used for enhanced density disks, and bit value 10 is used for double density disks. Bit value 11 is undefined. Bits 0 to 4 are used to indicate the pass number. Each pass is numbered sequentially, starting at 1. since there are 5 bits

available for this, the highest possible pass number is 31.
Therefore, the largest archive will be no larger than 31 times 24K,
unless the pass count is allowed to roll over to zero. The high order
bit of the second byte (bit 7) is set when this pass is the last pass.
Since compression is started before asking what the user wants to do,
the question of dividing the archive into smaller files is only
presented to the user if there is more than one pass. If all data can
be stored in one pass, this question is not presented, and an archive
with header type hex FA is created. The first sector within a pass
will always be preceded by its sector number.

Format description, values are in hex:

<Diskcomm archive> = {pass}
<pass> = <archive type> <pass information> <sector number> {sector
data} <end of pass>
<pass information> = <last pass flag> + <diskette type> + <pass
number>
<sector data> = <content type> [compressed data] [sector number]
<content type> = <sequential flag> + <compression type>
<archive type> = F9 | FA
<last pass flag> = 00 | 80
<diskette type> = 00 | 20 | 40
<end of pass> = 45
<sequential flag> = 00 | 80
<compression type> = 41 | 42 | 43 | 44 | 46 | 47
<sector number> = 0001 - 270F
<pass number> = 01 - 1F
<compressed data> = Sector contents, see below.

Format description in plain English.

Diskcomm archive: A Diskcomm archive consists of one or more passes.
When an archive is split into multiple files, each pass is stored in a
separate file.
Pass: A pass consists of an archive type code, followed by pass
information, followed by the starting sector number, followed by one
or more sector data packets, followed by the end of pass code.
Archive type: The archive type indicates whether this is a multi file
archive (F9) or not (FA).
Sector data: A sector data packet consists of one byte that indicates
the content type for the sector data packet. After the content type,
the compressed data for the sector follows. The contents of this
depends on the type of compression, and it can contain any number of
bytes, from zero up to the length of the sector for the type of disk,
either 128 or 256 bytes. The high order bit of the content type is
used to indicate whether or not a sector number will follow the
compressed data. If this bit is zero, a sector number will follow the
data. If this bit is one, there will not be a sector number following
the compressed data.
Sequential flag: This flag indicates whether or not the sector packet

contains a sector number. If this flag has the value 00, a sector number will follow the sector data. If it has the value 80, there will not be a sector number following the sector data, and the next sector is the next sequential sector.
Content type: The high order bit of this byte is the sequential flag. The remaining low order bits are the compression type.
Sector number: An unsigned sector number, which is two bytes. The first byte is the low order portion of the number, the second byte is the high order portion of the number. Normally ranging from 1 to 9999 decimal.
Pass number: A sequence number assigned to each pass. Normally ranging from 1 to 31 decimal. This might roll over to zero after 31.
End of pass: The value hex 45.
Compression type: One of the following hex values: 41, 42, 43, 44, 46 or 47. The meaning of these values is described below.

Type 41, modify begin.

The compression is relative to the previous sector. The sector data contains only the beginning portion. The last portion is not changed. The first byte of the sector data specifies at what offset to start modifying the sector. The remaining bytes of the sector data are used to modify the beginning portion of the sector. This modification takes place starting at the byte at the start offset, working towards the beginning of the sector, up to and including the byte at offset zero, the first byte of the sector. This implies that the data bytes are stored in a reverse order in the sector data.

Type 42, 128 byte DOS sector.

This is an obsolete compression type, that was used by early versions of Diskcomm. Earlier versions of Diskcomm supported only single density diskettes, so this type of sector always represents 128 bytes. Programs that decode archives should be aware of this. Using it for creating new archives is not recommended. The sector data contains five bytes. The first byte of the sector data is used to initialize the first 124 bytes of the sector. The remaining four bytes are stored in the last four bytes of the sector.

Type 43, compressed sector.

The sector data contains substrings. These substrings alternate between uncompressed and compressed, starting with an uncompressed substring. Each of these substrings starts with a byte that specifies the ending offset of the resulting data in the sector. When this ending offset position is reached, the end of the substring is reached, and the byte at this ending offset is the starting position for the next substring. The starting position for the first substring is at offset zero. An uncompressed substring will contain as many bytes as are needed to fill the sector from the start position up to, but not including the end offset. For uncompressed substrings, if the starting position offset is equal to the ending offset, there is no

further data, so in effect, this is a null string. This is used when there are two portions of data within the sector that can be compressed, without other data in between these portions. The uncompressed substring must be present, therefore a null string must be used in this case. Compressed substrings are always two bytes in length. The compressed substring starts with a byte that indicates the ending offset. The second byte contains the fill character. The portion of the sector starting at the start offset, up to, but not including the ending offset, is set to the value of this fill character. After the compressed substring, another uncompressed substring follows.

For double density disks, the ending offset for the last substring is 256. Since there is only one byte to represent the ending offset, this is stored as zero. However, zero is an offset that can be used for the first uncompressed string, to indicate that the first uncompressed string is a null string. The end of this type of compressed sector is reached when all bytes in the sector have been processed. This can occur at the end of an uncompressed substring. In this case, there will not be a compressed substring following the uncompressed string. Likewise, if it occurs at the end of a compressed substring, there will not be an uncompressed string following it.

Type 44, modify end.

The compression is relative to the previous sector. The sector data contains only the ending portion. The beginning portion is not changed. The first byte of the sector data specifies at what offset to start modifying the sector. The remaining bytes of the sector data are used to modify the ending portion of the sector. This modification takes place starting at the byte at the start offset, up to, and including the last byte of the sector.

Type 45, end of pass.

This compression type indicates the end of a pass, so it is not a real compression type. There is no sector data for this type. For a multi file archive, this indicates the end of the file. The archive is continued in the next file, unless this pass was the last pass. For single file archives, this indicates that the next pass follows within this file, unless this was the last pass. The next pass starts with a header again, followed by a sector number.

Type 46, same as before.

This compression type indicates that the data for this sector is identical to the data of the previous non-zero sector. There is no sector data for this type.

Type 47, uncompressed sector.

The sector data contains the number of bytes required to fill an entire sector, either 128 or 256 bytes. No compression of any kind is performed on this sector type.

Previous sector.

The buffer that holds the contents of the previous non-zero sector is initialized at the start of a pass if the archive is a multi file archive. For single file archives, this buffer is cleared at the start of the first pass only.

Known bugs and anomalies.

This specification induces some anomalies. When the last sector in a pass has the flag set that indicates that a sector number must follow it, this sector number has no meaning, since the next pass will always start out with a sector number. Diskcomm might not have the next sector available. Therefore, it cannot always determine whether or not it is an empty sector. Since a sector number must be included once we set this flag, a fake sector number is appended. The value hex 0045 is used for this. This is also true for the last pass. Note that this is stored in the low/high byte order.

Diskcomm processes sectors in chunks of 18 sectors, or chunks of 9 sectors if the disk is double density. These chunks might include empty sectors. The last sector in these chunks will always be followed by a sector number, since Diskcomm does not read ahead to determine the contents of the next sector. This is not a requirement. On creating an archive, Diskcomm just happens to do this. So a sector number might be included even if the next sector is non-zero.

It looks like Diskcomm has some slight problems. Double density sectors are 256 bytes long. If the buffer contains hex 5EFF bytes, and the sector cannot be compressed, and a sector number must be included, we must add 259 bytes to the buffer. To mark the end of pass, we have to add either one hex 45 byte, or hex 45 00 45. This might add up to three extra bytes. The pass would be hex 6003 bytes long. This makes the pass longer than hex 6002 bytes. On reading, this is also a problem. Diskcomm will not store the first two bytes, since the two header bytes are read and processed first. Then it tries to read hex 6000 bytes. Within these hex 6000 bytes, the end of pass code must be included. This will be missing though, so Diskcomm will not be able to process the file. This problem only occurs with double density disks in the specified exceptional conditions.

When a pass contains exactly hex 6002 bytes, Diskcomm will terminate processing after this pass. Therefore, passes should be less than hex 6002 in length. This can only occur with archives of double density disks.

For unknown reasons, the passes above pass number 31 have their pass number reduced by one. Only the five low order bits are stored.

For multi-file archives, a selected character of the filename is
incremented for each pass. This will eventually cause an invalid
character to be used in the filename, depending on the restrictions
imposed by the DOS used.

Send comments to:

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
ernest@wxs.nl

1229. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <6beg5m$f4b$1@user2.teleport.com>
Source record: 66288
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

1230. Re: Need program to make backup of games from atari floppy to atari floppy

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f44a1ad374b1e9198968f@news.midwest.net>
Source record: 66289

In article <34d66fbb.0@news.one.net>, tom_cody@one.net says...
> I have some old and some new games(still old but new to me) I would like to
> make backups of these programs using a atari 800 and a indus drive
>
For non-copy protected disks, i use SCOPY (sector copier), or Disk Wizard
II. i have one disk that i notched to use both sides and have both pgms
on the same disk. SCOPY is only about 7 sectors long. (i think) and boots
real quick even on the slowest drive/computer combo... (as opposed to a
warp-speed-type boot disk)

--
Ron
rlaski@midwest.net

1231. need help with POKEY timer emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: Petr Stehlik <pstehlik@zln.cz>
Message-ID: <6beoe1$3rs$1@ns.felk.cvut.cz>
Source record: 66290

Hi,

I have been working on improving David Firth's Atari800 emulator for last six months. Several things has been fixed, some bits were improved, changes were sent back to David - so hopefully there soon will be a new version of Atari800.

But now I need to emulate Pokey timers in order to get Ghostbusters (and other games) running. Unfortunately I don't remember the hardware details of the timers (if they're restarted automatically etc). Could anybody help me, please?

Petr

1232. FS: Atari 800 games software

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <17EF59A62S86.TSICRDSX@mu3.millersv.edu>
Source record: 66291

If you see anything you want, need, etc MAKE an offer. (I prefer not to
set prices.)

If anyone wants to make an offer on the lot, go ahead....
people won't laugh at you (much!).

Buyers will be responsible for all shipping/handling charges.
Sales to contiguous US only.

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

Cartridges

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

c E.T. Phone Home *SOLD* Help E.T. find the parts to make
his phone.

c Missile Command *SOLD* Save your cities from alien attack.

c Star Raiders *SOLD* Some more stupid spaceships!

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.
Did I mention soccer is like unto
great gasping intakes of air!

c Jumbo Jet Pilot Take your seat at the controls of
a jumbo jet. Fly it upside down...
see passengers grab for Gravol...
mess up the President's $200 haircut..
console Bobby because they shot his

dog before boarding.... JUST KIDDING!

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Cassette Tapes
~~~~~~~~ ~~~~~
**AIM Software

t X-Ray *SOLD* Art construction game

**Atari Corp

t States and Capitals Program cassette ONLY, Instructions and
game on tape.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Professor IQ Series of educational learning games

t Slinky You've played with the springs, now try
them on the screen!!

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

t Sam the Sea Serpent Sammy will devour your child if he
gives the wrong answer! (Just Kidding
!!). A story and game for your young
~~~~~~~~

ones.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Owari & Bull and Cow *SOLD* Computer renditions of traditional folk
games

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

DON'T TELL *ME* YOU HAVEN'T HEARD 5-1/4" FLOPPIES MAKE GREAT VALENTINE
GIFTS!!!!

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**ALA

d Dragon's Hideaway Gather the Dragon's eggs...make a
SOLD medieval omelet??

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Galahad and the Holy Grail Fairly well known adventure game, in
SOLD ziplock packaging.
~~~~~~

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**Crystalware

d Imperial Walker Idiotic robot elephant from Star Wars

**DataMost

d Ardy the Anteater Anteater slurping up those ants !

d Night Raiders Blow up the alien spaceships
again...don't they ever give up?

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
& Round About missed before, Round About .. blow up
strange shapes. Two games in one
ziplock. ~~~

**EPYX

d King Arthur's Heir Camelot adventure game. Has nothing to
SOLD do with Royal toupees.

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Hayden Software

d Final Conflict Futuristic tank warfare game
SOLD

**K-TEK

d Gorgon Rescue the Golden Fleece with Jason,
beware Medusa, beware this game... it's
Booorrrrriiiinnnggggg.

**KeyPunch Software

d Strategy Simulations Robot Patrol, Star Merchant, Civil War,
SOLD Convoy. Sure sounds like public domain
games to me ! In plastic sleeve.

**Learning Company

d Word Spinner Basic building blocks of reading, ages
SOLD 6 - 10. In cardboard folder.

**Main Street Publishing

d Ardy the Aardvark Same game as above, repackaged in
ziplock.

**Penguin Software

d The Quest **SOLD** Fairly decent graphic adventure game

**Scholastic

d Agent USA Educational puzzle solving adventure
for ages 9 to adult. Nice, but heavy
packaging.

d Turtle Tracks LOGO-type graphics language program
for ages 9 to adults. Also nicely but
heavily packaged.

**Sirius

d Blade of Blackpool **SOLD** Illustrated myth and magic graphics
adventure game. Not bad.

d Fast Eddie Jumpman, Donkey Kong type arcade game.

d Wayout Colorful elaborate maze game. Still
has the CLOWN glasses !!

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

d Snooper Troops, Case #1 Kids detective game. Teaches problem
SOLD solving, deductive skills

d Snooper Troops, Case #2 Are your kids skilled yet? If not, try
SOLD this one too.

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.
By the way,
BOYCOTT DISNEY/ABC !!!

OK! I KNOW A SMALLER PERCENT OF OUR POPULATION IS LITERATE,
TEST SCORES HAVE FALLEN, WE'VE DROPPED TO 17TH IN EDUCATION...
SINCE THE ESTABLISHMENT OF THE DEPARTMENT OF EDUCATION and
CONTINUAL NEA 'STANDARDS'.
IT DOESN'T MEAN *YOU* CAN'T TRY READING!!!

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

s Atari Speed Reading Massive, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 5 years!

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables

FOLLOWING books do not directly apply to Atari, but to other systems, or
to BASIC. ($15 plus shipping takes them all)

25 Exciting Computer Games in Basic for All Ages David Chance
33 Adult Computer Games in Basic David Chance
34 MORE Tested, Ready-to-Run Game Programs in Basic Delten T. Horn
67 Ready-to-Run Programs in BASIC Wm Scott Watson
1001 Things to Do With Your Personal Computer Mark Sawusch
Basic Fun - Games, Puzzles, Problems for Children Lipscomb & Zuanich
Compumath Magic (a kid's book) M.J. Winter
Dragon Magic Your First Programming Book Richard Wadman
Games, Graphics and Sounds Curran & Curnow
~~~~~

How to Write an Apple Program Ed Faulk
How to Write a Program II - Advanced Programming Techniques Ed Faulk
Stimulating Simulations (Second Edition) C.W. Engel
Your First Steps in Basic Curran & Curnow

1233. WTB: Ultima Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: "J. Emond" <emond@ican.net>
Message-ID: <34DB3E86.1DC6@ican.net>
Source record: 66292

Hi,

I'd like to buy the following Atari Ultima Games:

Ultima I, Ultima II, Ultima III & Ultima IV

Thanks,
Steve

1234. WANTED: Autoduel

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980206091302.3677A-100000@becker2.u.washington.edu>
Source record: 66293

I'm looking for AUTODUEL, either actual disks or a good image. The images and the Hackerz archive don't seem to be working (they crash when I try to enter the arena). Thanks!

1235. binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6bfi0v$509$1@dartvax.dartmouth.edu>
Source record: 66294

I'm intested in finding out what range of addresses a binary load file must avoid using if it is to be loaded from DOS. I suppose for starters, I could assume that all of DOS and DUP are required, though it's probably only DOS. Ideally, I would like to know for DOS2.0S, DOS2.5, MyDos, and SpartaDos.

In case you are curious, my goal is to incorporate this information as a warning into my binary load file analyzer. Currently it does a good job of validating and even patching up the structure of binary load files. It runs under DOS and Unix, so it's mostly of interest to people using emulators or SIO2PC. You can find it at:
http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
Q: How many Microsoft programmers does it take to upgrade a lightbulb?

1236. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: mparson@alpha.bl.org
Message-ID: <6bfgi6$1ce$1@alpha.bl.org>
Source record: 66295
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34D931D5.20B4@bellsouth.net>,
Spacer Conrad <ncc7007@bellsouth.net> wrote:
>Vadasi Mark wrote:
>>
>> PC in 1977? No way.The I8086 was introduced in 1979.And the 8088 came after
>> the 8086.
>> I think...
>> BYE!
>
>...actually, I think the 8086 came after the 8088... starting the '86
>family of computers...

Actually, the 8086 was the first processor, the 8088 was after that.

The 8086 was a full 16-bit processor, the 8088 was a reduced cost
processor built for the IBM PC/XT, it had a 16-bit internal with an
8-bit external bus.

While they don't have this type of information on this particular page,
they do list the release dates of their processors on:

http://www.intel.com/intel/museum/25anniv/hof/hof_main.htm

--
Michael Parson
mparson@bl.org

1237. Re: Do you know Brent Murphree? (smurphre@bellsouth.net)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <886795754.1022558212@dejanews.com>
Source record: 66296

In article <6bbeecnju1@xmission.xmission.com>,
jeking@xmission.com (James King) wrote:
>
> Daniel Woodard <woodardd@dma.org> wrote:
>
> : I just wanted to know if any of you out there have had dealings
> : with Brent Murphree? (smurphre@bellsouth.net) Last fall, he and I had a
> : trade worked out, where I was to send him an Atari Lynx II and 5 games,
>
> Send an email to postmaster@bellsouth.net.. I doubt the phone company runs
> an ISP service, so it may be his employer.. This could be the ultimate
> payback!
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

Nice thought, but these days everybody and their mother runs an ISP.
Try surfing over to bellsouth.net... :(

cowpoke

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1238. Atari pages updated!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: Fred Meijer <fmeijer@mailhost.dsv.nl>
Message-ID: <886796301.29741.0.rover.c29fe69a@news.demon.nl>
Source record: 66297

Hi everyone,

I would like to invite all Atarians to pay a visit to my updated atari-pages. You can find news about the atari-8bit, shows, links and pictures.

New is the English and Dutch Abbuc Corner. Abbuc is the largest Atari 8-bit user group of the world. Their own pages are in German, but now I offer their news and information in the English and Dutch languages. Just click on the right flag to get your language!

You can find my atari pages at the following address:

http://www.meijer.demon.nl/atari

If you have any suggestions, news, links please leave a message to me. The address can be found on my pages.

Greetings,
Fred Meijer, The Netherlands

1239. Components

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: MrZOG <hambIls@searnet.com>
Message-ID: <34DB06C8.3210@searnet.com>
Source record: 66298

I seem to have found my old ATARI system in storage. Anyone
interested i some 1050 Disk drives, cassette dtorage system, misc.
cables, books, etc.???? Contact: MrZOG... hambIls@searnet.com

1240. Update Atari Stuff ForSale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <886776818_OASIS_@eastky.net>
Source record: 66299
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Greeting Atari Users,

Here is an update to our Good Atari Stuff ForSale List.
More items added to list.

ATARI 8-bit items

1.*SOLD*

2. SBM Small Business Management for Atari 8-bit Computers
Original disk, Notebook manual, Basic XL cartridge and manual.
Requires 2 Double Density Disk Drives. Price-$15.00

3. Eleven Atari 8-bit software titles---------PRICE REDUCED*
MRCA Mach 2 / original disk and manual.
Wayout / original disk and manual.
Mad Magazine's Official Spy vs. Spy / original disk and manual.
Asteroid Miners / original disk and manual.
Round About / original disk and manual.
Micro Shuttle / original disk and instruction card.
Bill Budge PinBall Construction Set / original disk and manual.
Raid over Moscow / original disk and manual.
Menu Writer / original disk, manual and box.
Cut and Paste / 2 original disks, manuals and folder box.
Music Construction Set / original disk, manuals and folder box.
All Eleven software items for $30.00.

4. Omnitrend's Universe
2 Original disks and Large Black NoteBook manual
Hard to find game. Price-$30.00

5. Atari Remote Control Wireless JoySticks
Original Box, 2 JoySticks and Interface. No PowerSupply.
Intended for use with a 2600 system but will work on Atari 8bit.
Like new. Price-$10.00

6. Atari XDM121 Daisy Wheel Printer
Good condition. No manual or box. Prints well.
Price-$15.00

7. PQ The Party Quiz Game
4 push button controllers, Interface, 2 original game disks,
4 sets of extra game disks, Original manual and box
Like new. Price-$20.00

8. Animation Station
Drawing Pad and Pen, Original disk and manual.
Like new. Price-$20.00

Atari ST Game Software
---
9. SuperCars II / Original Disk, manual and box.
Price-$7.00

10. RamPart / Original Disk, manual and box.
Price-$7.00

11. StormBall / Original Disk, manual and box.
Price-$7.00

12. Tetra Quest / Original Disk, manual and box.
Price-$7.00

13. Wanderer / Original Disk, manual, 3D glasses, and box.
Price-$7.00

14. MindWheel / Original Disk and Book.
Price-$7.00

15. Essex / Original Disk and Book.
Price-$7.00

16. Total Recall / Original Disks, manual and box.
Price-$7.00

17. Last Ninja 2 / Original Disks, manual and box.
Price-$7.00

18. R.B.I. Two BaseBall / Original Disk, manual and box.
Price-$8.00

19. Jewels of Darkness / Original Disk, manual and box.
Price-$6.00

20. Damocles / Original Disk, manual and box.
Price-$7.00

21. The Sentry / Original Disk, manual and box.
Price-$6.00

22. Q-Ball / Original Disk, manual and folder box.
Price-$7.00

23. Mortville Manor / Original Disks, manual and folder box.
Price-$7.00

24. Into the Eagles Nest / Original Disk, manual and folder box.
Price-$6.00

25. Cloud Kingdoms / Original disk, Poster instructions and box.
Price-$7.00

26. Monster Pack Volume 1 (includes 3 games)
Shadow of the Beast 1.
Infestation.
Nitro.
All original disks, manual covering all games, and box.
Price-$10.00

27. Zork II / Original disk, manual, box, and etc.
Price-$6.00

28.*SOLD*

29.*SOLD*

30. Beyond Zork / Original disk, manual, box, and etc.
Price-$7.00

31. A Mind Forever Voyaging / Original disk, manual, box and etc.
Price-$7.00

32. WishBringer / Original disk, manual, box and etc.
Price-$7.00

33. SpellBreaker / Original disk, manual, box and etc.
Price-$8.00

34. Perry Mason
The Case of the Mandarin Murder / Original disks, manual and box.
Price-$7.00

35. High Roller / Original disks, manual and box.
Price-$7.00

36. Omnitrend's Universe 3 / Original disks, manual and box.
Price-$8.00

Atari ST Applications and Utilities

A1. Easy Draw Package
SuperCharged Easy-Draw version 2.24.
Super Charger version 1.01.
Easy Draw Font Pack 1.
Easy Draw Personal Draw-Art 1.
All Original Disks and Manuals in the Original NoteBook.
Price-$15.00

A2. Partner ST / Original Disks and NoteBook Manual.
Price-$8.00

A3. PayRoll Master / Original Disk and NoteBook Manual.
Price-$7.00

A4. Scholastic Series Biology Package
For Grades 8-9
Volume 1 Original disks, manual, and plastic folder box.
Volume 2 Original disks, manual, and plastic folder box.

Volume 3 Original disks, manual, and plastic folder box.
Volume 4 Original disks, manual, and plastic folder box.
Price-$12.00

A5. Photo Show Plus version 1.01 / Original disks, and manual.
Price-$6.00

A6. Slicctop / Original disks and manual.
Price-$9.00

A7. Michtron Package
The Juggler / Original disk, manual, and box.
Michtron Utilities / Original disk and manual.
M-Cache / Original disk and manual.
Tune Up! / Original disk and manual.
PinBall Factory / Original disk and manual.
Price-$15.00

A8. Metacomo Make / Original disk, manual and box.
Price-$5.00

A9. Quick ST II version 2.21 / Original disk and manual.
Price-$5.00

A10. PaintWorks version 1.5 / Original disk, manual and reference card.
Price-$7.00

A11. AutoProgram database / Original disk, manual and container.
Price-$5.00

A12. HelpMate / Original disk and manual.
Price-$7.00

A13. Abbreviator ST version 1.1 / Original disk and manual.
Price-$5.00

A14. AND Fast-Key Shell / Original disk and manual.
Price-$6.00

A15. AND Cash_Register / Original disk and manual.
Price-$6.00

A16. ZoomRacks / Original disk and manual.
Price-$6.00

A17. Thunder! version 1.31 / Original disk and manual.
Price-$6.00

A18. ColorWriter version 1.2 / Original disk and manual.
Price-$5.00

End of list.

DISCOUNT

*Any order which totals $30.00 or more will receive a automatic $5.00 off.

*Any order which totals $60.00 or more will receive a automatic $10.00 off.

To place a order for any item contact us at the address below.
Have a question about a item? Then feel free to ask.

Thanks,

--

E-Mail Address phantomm@eastky.net
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1241. Re: Monitor advice sought

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19980206230000.SAA03209@ladder03.news.aol.com>
Source record: 66300

I have three monitors: A magnavox, a Commie 1902 and an Amiga 1084. By far the 1084 gives you the best picture. This thread has been posted here before and pretty much everyone agreed: These give you the best picture. If you look around you can find one for about $70.

1242. Re: Monitor advice sought

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6bgise$1an$1@newsd-124.bryant.webtv.net>
Source record: 66301

Is the Amiga monitor 40 or 80 column?

1243. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6bgkpc$1dt$1@newsd-124.bryant.webtv.net>
Source record: 66302

Well, actually I dont have a PC with Bill Gates favorite OS, and noone here does either. :> Bill Gates favorite OS is Windows 98. After all, win98 will include internet explorer and will certainly hurt Netscape even more due to the integrated browser. But I digress. I do miss the days when there were more choices. I like Wintel PC's but that shouldnt be the only thing out there IMHO....Oh well, enough of me biting the hand I feed. (I have webtv - owned by GATES of course)

1244. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-06 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6bgruqsbd1@gte2.gte.net>
Source record: 66303

Bill Cornish wrote:
>
> John Schnittker wrote in message <6ak8ajtk1@gte1.gte.net>...
> >>
> >> >Is there a kit available to modify my XF551 into a 3.5 inch drive? Just
> >> >wondering... PC disk drives are cheap and it sure would be nice to plug
> one
> >> >of them in.
> >>
> >> Bob Puff sells a kit, but Bob Woolley wrote a text file that describes
> how to
> >> do it. I did mine from the text file and it works just fine.
> >>
> >Cool!!! I could not find the text file though. Can you tell me where it
> >might be?
>
> John: I highly recommend the CSS (Bob Puff) XF-551 dual drive uprgrade kit.
> It is a replacement rom and additional circuitry to allow the XF-551 to
> access both drives without having to use switches. The 5.25" mechanism
> operates as D(n): while the 3.5" mechanism operates as D(n+1):. Have had one
> of these for several years without a problem, although it doesn't get that
> much use anymore.

That sounds fabulous. I couldnt find CSS on the net. Do they have a
page?

1245. Re: binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34dbabc4.1212210@news.i-2000.com>
Source record: 66304

On 6 Feb 1998 17:41:51 GMT, crow@coos.dartmouth.edu (Preston F. Crow)
wrote:

-I'm intested in finding out what range of addresses a binary load
file
-must avoid using if it is to be loaded from DOS. I suppose for
-starters, I could assume that all of DOS and DUP are required, though
-it's probably only DOS. Ideally, I would like to know for DOS2.0S,
-DOS2.5, MyDos, and SpartaDos.
-

For Dos 2.0s its about $1D00 as the earliest.
MyDos is higher, around $2000
2.5 should be similar
Dont know for sparta (No DUP there)

For that matter, it would be nice to have the actual dos routine
relocated to page six so that you can load those long ass files from
menus. Right now the kludge that is in files like Davids midnite
magic and ghostbusters and zombies, will only work from dos. for some
reason all the menus including menu.atr wont pick up the init at $2e2
in time, but dos does. Weird. Anyone have any idea why? It operates
the same on emulators as on a real atari..... this is something that
has driven me batty for over 15 years.....

1246. Re: binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6bhudcvav1@dartvax.dartmouth.edu>
Source record: 66305

In <34dbabc4.1212210@news.i-2000.com> noone@nowhere.com (Yogi) writes:

>For that matter, it would be nice to have the actual dos routine
>relocated to page six so that you can load those long ass files from
>menus.

That wouldn't work, as some files assume that they can load page six.
What would be ideal is a loader that is fully relocatable to any page.
It would simply relocate itself if it was about to overwrite itself.

>Right now the kludge that is in files like Davids midnite
>magic and ghostbusters and zombies, will only work from dos. for some
>reason all the menus including menu.atr wont pick up the init at $2e2
>in time, but dos does. Weird. Anyone have any idea why? It operates
>the same on emulators as on a real atari..... this is something that
>has driven me batty for over 15 years.....

The problem is that most menu programs are confused as to how the init
field is supposed to work. They just load the entire thing, then do
the init, then do the run. They are supposed to do the init between
each block if a new one is specified. The simple way of doing this is
to use the following load algorithm:
Initialize the run address to the run address of the current
program (e.g., DUP or the menu)
(*) Initialize the init address to the address of a RET
instruction
load a block
JSR indirect through the init address
If there's another block, go back up to (*).
JMP indirect through the run address

The other thing that a load program must watch for is that while the
first block must have a $FFFF before it, some other blocks may also
have that, even though technically they shouldn't. I've also seen a
lot of files with garbage at the end of the last sector, probably from
XMODEM downloads that wrote the entire last block, even if there
wasn't that much data.

I've seen a few files that assumed that they were loading on top of
zeroed-out memory. Anytime they have a block of more than 4 zero
bytes, they split the block into two blocks to save space in the file.
This probably works with DOS, which will buffer and copy the data if
the entire sector isn't being read, but not with menu loaders that
will read the sector in place and copy from there. I expect that the
programs would still run, but they would look funny as it would be
graphics data that would be compressed in that manner.

--PC
--
The position and/or opinions in the above message are those of the Board of Trustees of Dartmouth College. Copyright (c) 1997. All right reserved. The above positions are also held by Newt Gingrich, many foriegn world leaders, and you who are reading them. Preston bears no responsibility for the content.

1247. wtb atari items ....

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6bi8ijkjm5@belzebul.imaginet.fr>
Source record: 66306

```
hi
i'm looking for:
- pong (sears and atari)
- super pong (sears)
- atari super pong pro C200 or C202
- atari video music
- atari video pinball
- atari stunt cycle
- atari ultra pong doubles
- game brain
others ATARI items:
- 410 japan version
- atari 815 drive
- atari printers: 820 - 822 - 825 - 1025 - xtm and xtc and XMM
- atari modems: 835 - 1030 -1035
- 1200 xl
- atari advertising items
thanks
```

1248. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0702981358390001@macmcurrent.library.carleton.edu>
Source record: 66307

In article <6bgruqsbd1@gte2.gte.net>, jschnitt@gte.net wrote:

>That sounds fabulous. I couldnt find CSS on the net. Do they have a
>page?

Computer Software Services (CSS)
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1249. Re: Monitor advice sought

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: "D.-E. Roskind" <liam1@ix.netcom.com>
Message-ID: <34DCC814.4312@ix.netcom.com>
Source record: 66308

Lorne Hunsberger wrote:
>
> Is the Amiga monitor 40 or 80 column?

Both. It has jacks for composite and RGB video. There's a switch on
front that allows you to select between the two modes.

-Liam Busey

1250. Re: binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6big2o$ssd@freenet-news.carleton.ca>
Source record: 66309

Yogi (noone@nowhere.com) writes:
> For Dos 2.0s its about $1D00 as the earliest.
> MyDos is higher, around $2000
> 2.5 should be similar
> Dont know for sparta (No DUP there)

I believe the dostop for Mydos and its menu are both defined in the source.

> For that matter, it would be nice to have the actual dos routine
> relocated to page six so that you can load those long ass files from
> menus. Right now the kludge that is in files like Davids midnite
> magic and ghostbusters and zombies, will only work from dos. for some
> reason all the menus including menu.atr wont pick up the init at $2e2
> in time, but dos does. Weird. Anyone have any idea why?

I thought I converted those for you to regular binary load files? I think
they originally only worked on SD DOS 2.0 disks because the loader
was coded to get the next sector number at +125 bytes.

If there is still a problem with them, send them over and I will run them
through the ApeLoader. It has no problem with multiple inits, so if
there is another problem, I should see it.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1251. Re: Which computers have

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34DD0B56.264A8E24@ny.tds.net>
Source record: 66310

Someone had started such a project a couple of years back, but I can't remember who it was.

Alan Sharkis wrote:

> I used to dream of crossposting in FoReM, PRO, Carina, Oasis, Fido, etc. I
> guess it was only a dream.

1252. Re: BBS List for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34DD0F1C.6F4B9B10@ny.tds.net>
Source record: 66311

Ask Bob Klaas. He's the owner of BBS Express Pro, the *BEST* BBS program
ever written. He'll be glad to sell you a copy.

velcro_spy@webtv.net wrote:

> I've done several net-searches trying to find a current list of BBS's
> divided into states and regions. I would like to find a BBS that's a
> local call for me (336 area code) so I could do some classic
> telecommunicating. Also would like to start an Atari 8bit BBS w/ the
> most user-friendly BBS program.
>
> Anyone know of such a list, or advise on the BBS program?
>
> vs

1253. Re: Guranteed 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34DD0FE9.CAD4D445@ny.tds.net>
Source record: 66312

Hi, Bob. It's dumb question time. If I use a KP Interface to run a SCSI drive, can I still use my MIO to run the modem and printer?

BobKlaas wrote:

> KPI-Hard Drive Intercace attaches to a 800XL through the PBI port access
> Scsi drives
> that reads and writes 256k bytes per sector, or MFM type drives 10mg
> through 96mgs attached
> to an Adaptec 4000, 4000a, 4070, or a 5500, this interface at this time
> is Rom controled and I would need to know what drive is being attched to
> the interface so the Rom could be set for your drive. There are
> upgrades being explored for this interface one being a add on board to
> give it MIO type addressing drive type from the screen and also the
> posibility of a CD-Rom drive being implimeted on the system. These are
> not vapor ware I have the board for the mio screen update here but the
> cd rom is still in development. Price as it stands today Rom
> Controled. $80.00 plus $4.00 shipping and handling.. Purchasers will
> receive update informatin as it becomes available.

1254. wtb: Atari 800XL in germany

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6nPgyQu4zHB@peter.soemtron.sb.sub.de>
Source record: 66313

Howdy!

I would like to buy a second atari 800 XL with good condition, may include
additional hardware.

call 0177/2963770 (not before 16:00)... or write to my by e-mail!

please only german atarians, or without shipping costs from elsewhere.

peter(thomas h.)
--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

1255. Schreiersgruen, when?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6nPgz0XKzHB@peter.soemtron.sb.sub.de>
Source record: 66314

Howdy!

When is the next Schreiersgrï¿½n fair in germany? I have here 21.03.98 as
actual date.. is that right?

peter(thomas h.)
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1256. Re: binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34DD1650.48EFE0A2@spnt.com>
Source record: 66315

I have found through my own programming tirals and troubles, that a ML Loader placed in Page 4, the cassette load buffer will load 99.99% of all programs without a problem.

The problem with a relocateable loader code is that it must first read through the entire program to determine the load addresses, prior to beginning the load. If the code being loaded uses an init address, or possibly more than 1 init address, then you have to almost disassemble that code in your loader program, to insure that it isn't filling your address space.

To date the cassette buffer seems to be the most effective and efficient.

The Shadow

Preston F. Crow wrote:
>
> In <34dbabc4.1212210@news.i-2000.com> noone@nowhere.com (Yogi) writes:
>
> >For that matter, it would be nice to have the actual dos routine
> >relocated to page six so that you can load those long ass files from
> >menus.
>
> That wouldn't work, as some files assume that they can load page six.
> What would be ideal is a loader that is fully relocatable to any page.
> It would simply relocate itself if it was about to overwrite itself.
>
> >Right now the kludge that is in files like Davids midnite
> >magic and ghostbusters and zombies, will only work from dos. for some
> >reason all the menus including menu.atr wont pick up the init at $2e2
> >in time, but dos does. Weird. Anyone have any idea why? It operates
> >the same on emulators as on a real atari..... this is something that
> >has driven me batty for over 15 years.....
>
> The problem is that most menu programs are confused as to how the init
> field is supposed to work. They just load the entire thing, then do
> the init, then do the run. They are supposed to do the init between
> each block if a new one is specified. The simple way of doing this is
> to use the following load algorithm:
> Initialize the run address to the run address of the current
> program (e.g., DUP or the menu)
> (*) Initialize the init address to the address of a RET
> instruction
> load a block

> JSR indirect through the init address
> If there's another block, go back up to (*).
> JMP indirect through the run address
>
> The other thing that a load program must watch for is that while the
> first block must have a $FFFF before it, some other blocks may also
> have that, even though technically they shouldn't. I've also seen a
> lot of files with garbage at the end of the last sector, probably from
> XMODEM downloads that wrote the entire last block, even if there
> wasn't that much data.
>
> I've seen a few files that assumed that they were loading on top of
> zeroed-out memory. Anytime they have a block of more than 4 zero
> bytes, they split the block into two blocks to save space in the file.
> This probably works with DOS, which will buffer and copy the data if
> the entire sector isn't being read, but not with menu loaders that
> will read the sector in place and copy from there. I expect that the
> programs would still run, but they would look funny as it would be
> graphics data that would be compressed in that manner.
>
> --PC
> --
> The position and/or opinions in the above message are those of the Board of
> Trustees of Dartmouth College. Copyright (c) 1997. All right reserved. The
> above positions are also held by Newt Gingrich, many foriegn world leaders, and
> you who are reading them. Preston bears no responsibility for the content.

1257. Re: Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980207163235.3057B-100000@fissure.scar.utoronto.ca>
Source record: 66316

On Sun, 8 Feb 1998, Hidehiko Ogata wrote:

> In <Pine.GSO.3.95.980201101954.17876D-100000@fissure.scar.utoronto.ca>, Alan Christie
(94chrisv@scar.utoronto.ca) wrote:
> > We know the Atari 8bit has been in Canada, the US, the UK, Eastern Europe
> > (poland et al), Australia, New Zealand, but does anyone know if the Atari
> > 8bit ever took off in places like the middle east, China, Japan, etc?
>
> Sadly, Atari never sold their 8bit lines officially in Japan. There
> were some "gray" imports which attracted some dedicated fanatics (like
> me :), but that was about all.
>
> As you may know, Atari DID a serious effort in Japan once (in '83
> IIRC). They even ran some TV ads. I was pretty much excited about
> the news, and equally disappointed to hear that it was to be by a
> repackaged VCS (called 2800). To add to the injury, it came with
> horrendous joystick/paddle rolled into one, which even grownups had
> trouble handling, forget about kids. Well, that's Atari for you :/.

An Atari 2800?!? Hmm.. a repackaged VCS, no wonder you guys were
disappointed.. the VCS (Atari 2600 w/keyboard as a joke)

You said you did get some 8bit material, through "gray" imports.. what
machine and peripherals did you manage to get?

Alan
University of Toronto
Computer Science, Management and Economics

1258. Atari Classic magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bd34db$5d6934e0$07b649c2@fivvwrpw>
Source record: 66233

Hey all

Is Atari Classics magazine still available?

Is it possible to acquire back issues (specifically, the one featuring the home-brew IDE interface -- April 97 I think)?

Thanks in advance to anyone who can answer this.

Best wishes
Jerry

1259. UK Atari 8-bit BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bd34dc$0271bde0$07b649c2@fivvwrpw>
Source record: 66234

Hi to all UK-based Atarians!

Stupid question but: anyone interested in accessing an exclusively Atari 8-bit bulletin board?

Proposed set-up: 20Mb SCSI, 1Mb 130XE (plus possibly APE running half a dozen 16Mb 'hard drives'), all speeds and a dedicated telephone line running 24 hours a day, seven days a week. Plenty of software to download and lots of SIGs.

Anyone interested? The kit is available for switching on now, but there's not much point until there's a possibility of callers!

Email me or post a reply here (email is more likely to hit target)

Best wishes

Jerry

1260. Re: Atari Classic magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34DE51F4.5E25@pacbell.net>
Source record: 66235

Jerry Glenwright wrote:
>
> Hey all
>
> Is Atari Classics magazine still available?
>
> Is it possible to acquire back issues (specifically, the one featuring the
> home-brew IDE interface -- April 97 I think)?
>
> Thanks in advance to anyone who can answer this.
>
> Best wishes
> Jerry

Yes, AC is still avaialable.... working on another issue at the moment,
in fact. Back issues are $8 each.

Bob Woolley
Atari Classics
1161 Bay St.
Alameda, CA 94501

1261. Re: Atari Classic magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34DE4C44.15C14368@sisna.com>
Source record: 66236

Atari Classic Magazine is still avalable Next issue is Feb 14 1998
Sorry Bob Wooley..but saved you the typing.

another bob

1262. Atari 1050 U.S. Doubler!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34DE4CD7.1B3B4815@sisna.com>
Source record: 66237

Within the next 3 weeks or By March 01, 1998 the Atari 1050 U.S. Doubler will be available through K-Products, P. O. Box 22122 A.M.F. Salt Lake City, Ut. 84122.

Pricing ect to come within the following weeks.

bob..Atari is still alive!

1263. Commercial software

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Daniel Gouthro <dgouthro@rogers.wave.ca>
Message-ID: <6bll3l$9k1$1@news.on>
Source record: 66238

I gave my ATARI 800 and lots of commerical software to my brother's friend
and my brother's friend vanished away. I had ATARI 800 then ATARI ST then I
am forced to switched to IBM PC in 1994 because of PC popularity.

In 1997, formally ATARI 800 and ST market are DEAD!

I am finally got ATARI 800 emulator (PC Xformer V3.6) and it is working but
I do not have any commerical software.

I like to find commerical software for ATARI 800 below:

BASIC A+
ATARI Macro Assembler
Shamus
Shamus II
Ghost game (maze game that the ghost go along)
Crypt (I guess)
Questron I

Also I have to know where I can get ATARI 800/XL memory map documents. I
need them to access lots of hidden addresses that are useful for the game
developer.

Are ATARI 800 commerical softwares on the Net?
If yes, they must be ending with .ATR or .XFD files so my emulator can read
these files. They may be patched by the crackers to disable copy protection
that did not work on IBM PC, I guess.

*** DO NOT send Junk mail to me! It is against the law! ***

1264. (US) For Sale 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <34DE76FA.4F00@qnet.com>
Source record: 66239

I have the following for sale:

800XL excellent condition,original box, NO POWER SUPPLY $10+shipping

2 - SIO Cables $4each includes shipping (US)

Don

1265. Re: Atari 8bit around the world

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: hog@aqu.bekkoame.or.jp
Message-ID: <19980208.8514558.5175@aqu.bekkoame.or.jp>
Source record: 66317

In <Pine.GSO.3.95.980201101954.17876D-100000@fissure.scar.utoronto.ca>, Alan Christie (94chrisv@scar.utoronto.ca) wrote:
> We know the Atari 8bit has been in Canada, the US, the UK, Eastern Europe
> (poland et al), Australia, New Zealand, but does anyone know if the Atari
> 8bit ever took off in places like the middle east, China, Japan, etc?

Sadly, Atari never sold their 8bit lines officially in Japan. There were some "gray" imports which attracted some dedicated fanatics (like me :), but that was about all.

As you may know, Atari DID a serious effort in Japan once (in '83 IIRC). They even ran some TV ads. I was pretty much excited about the news, and equally disappointed to hear that it was to be by a repackaged VCS (called 2800). To add to the injury, it came with horrendous joystick/paddle rolled into one, which even grownups had trouble handling, forget about kids. Well, that's Atari for you :/.
--
// }{idehiko ()gata "The more things change,
\X/ /\miga /\rtist the more they stay the same."
- Snake Plissken

1266. Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980208000201.TAA03774@ladder03.news.aol.com>
Source record: 66318

Hello!
I am currently looking for these hard (impossible?) to find software titles:
- Slamball (Synapse)
- Reptilian (Synapse)
- The Heist (MicroLab)
- Death In The Caribbean (MicroLab)
- Dino Eggs (MicroLab)
- Fathoms 40 (Datasoft)
- Bilestoad (Datamost)
- Mating Zone (Datamost)
- Swashbuckler (Datamost)
- Imagic 1-2-3 (compilation with Laser Gates, Wing War and Quickstep on one disk)
- On-Court Tennis (Gamestar)
- Sammy Lightfoot (Sierra)
- Flip Out (Sirius)
- Critical Mass (Sirius)
- Megaforce (Sirius)
- Deadly Duck (Sirius)
- Beany Bopper (Sirius)
- Gold Rush (Sentient)
- Slapshot Hockey (Artworx)
Would even pay for copies!!!
Thank you!

1267. Help I have to drives and can not get them both to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6bjfdb$c0a@usenet44.supernews.com>
Source record: 66319

I have and Indus GT and a 1050 connected to my atari 800, I can not get both to work at the same time. If I turn one off the other works, I changed my indus to drive #2 and still have the problem.

BTW what should the SD/DD(single/double) dip switch be on for the indus

1268. can some one help with file tranfer from pc to INDUS gt drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6bjfko$c0a@usenet44.supernews.com>
Source record: 66320

Who do I go about tranfering files (ATR) to my atari I have a indus GT (true double desity)?

and also how do i transfer atari indus dd tp pc (ATR) for emluators?

1269. Re: binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34dd3d97.1260167@news.i-2000.com>
Source record: 66321

On Sat, 07 Feb 1998 18:20:00 -0800, The Shadow <The_Shadow@spnt.com>
wrote:

-I have found through my own programming tirals and troubles, that a
ML
-Loader placed in Page 4, the cassette load buffer will load 99.99% of
-all programs without a problem.
-

Yes, that sounds like a good idea, (which is in fact where I put the
one to load those Mega large files like zombies.) but it still won't
init off most menus. see below

-
-Preston F. Crow wrote:
->
-> In <34dbabc4.1212210@news.i-2000.com> noone@nowhere.com (Yogi)
writes:
->
->
-> The problem is that most menu programs are confused as to how the
init
-> field is supposed to work. They just load the entire thing, then
do
-> the init, then do the run. They are supposed to do the init
between
-> each block if a new one is specified. The simple way of doing this
is
-> to use the following load algorithm:
-> Initialize the run address to the run address of the
current
-> program (e.g., DUP or the menu)
-> (*) Initialize the init address to the address of a RET
-> instruction
-> load a block
-> JSR indirect through the init address
-> If there's another block, go back up to (*).
-> JMP indirect through the run address
->
That might work. However, the routines I am talking about do this:

They load into $400 or $480 depending on what they have to load.
They initi at $400 (or $480). They load the next sector per the
sector chain into $480 (or where ever you need to start) The loader
routine fits in $7D bytes (in fact, a little less than that. The

loader routine AND the six bytes for init AND 00 00 padded to the end
of the first sector) Then, it loads the next sector in the line,
which does not have a $FF $FF at the beginning of it because it is a
raw sector dump, incrememnts the load buffer by $7D, then reads the
next sector per the sector link, until it gets to the end and then it
JMPs to a hardcoded address.

I would assume that modifying the menu program in question (Jellystone
loader....which I just hacked from someone elses' which anyone can
tell if you see the spagetti code in it!) I guess you would after
every sector read you JSR ($2E2) and if it's set to RET all fine and
dandy, but if it isnt it will execute loader??? Is this what Dos
does???

yogi

-> The other thing that a load program must watch for is that while
the
-> first block must have a $FFFF before it, some other blocks may also
-> have that, even though technically they shouldn't. I've also seen
a
-> lot of files with garbage at the end of the last sector, probably
from
-> XMODEM downloads that wrote the entire last block, even if there
-> wasn't that much data.
->
-> I've seen a few files that assumed that they were loading on top of
-> zeroed-out memory. Anytime they have a block of more than 4 zero
-> bytes, they split the block into two blocks to save space in the
file.
-> This probably works with DOS, which will buffer and copy the data
if
-> the entire sector isn't being read, but not with menu loaders that
-> will read the sector in place and copy from there. I expect that
the
-> programs would still run, but they would look funny as it would be
-> graphics data that would be compressed in that manner.
->
-> --PC
-> --
-> The position and/or opinions in the above message are those of the
Board of
-> Trustees of Dartmouth College. Copyright (c) 1997. All right
reserved. The
-> above positions are also held by Newt Gingrich, many foriegn world
leaders, and
-> you who are reading them. Preston bears no responsibility for the
content.

1270. Re: can some one help with file tranfer ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Sid Pacman <erasmus@6502.world>
Message-ID: <Pine.GSO.3.96.980208045456.1641A-100000@iglou2>
Source record: 66322

On Sun, 8 Feb 1998, tom cody (tom underline cody att one dott net)
wrote:
->Who do I go about tranfering files (ATR) to my atari I have a
->indus GT (true double desity)?
->and also how do i transfer atari indus dd tp pc (ATR) for
->emluators?

You can do all that with the "Util" program, which can be down-
loaded from the UMich archive or other places. Or you could call
the BBS of the former Atari club in Louisville (1-502-456-4292)
and download it from their files section.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1271. Re: Help I have to drives and ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Sid Pacman <erasmus@6502.world>
Message-ID: <Pine.GSO.3.96.980208050344.1641B-100000@iglou2>
Source record: 66323

On Sun, 8 Feb 1998, tom cody (tom underline cody att one dott
net) wrote:
->I have and Indus GT and a 1050 connected to my atari 800, I can
->not get both to work at the same time. If I turn one off the
->other works, I changed my indus to drive #2 and still have the
->problem.

Well, they don't *both* work at the same time, but they *can*
both be "on" at the same time. One possible cause for your prob-
lem is that you've got the dipswitches set wrong, so you need to
recheck the manuals and the dipswitches (or toggle-like switch on
the 1050) to make sure you have one set as drive #1 and the other
as drive #2.

Another possible cause is that whatever DOS program you're
using hasn't been configured for two drives. Using BASIC, PEEK
at location 1802. If it returns a value of 1, your copy of
whatever DOS you're using is configured to see only one disk
drive. If that value is changed to a 3, your system would under-
stand that there are two drives. Make a backup copy of your DOS
master disk so you won't mess up your original, and try the fol-
lowing procedure on the backup copy:

Using BASIC, type "POKE 1802,3" and hit <RETURN>. Now you need
to save (write) the revised version of the DOS you're using. With
some smarter DOS programs you would now hit <SYSTEM RESET> and type
"DOS" to get to menu or command mode and then use the proper com-
mand for writing a new DOS.SYS file. Based on a quick glance at
the Atari Company DOS manual (for the "standard" 2.0), I think you
might simply type "DOS" now in order to get to menu mode. After
your revised DOS.SYS file has been written to disk, turn the compu-
ter off and test what you've done by booting up with the new ver-
sion. If your DOS program now works with both drives, write-protect
the disk and use it as your new master copy. (This is a boiled-down
version, of course. For more details, see your manuals.)

->BTW what should the SD/DD(single/double) dip switch be on for
->the indus

Are you asking what it's for ON the Indus? Or what setting it
should be set on FOR an Indus? I'll answer both possibilities:

You're apparently referring to the second dipswitch from the
right. SD is single density (128 bytes per sector); DD is
double density (256 bytes per sector). In order to make use of the
Indus's DD capability, you need to use a double density-compatible

version of whatever DOS program you're using. There are double density versions of such programs as OSS-DOS-XL, MyDos, Smart DOS, Sparta, and so on. The double density version of Atari Company DOS was 2.0D (note the "D"). These programs have options for switching density modes; the smarter ones can automatically sense what the density is of a drive or a disk in a drive when you boot up or hit <RESET>; the smartest ones will sense the proper density mode whenever you access a drive. (Incidentally, as I've noted in past years on this base, Atari DOS 2.0D *does* exist. I have it!)

As for whether to set the Indus dipswitch on SD or DD, it's a matter of personal preference. The setting only affects which density the drive is in when you boot up. (Assuming the drive is empty, such as for a drive configured as #2. If you have a disk of the other density in the drive at bootup, that would override the dipswitch setting.) You can set it whichever way is most convenient for the way you use your system.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1272. POKEY chip.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Scott Weiland <saw151@psu.edu>
Message-ID: <01bd3495$7a6edfe0$a3d27680@saw151.rh.psu.edu>
Source record: 66324

Hello all,

I had a quick question about the Pokey chip. I want to use this chip with a robot I am currently building to add some sound and a few potentiometers. The chip I am trying to interface with it is a motorloa 68hc11a (8-bit microcontroller) that runs a 2Mhz bus clock. I am wondering if the Pokey chip will work with it, seeing that it only runs on a 1.79 Mhz clock. Is there a way I can do this?

Thanks,

Scott
saw151@psu.edu

1273. Re: Help I have to drives and can not get them both to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34DDDD89.8551579@sisna.com>
Source record: 66325

Do you have another 1050? If not see if you can borrow one, connect the second 1050 to your 1050 as drive 2, if it works then you now know the problem is in the indus, if it doesn't then the problem is in your 1050.

If it is your 1050 replace the CA3086, or LM3086 chip at the back of the drive, be carefull removing it as you can lift traces as it is in an awkward are to work. This should eliminate your problem, if it is in the Indus, (doubt it), then post again and will look up the part to change.

bob

1274. Re: Guranteed 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34DDDC0D.8A0B5F04@sisna.com>
Source record: 66326

It is not a dumb question. As far as I know it can't be done or at
least
I have never tried to connect both units to the same comuter but at this
time I would say not it can't be done, but look at what Atari said
couldn't be done. Interesting thought though 2 units on the PBI may
have to attempt something like that one of these days.

At the presant time you would need an 850, PR:C or something else to
supply the RS-232 port the KPI does have a printer interface built in
but not a RS-232. I have some stuff that I am getting ready to send to a
hacker that may improve the unit but will wait see what I am told after
receiveing the data and hardware I send. I had someone design a RS-232
port for the KPI several years ago but never completed the project. The
designer dissapeared have not heard from him since beleive he went IBM.

bob

1275. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34de01d8.37276146@news.pressenter.com>
Source record: 66327

On Tue, 3 Feb 1998 23:25:34 -0500, "GAREEE!" <gareee@worldnet.att.net>
wrote:

>Thanks, but I was feeling a little down about the atari stuff at the time..
>one of the things I thought this ng was for was reviving the old atari games
>in one form or another, and preserving them.. in the last 6 months I've had
>xl-it, I've posted a few times about bounty bob, rescue at fractalus
>problems, and ball blazers problems, and in 6 months, no one else has even
>been interested in them, and I've got no clue as to how to get them to work
>right on the pc... and I've already got my old amiga patched to my pc, and
>don't want another old computer patched into it as well.. I was hoping
>someone had tried to run the same programs, and figured out how to get them
>to work.. rescue is GREAT at a MUCH faster speed on the pc, but not being
>able to pick the pilots up kinda ends the game right there...
>
>any help would of COURSE be appreciated!

I think it is currently impossible to get those to work on the
emulators due to the fact that there is a problem with the way they
use the keyboard input. The emulators seem to fall down there. Those
keys in those programs only seem to work on a real Atari at the
moment.

*** Please make sure responses are also sent via email.

1276. Looking for old games

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: BurlingamesNOS@PAMworldnet.att.net
Message-ID: <6bl254$ekt@bgtnsc02.worldnet.att.net>
Source record: 66328

Hi all --

I've been trying to get back into my old Atari 800 stuff, and I've gotten a couple emulators to work, downloaded some old games, and I've been having a good time. My thanks to all who have put time into making this so accessible.

My Atari 800 is dead (left it at home while I was off at school, and my Mom's cats urinated on/in it.) A friend who still has a working 800XL is in possession of my disks, and I'm trying to get him to transfer some old personal files onto his PC and send them to me.

In the meantime, I'd like to get copies of the following games, which I actually own, but have no way to access:

Seven Cities of Gold
Bandits
Mail Order Monsters

Are these still in existence? Has anyone successfully emulated them? The original 7 Cities is 10 times better than the PC (personal computer and politically correct) version that came out a couple years ago.

Thanks,
Rusty

1277. Re: History of the Atari 8-bit Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: mauricem@bigfoot.com
Message-ID: <34de2072.4736541@news.pacbell.net>
Source record: 66329

On 23 Jan 1998 12:48:23 GMT, "Dean Garraghty" <dgs@clara.net> wrote:

>About a week ago I posted an article about my History of the Atari 8-bit
>Video project. Very few people have responded to this, so I have re-posted
>the original article below. For people who wish to contact me about the
>project (offers of help, etc.), please use this new E-Mail address (for the
>video only): video@dgs.clara.net . On other matters, please use the usual
>E-Mail address: dgs@clara.net

Just a question, but why make a video of such references instead of a
CD-ROM? I recently obtained the "Digital Press CD", about classic
videogames, and it has AVIs and MOV files of commercials, scans of
boxes, ads, transcripts of manuals, reviews, etc.

So, for archival reasons, it seems a CD is a better way to go.

Just my opinion.

1278. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: mauricem@bigfoot.com
Message-ID: <34de2163.4977757@news.pacbell.net>
Source record: 66330

On Sat, 24 Jan 1998 21:02:51 GMT, geert.loose@advalvas.be (Geert LOOSE) wrote:

>>> Has anyone reading this every played Omnitrend's Universe for the Atari
>>> 8-bit? Did any of your friends have it or play it? If anyone reading
>>> this has, or knows someone that has, could you please have them drop me a
>>> note?

>I've played the game a little bit, but it took too long (building
>your space-ship etc.) before it got interesting and the disk accesses
>where very slow. Also there was much disk swapping. Although I was
>very interested in the game, I lost interest.

What a blast of nostalgia I got running into this message. I didn't work on Universe, but I worked on every Omnitrend game from Paladin onward, including Universe III.

FYI during the development of Rules of Engagement 2, Omnitrend President Thomas Carbone and I had some serious discussions about doing a 10th anniversary update of Universe for 1994. The plan would have been to keep the same game story and locales, but tighten it up and use the CCSI2 interface system used in Rules 2. We even discussed shipping the game in a black octagonal box that looked like the Hyperspace Booster that you are searching for in the game.

Sadly, after Impressions totally botched the marketing of Rules 2, and Mindcraft failed to pay all the royalties due on Rules 1, Omnitrend got out of gaming, and, thus, the updated Universe got canned.

1279. Re: Looking for old games

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: Justin McElhanon <thorin@tamu.edu>
Message-ID: <6bl7u2$ek2$1@news.tamu.edu>
Source record: 66331

BurlingamesNOS@PAMworldnet.att.net wrote:

> Seven Cities of Gold
> Bandits
> Mail Order Monsters

I have a working rom of MOM, but the only problem is you can't do tournament play because it wants to save your monster's stats to a disk, and I don't think there is an emulator out their that will write a rom file. You can play it in beginner and intermediate mode though, any way if you would like a copy email me and I'll send you it. It's two roms so you have to "virtually" flip disk when it ask, but that's not to difficult.

1280. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-08 00:00:00 UTC
From: mauricem@bigfoot.com
Message-ID: <34de23b4.5571192@news.pacbell.net>
Source record: 66332
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

On Sun, 25 Jan 1998 22:23:30 -0500, Tempest <reicher6@pilot.msu.edu>
wrote:

>Does anyone know of any cheats (ie. secret code numbers) or level warps
>for Bounty Bob Strikes Back (Atari 800 or 5200 version)?

This has been answered elsewhere, but it raises an interesting
question...

Anyone know what happened to Bill Hogue, creator of Miner 2049er?

1281. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Spit@Spam-Free.UUCP
Message-ID: <19980209.107168.31EB@Spam-Free.UUCP>
Source record: 66240
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
Mike Parson (mparson@alpha.bl.org) wrote:
> In article <34D931D5.20B4@bellsouth.net>,
> Spacer Conrad <ncc7007@bellsouth.net> wrote:
> >Vadasi Mark wrote:
> >>
> >> PC in 1977? No way.The I8086 was introduced in 1979.And the 8088 came after
> >> the 8086.
> >> I think...
> >> BYE!
> >>
> >...actually, I think the 8086 came after the 8088... starting the '86
> >family of computers...
>
>
> Actually, the 8086 was the first processor, the 8088 was after that.
>
> The 8086 was a full 16-bit processor, the 8088 was a reduced cost
> processor built for the IBM PC/XT, it had a 16-bit internal with an
> 8-bit external bus.

IIRC, the PC had the 8088, the XT the 8086.
```

1282. Do I have any real use for MS Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: starsabre@oui.com
Message-ID: <1636958174.28745039@oui.com>
Source record: 66241

Let me preface this by saying that I proudly own an MS free Mac, and am generally uninterested in MS products. With that in mind, there is a thrift near me that has/had a copy of MS Basic for the Atari 8-bits. I didn't get it at the time, and I am wondering if there is anything out there for which it would be beneficial to have MS Basic, and if so, what it is?

I would appreciate any replies be echoed to my mailbox. I will watch here, but my host doesn't hold messages long enough for me to be assured I will see all replies that come through.

Thanks,
jt august
starsabre@oui.com

1283. Jupiter Mission 1999?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980209081251.4159A-100000@becker2.u.washington.edu>
Source record: 66242

I've been wanting to play this game since I first heard about it WAY back when I read a (not very flattering) review of it in The Space Gamer. I found the disk images in the Hackerz archive but, with no docs, I'm a little in the dark. I find the radio signals but the computer won't let me land.

So, after several unsuccessful attempts to locate a full version, I find a company selling something called "Quest of the Space Beagle". Is this the same game (since the ship in JM1999 is called the Space Beagle) or is this some Peanuts comic-strip take off with Snoopy goofing off in outer space?

Thanks!

1284. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_887037013@rtfm.mit.edu>
Source record: 66243
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1285. Old question rised....

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Artem Koutchine <matrix@norilsk.ru>
Message-ID: <34df5c16.0@news.telekom.ru>
Source record: 66244

I wasn't reading any newsgroups for more than a year and
i am now not really updated on what is going on in Atari 8bit
community.

The questions are the same:

1) Did ATARI finally released all of its ATARI 8bit games
into public domain ?

2) Is there a good ftp archive of atari 8bit (ex-) commecrial
games ?

3) Which is the best atari emulator for MS-DOS / Win95?

Thanks
Artem Koutchine
matrix@gerpa.ru

1286. Re: Survey, Atari 8bit Web -v- BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34df6010.126946129@news.pressenter.com>
Source record: 66245

On 3 Feb 1998 20:12:24 -0700, jeking@xmission.com (James King) wrote:

>Just curious, if I revived either my web/ftp site or my dial-up BBS, which
>would you use?
>
>Would you rather retrieve 8bit related material via the Internet or
>directly from an Atari 8bit based bulletin board system?

Hello James... I would most definately use the Internet route. Saves
the LD and multitasking on the PC while I use ftp is preferable to to
the one task downloading that a pure BBS solution offers. On the
other hand, a telnetable BBS setup would be the coolest; best of both
worlds.

*** Please make sure responses are also sent via email.

1287. Re: Jupiter Mission 1999?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980209142317.16012E-100000@fissure.scar.utoronto.ca>
Source record: 66246

On Mon, 9 Feb 1998, Linda Shippert wrote:

> I've been wanting to play this game since I first heard about it WAY back
> when I read a (not very flattering) review of it in The Space Gamer. I
> found the disk images in the Hackerz archive but, with no docs, I'm a
> little in the dark. I find the radio signals but the computer won't let me
> land.
>
> So, after several unsuccessful attempts to locate a full version, I find a
> company selling something called "Quest of the Space Beagle". Is this the
> same game (since the ship in JM1999 is called the Space Beagle) or is this
> some Peanuts comic-strip take off with Snoopy goofing off in outer space?

No, QOSB was actually a sequel to JM 1999.. only probably with these 4
disk games are, they took forever to load, and unfortunately the
programmers did NOT design them to run with 4 drives. (which would save
hours of disk swapping).. I enjoyed space adventure and RPGs in general.
They were just too slow on the 8bit, or lacked in sound and grafx.

Alan
University of Toronto
Computer Science, Management and Economics

1288. Jumpman Disk-image

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: InfecteD <InfecteD@al.online.no>
Message-ID: <6bnrfchdb1@o.online.no>
Source record: 66247

I&#65533;m looking for the Jumpman Disk-image, please help me!

Tor

1289. what is u38?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: kevin@twombley.nospam.demon.co.uk
Message-ID: <34df86c5.13511444@news.demon.co.uk>
Source record: 66248

I have an Atari Jaguar 64bit.
I have a fried chip on board. It's melted so I can't read what it is.
It's ID is U38. Anyone know what it is?

1290. FS: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Greg Miller <gmiller@iswt.com>
Message-ID: <34DF89F5.7B682601@iswt.com>
Source record: 66249

```
Atari 8-bit items for sale: http://www.classic-games.com
--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****
```

1291. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: mat@arrgh.demon.cocoa.uk
Message-ID: <19980209233144991479@arrgh.demon.co.uk>
Source record: 66250

Paul Irvine <mclane@dellos.demon.co.uk> wrote:
> The other Day mat.arrgh@nospam.demon.co.uk (Mat Simpson) wrote:
>
> >You are in Walthamstow, eh? Try the boot sale by the Hackney
> >dogtrack/speedway stadium next sunday. Apparently there is a bloke there
> >who always has retro computing goodies for sale. I would love to verify,
> >but not even the prospect of picking up cheap hardware will get me out
> >of bed on a Sunday morning.
>
> Mat, thanks for the info...There was a bloke there ages ago (one of
> the few days *I* could get out of bed) but he was on some very high
> powered drugs, either that or a loon...
>
> 15 quid for a cart (basic) was what he wanted, unfortunately he did
> not want the abuse I gave him for free :)

Spurred on in part by this posting I actually did manage to crawl out
from under my rock in time to catch the end of yesterdays sale. By the
time I got there (12ish) people were packing up, but I did see a fairly
pristine looking 800XL for sale with a cassette deck. Didn't check the
price though.

Quite a lot of old computers there, actually. I saw an old Spectrum +3,
an Amstrad 6128, loads of MasterSystems and MegaDrives, an Atari Lynx
and squillions of old 286's. No Macintosh G3's going cheap though :(

All in all, worth a look.

toodle pip
mat
--
By reading my humble post you have made my life complete. Thank you.
http://www.arrgh.demon.co.uk | mat@arrg□h.demon.cocoa.uk
[the anally retentives retro games home]
swap the cocoa for co to mail

1292. Re: Old question rised....

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6boeak$suv@bgtnsc03.worldnet.att.net>
Source record: 66251

```
Artem Koutchine wrote:
>
> I wasn't reading any newsgroups for more than a year and
> i am now not really updated on what is going on in Atari 8bit
> community.
>
> The questions are the same:
>
> 1) Did ATARI finally released all of its ATARI 8bit games
> into public domain ?

no
>
> 2) Is there a good ftp archive of atari 8bit (ex-) commecrial
> games ?
>
yes

> 3) Which is the best atari emulator for MS-DOS / Win95?
>
xl-it 0.20
> Thanks
> Artem Koutchine
> matrix@gerpa.ru

--
Remove the extra "h" if you wish to reply.
```

1293. XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xDeHdJz.tandrews16@delphi.com>
Source record: 66252

I spotted an XL power supply the other day at a Salvation Army store. No computer, just a supply. It was bigger than any other I've ever seen, although it carries the familiar part number of the more common one. Looks like it uses the same case as the supply for the original 520ST. It actually has COOLING VENTS!

I wonder if it might have a bit more capacity than the regular supply, although it doesn't say so on the case. My 800XL blew out 2 supplies since putting a 256 Rambo upgrade in it before I switched to an XE, and I've always thought the extra load from the Rambo was just too much, as if the XL normally taxed the supply's limits.

I bought it for $3.99, and it worked when I got it home. Whaddya think, did I get a good deal, or did I get taken?

TJ

1294. Re: Jupiter Mission 1999?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6boki4$fof@bgtnsc02.worldnet.att.net>
Source record: 66253

I recall vaguely selling these games, but I don't think they were very popular.. I think I did play the beagel one a bit, but don't really remember anymore....
(must be getting old... ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1295. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6bokl1$gi8@bgtnsc02.worldnet.att.net>
Source record: 66254

raptilian was only made for the 64.. not the atari....

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

JMouchmino wrote in message
<19980208000201.TAA03774@ladder03.news.aol.com>...
>Hello!
>I am currently looking for these hard (impossible?) to find software
titles:
>- Slamball (Synapse)
>- Reptilian (Synapse)
>- The Heist (MicroLab)
>- Death In The Caribbean (MicroLab)
>- Dino Eggs (MicroLab)
>- Fathoms 40 (Datasoft)
>- Bilestoad (Datamost)
>- Mating Zone (Datamost)
>- Swashbuckler (Datamost)
>- Imagic 1-2-3 (compilation with Laser Gates, Wing War and Quickstep on one
>disk)
>- On-Court Tennis (Gamestar)
>- Sammy Lightfoot (Sierra)
>- Flip Out (Sirius)
>- Critical Mass (Sirius)
>- Megaforce (Sirius)
>- Deadly Duck (Sirius)
>- Beany Bopper (Sirius)
>- Gold Rush (Sentient)
>- Slapshot Hockey (Artworx)
>Would even pay for copies!!!
>Thank you!

1296. Re: Old question rised....

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-09 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980209213231.1840B-100000@becker2.u.washington.edu>
Source record: 66255

On Mon, 9 Feb 1998, Keatahh wrote:

> Artem Koutchine wrote:
> >
> > 2) Is there a good ftp archive of atari 8bit (ex-) commecrial
> > games ?
> >
> yes

Okay, I'll bite. WHERE?

1297. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <6br4ij$ibf@bgtnsc02.worldnet.att.net>
Source record: 66133

> >Shawn the Touched (w-radish@inreach.com) writes:
> >> I'm afraid something isn't working for me. I used APE to create
> >>a single density image that was twice the size of the 1-meg
> >>megaimages (16342 sectors), and followed the APE doc's
> >>instructions on reconfiguring the drive in MyDOS, but when I
> >tried to format it, it gave me Error 132.

snip

> Anyway that won't work with his disk images.Notice how MyDOS (rather naively)
> doesn't ask you about the sector size.That because it assumes 256 when told
> that it's a "high capacity" (i.e.larger than 720/1040) drive/disk.
> It's really no problem.MYDOS will still WORK with large 128-byte sector images,
> you'll just have to use a seperate programme to format the disk
> (not necasary with disk images) and build the file system.
>
> I realize that this is somewhat technical,so feel free to ask questions.
>
> Net-Tamer V 1.09 - Test Drive

The question remains, for me, how to create a blank megaimage. My old
800 is no longer functional, so I need to do this completely with
emulators. Any hints?

Rusty

1298. Re: atari format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <ZZZHWCE.tandrews16@delphi.com>
Source record: 66134

"Vidar \"Hawk\" Olavesen" <olavese@online.no> writes:

>It's been a long time, but let's try :
>SD = 720 (709 usuable ?) sectors
>ED = 1040 (999+ it says on the dir command)
>DD = 720, but it's holding twice as much in each sector
>

Well, you're close. The first numbers you give are the total number of sectors on the disk. Not all those sectors are "free." Several are used for housekeeping duties, for the directory and the map of used and unused sectors. Most DOSs will give you a free sector count of 707 free sectors in SD and DD, while MyDOS will give you 708. This is because DOS 2.0 formatted disks with sectors numbered from 0-719, then tried to access them as if they were numbered 1-720. Consequently, DOS 2.0 couldn't access sector 0. Several programs were written to use that sector for things like a disk label, etc. Most other DOS's kept the same "bug" for the sake of compatibility, but MyDOS "fixed" it on their disks by numbering sectors from 1-720.

DOS 2.5 ED disks do have 1040 sectors, but only 1024 are "free." The directory request does list "999+ FREE SECTORS." MyDOS ED disks are not compatible with DOS 2.5. While MyDOS can read a DOS 2.5 formatted ED disk in its entirety, it can only write to the first 708 sectors.

I used to use DOS 2.5 almost exclusively, back when my second drive was a stock 1050, and I wanted all disks to be compatible in case drive #1, an XF551, failed. Now that all my drives are capable of double density (an Indus, 2 XF551s, US Doubled 1050), I use MyDOS for practically everything.

TJ

1299. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <88780.otter@oz.net>
Source record: 66135

On Wed, 11 Feb 1998 03:58:51 GMT,
Secret Master of the Internet Cabal <The_Secret_Master@haslett.e-scrub.com > wrote:

>
>If you want to "munge" your email address, however, the best way to do it is
>to put some bogus info between the last two parts of your email address.
>
>For example, instead of d_troy@spnt.coc, Mr. Hunt could use
>d_troy@spnt.This_is_a_fake.com
>
>The reason for puttiong it there is to prevent your ISP from having to deal
>with it; by putting it where I have shown, you forced the spammmer's ISP to
>deal with it. This sometimes causes spammers to get their accounts cancelled.
>
>Oh, did I mention that "Donna Troy" (the "secret identity" Wonder Woman(tm), a
>Dell Comics character and David Hunt's alter-ego) got her accoutn cancelled at
>aracnet.com for running the same fraduluent "remove list" scam?
>

I was doing that for a couple months, altering my address to
otter@oz.SpammersWillBeKilled&Eaten.net; until I received a message
from my sysadmin requesting that I not do that anymore. It seems that
all bounced messages were being dumped into their email box.
Unfortunately, I have not yet found a way to set up a filter with my
mail reader (using Minuet since a 486-33 is too intolerably slow for
Netscrap...)

I've been considering having my Cleveland Freenet address as the
reply-to address for my messages I post now. Then, I may be able to
set up a killfile there to filter email and then have the legit stuff
forwarded here to my primary account...

--Otter

1300. Re: Bounty Bob Strikes Back cheats

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <34E10D9F.626E@pilot.msu.edu>
Source record: 66136
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

Maurice Molyneaux wrote:
>
> On Sun, 25 Jan 1998 22:23:30 -0500, Tempest <reicher6@pilot.msu.edu>
> wrote:
>
> >Does anyone know of any cheats (ie. secret code numbers) or level warps
> >for Bounty Bob Strikes Back (Atari 800 or 5200 version)?
>
> This has been answered elsewhere, but it raises an interesting
> question...
>
> Anyone know what happened to Bill Hogue, creator of Miner 2049er?

Good Question! I would like to find him and thank him for making such a
cool game.

-Tempest

1301. Atari-Hercules Monitor, how to split up the signal?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: mac@rubikon.net.pl
Message-ID: <34e09869.1239738@news.tpnet.pl>
Source record: 66183

Hi!

With my friend we would like to connect Atari (65XE) to Hercules
Monitor (MDA). The problem is, I think, how to split up Composite
Video signal (from Atari) to r-g-b and V / H sync.

Mac
mac@rubikon.net.pl
http://free.polbox.pl/s/scenepl

1302. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34eda6d5.4650187@news.demon.co.uk>
Source record: 66184

The other Day mat@arrgh.demon.cocoa.uk (Mat Simpson) wrote:

>Spurred on in part by this posting I actually did manage to crawl out
>from under my rock in time to catch the end of yesterdays sale. By the
>time I got there (12ish) people were packing up, but I did see a fairly
>pristine looking 800XL for sale with a cassette deck. Didn't check the
>price though.
>
What I want is to find a 130XE so I can get the keyboard out. My poor
old one is quite knackered as lots of useful letters don't work
anymore. Which makes using Omnimon quite hard :)

This is a thinly disguised plea to anyone UK wise that might be able
to help :)

>Quite a lot of old computers there, actually. I saw an old Spectrum +3,
>an Amstrad 6128, loads of MasterSystems and MegaDrives, an Atari Lynx
>and squillions of old 286's. No Macintosh G3's going cheap though :(

Yep, loads of Spectrum +3's..Its almost like someone makes them for
the bootsales :)
>
>All in all, worth a look.
>
Glad you went, might even have a trip down there this weekend.

>toodle pip
>mat

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1303. Re: 3.5" Floppy Drive for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvu6$79c$1@news.iwaynet.net>
Source record: 66185

On 1998-01-13 franks@kaa.bbn.hp.com said:
>> email phillip price and tell him to amend his source code to run
>>on a single disk!
>I don't think that he will put any effort into Alternate Reality.

It's amazing how little thought some programmers put into how their software accessed disk drives.I was shocked when Print Shop would only use drive 1. Unlike the IBM,it's easy to see how many drives are attached to the system. (just poll them using the GET STATUS SIO command,always going through SIOV, of course.

One solution would be to re-programme a Happy drive to make double density disks look like single density ones.The first 360 256-byte sectors would look like 720 128-byte sectors.If you accessed the drive with it's drive code+1 then you'd get the second 360 256-byte sectors.This could also be extended to DSDD256 disks to put four single density disks on one floppy.

This solution could also be implemented at a OS level via a RAM OS. (except for 64k games,of course.If only Atari had stuck with the 800 design games could've used the Axlon upgrade)

Net-Tamer V 1.09 - Test Drive

1304. Re: 8bit Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvuc$79c$2@news.iwaynet.net>
Source record: 66186

On 1998-01-21 Jeff.Thomas@f823.n2424.z1.fidonet.org(JeffThomas) said:
>Mostly commercial stuff no longer sold. Stuff like MMG, and ABC
>compilers work with Atari Basic.
>There's also Turbo BASIC which is freely available, but the
>compiled code isn't a stand alone executable, it needs a runtime to
>be run first. It's kind of a pain to have to run a runtime, and
>then guess what and where a file is located. It also has trouble

The run-time will automaticly run a file called AUTORUN.CTB.
(or something like that)
Well it's really like how ML programmes on Linux and Amiga aren't "stand alone".It's probably better that way.You can fix bugs by replacing the run-time.Also the run-time could be stored in ROM or bank-switched RAM to make more room for the CTB programme.For example:it could be activated by a vector like SIOV,the warm/cold-start vectors and blackboard mode.Then it would read in the file via channel #1 (or whatever).You could have a DUP that could JSR to certain addresses whenever it sees a certain extention.(or header)
This could also be used to to auto-run BASIC programmes.
It would be up to the user to load up the routines needed to give control over to the CTB & BAS run-times,rather than bloating DUP.

>with Sparta DOS. The version patched for Sparta DOS doesn't come
>with a compiler.

You could use SpartaDOS 1 or 4.

>BASIC XE provides a way of speeding things up too, although it's
>not a compile. Just some fancy tricks with memorizing what address
>each subroutine is at.

Not that fancy.It could be done in AtariBASIC with a function to return the ML address of a line number.(like ADR() with variables)
And a way to specify a ML address rather than a line# to GOTO.
Also BASIC XE won't work with SpartaDOS 2 or 4.
(unless you load 4 into bank-switched or non-OS shadow RAM)
SpartaDOS 3 was made to avoid the parts of the OS shadow RAM that BASIC XE uses.

Net-Tamer V 1.09 - Test Drive

1305. Re: Atari 800 Operating System

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvuh$79c$3@news.iwaynet.net>
Source record: 66187

On 1998-01-21 tpiatk@cyberspc.mb.ca said:
>Hello. I'm what to know what chips make up the ATari 800 operating
>system and where they are located as well as where the Atari 1200XL
>Operating system is and where it is located since I hate the 1200XL
>operating systems and I want to replace the Operating system with
>the Atari800 one.
>As well Where the microchip containing Basic is located.

If you were to somehow add BASIC you wouldn't be able to use it with the 800
OS since it's up to the OS to switch it in when it sees OPTION pressed.
(you could do it manually via ML.There are some programmes up on umich)
And you lose the LEDs,I think.Also programmes that look for joystick ports 3 &
4 via the OS database would see garbage.
(the XL/XE OS just shows ports 1 & 2 in place of 3 & 4)

From what I've read,there's really nothing wrong with the 1200XL OS.
(which some call Rev.C.IS it really called that by Atari?)
It's just that many games violate the OS.IT wouldn't be so bad if they just
directly accessed the hardware (except for joystick ports 3 & 4,of course) but
some access the OS's internal routines and variables and malfunction when you
use a different "compatible" OS.Just look at the IBM.People do all sorts of
horendous things to MS-DOS all the time.I saw someone ask about how to
determine free memory and someone replied about actually walking the MCB chain
it-self.(MCB=memory control block)
And I don't want to talk about the terrible situation with RS232 port access.

If you look in some ML programming books for 6502 and Atari you'll see advice
about how to access E: character-print routines directly.Of course the right
way to do single-byte PUT/GETs (like Apple and Commodore) is to define a
zero-length buffer and use the acumalator as a buffer.

Net-Tamer V 1.09 - Test Drive

1306. Re: Atari800win chronic freeze problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvun$79c$4@news.iwaynet.net>
Source record: 66188

On 1998-01-23 DAFELDMAN@prodigy.net said:
>Whenever I get a lock-up problem in Atari800 Win, I can solve the
>problem by deleting the Atari800 Win entry in the HkEy_Current_User
>Software section of the Win 95 Registry. Then, when I start up
>Atari800 Win again, all the problems disappear.
>hope this helps,

Did I miss a message?
He was asking what it was.He doesn't even have it.

Ah,software altering your configuration files automaticly (and directly?).
Yet another IBMism that I hope to keep away from the Atari.
(like self-extracting files <shudder>)

Net-Tamer V 1.09 - Test Drive

1307. Re: BBS Express PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvus$79c$5@news.iwaynet.net>
Source record: 66189

On 1998-01-20 thechyld@pcc-uky.campus.mci.net(RonaldJ.Hall) said:
>On 18 Jan 1998 13:36:54, Michael Schoedel wrote:
>->Bob, with our venerable old Ataris getting older all the time,
>I've been ->painfully aware of how hard it is to keep a BBS running
>old the older ->equipment. Hardware failures and difficult backups
>make it hard to keep ->things going. I think that what we need is
>a PC version of PRO that has ->the same look and feel of the Atari
>version, and includes ATASCII ->emulation along with the ANSI and
>RIP that the PC users look for. Could ->we encourage Tom Hunt a,d
>possibly others to collaborate on such a ->project? I am willing
>to offer my services as a beta tester for it. ->What do you think?
>Hmm...just wondering, does the 8-Bit version of Express look/feel
>anything like the ST version? If so, why not just go that route.
>Fairly recent hard -ware is still available, and you would still be
>able to run on our Atari equipment. BBS Express! ST is still
>supported by Rich Sanchez, and the latest release is upto v1.98a...

(those "->" messed up the re-posting)
Why not just use a Atari emulator on the IBM?
Or just use a SIO2PC cable.Then all you need is the Atari computer it-self.

Net-Tamer V 1.09 - Test Drive

1308. Re: Best atari emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvv2$79c$6@news.iwaynet.net>
Source record: 66190

On 1998-01-17 gareee@worldnet.att.net said:
>I've seen a few different sites, and was wondering what's the best
>emulator for my old ataris?? I've got three of them, and a ton of
>software, and grabbed lots of the executables a while back, but had
>quite a bit of probelms getting alot of them to run.. rescue at
>fractalus was VERY fast, but the keyboard commands didn't work (and
>no one has ever given me a reply at to whether they've gotten it to
>run correctly, and on what emu..
>I also never got bounty bob strikes back to work either...

Ah,I just love watching super-powered modern computers struggle vainly to
emulate a 1979 computer.I shudder to think what would be needed to emulate a
Amiga.(The Amiga is the sequel to the Atari;made by some of the same guys)

You know that there's a cable called SIO2PC that allows you to use your PC as a
disk drive for the Atari.With the APE software you also get a poor-man's file
server called "PC Mirror" as well as disk emulation.You see the files as being
on a DOS 2 disk.But you can't POINT through a file on a PC-Mirror disk,just a
normal SIO2PC disk.Also you can't write to the PC-Mirror "disk",just read.
(but you can write with the comercial version;but still not POINT)

Both SIO2PC and APE software (both relying on the SIO2PC cable) allow you to
use ATR disk images.APE also gives you speed a bit faster than a Happy drive.
(Happy does go at 53200 baud like the US Doubler?)
But the APE docs are rather confusing.(luckily I'm a Atari guru)
And it's still painfuly slow compared to the slowest Atari hard drive.
In fact most modern floppy drives are much faster.

Net-Tamer V 1.09 - Test Drive

1309. Re: File transfer question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvv7$79c$7@news.iwaynet.net>
Source record: 66191

On 1998-01-23 arickett@kent.edu said:
>Well, after playing with lots of 8-bit emulators this past year, I
>finally got my hands on a real 800 XL with 1050 drive! I had an
>800 for years that finally gave out, so it's nice to join the Atari
>world once again. I have a few questions that maybe someone can
>help me with:
>1) I now have lots of ATR and EXE files on my PC hard drive. Is

There called COM (and OBJ & SYS) files on the Atari.There's no such thing as a
EXE file on the Atari.

>there a simple way to transfer them onto Atari floppies that can be
>read on the 1050? I noticed that A.P.E. can do this, but this
>program seems a bit more elaborate than what I need.

You can do this with the IBM's own floppy drive.(check the FAQ for software)
But you can only use the first side of the disk.
(You can only put the disk in one way on IBM drives.That's why they invented
double-head drives)

>2) What's the best way to connect to the web using my 8-bit? I
>have a University account. Maybe instead of transferring files,
>could I just download them again right onto the 1050?

Just use FlickerTerm-80 (faster) or IceT (better looking) to FTP the files and
then use A-Tar-Zee to download them via Z-modem.(it has a built-in term)
Try to see if the University has NCFTP instead.It's better than "ftp".
BobTerm can be used to Y-Modem.But NEVER (!!!) use X-modem to download COM
(OBJ) files.OR anything for that matter.It's SLOW and adds garbage to the end
of files.This didn't matter with CP/M (where X-modem came from) since CP/M
(which has it's own DOS built in)
doesn't keep track of how long files are so that programmes must keep track of
it themselves.Since Atari's DOS keeps track of the exact length of a file
programmes just rely on DOS to tell it that there's no more data left in a file.
(There's no way for a programme to tell how long a file is but to read through
it to the end)
So programmes don't know to just ignore the extra bytes at the end of X-modemed
files.In the case of OBJ/COM files,this is fatal!

So just use Y-modem and Z-modem.(and Kermit)

Net-Tamer V 1.09 - Test Drive

1310. Re: Has anyone seen the APE 1.16 Beta Yet?????????

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvva$79c$8@news.iwaynet.net>
Source record: 66192

On 1998-01-15 dalabast@sprynet.com said:
>Paul Castellani Jr wrote:
>> I got an E-mail from him a couple of days ago. He said he had
>>been out of town lately and hw would be sending some stuff out
>this week. >
>> Atari8Bit wrote in message
>> <19980115124600.HAA11336@ladder02.news.aol.com>...
>> >Did anyone ever get a copy of the APE 1.16 Beta from Steven
>>Tucker?? He >advertised it here a while back.
>hi,
>got mine :)

Hey,send a copy my way!

Net-Tamer V 1.09 - Test Drive

1311. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvvq$79c$10@news.iwaynet.net>
Source record: 66193

On 1998-01-22 noone@nowhere.com said:
>Actually, yes, the limit is around 16 meg, or in actuality, $FFFF

It's not $10000 since there is no sector#0.

>sectors. Since the 8 bit only uses 2 bytes for sector # that is
>why. I've dreamed of helping write/hack another DOS to get around
>this limitiation some how..... Seems all the Dos's for the 8 bit
>have this limit. Maybe it could use an unused byte somewhere as a
>flag, making the sector limit $FF FF FF..... Of course, no
>controller/drive supports this right now..... but it could

It's impossible with real SIO devices since there are only 2 auxilary numbers
in a command frame (packet).It'd probably be better to stick with 16MB
partitions.But a "map partition to unit#" would be nice.
(that is,maping a partition to drive#4 rather than a specific SIO device code
since this would break drives like the ATA ("IDE") interfaces which treat the
device code and unit number in the DCB differently than the SIO handler
(it doesn't just add them together))

Net-Tamer V 1.09 - Test Drive

1312. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvvj$79c$9@news.iwaynet.net>
Source record: 66194

On 1998-01-20 w-radish@inreach.com(ShawntheTouched) said:
>I've spent hours on the web, searching for a utility that'll let me
>compile a bunch of Atari binaries on my PC into the kind of
>megaimage that Yogi has put together. Imageman allows no more than
>the size of an ED diskette. Does anyone have such a utility?

Not to put too fine a point on it but Imageman-made dual density 1040
sector ("ED") disks are incompatible with MyDOS.As are any dual density disks
made with DOS 2.5.You'll have to re-format (i.e.re-build the file system) them
under MyDOS to be able to WRITE to them.Reading should be no problem.
Also Imageman doesn't use the last sector of a 720 sector ("SD") disk.
But neither dos DOS 2 or 2.5.You can use VTOCFIX to free it up for use if
you're going to add files to the disk via MyDOS.That is,if you really miss that
extra 125 bytes.

Net-Tamer V 1.09 - Test Drive

1313. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bpvvu$79c$11@news.iwaynet.net>
Source record: 66195

On 1998-01-22 noone@nowhere.com said:
>I used pc xformer to copy the files from one image to another, and
>pressed scroll lock (or whatever runs it at full speed) and it
>screamed. I've very anal, I want the files to be on contiguous
>sectors. I'm funny that way. Of course, it makes for easier hacking
>if you just have to read in the next sector rather than look at the
>link

Why did you make the sectors 128 bytes.256 bytes would make it faster.
(but not much since APE gets rid of somne (most?) of the inter-sector pause)

Why not just store them as individual files and use a batch file
(hopefuly with 4DOS/NDOS)
to start the emulator.The batch file could use special options automaticly for
programmes that need XL (rather than 48k 800) emulation and so forth.
The easiest way would be to boot the images via the C: device.
(like when you hold down START to boot a tape)
But do C: boot files (as opossed to loading from C: using DUP) work the same as
D: memory (COM) files?

Net-Tamer V 1.09 - Test Drive

1314. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq006$79c$12@news.iwaynet.net>
Source record: 66196

On 1998-01-22 w-radish@inreach.com(ShawntheTouched) said:
>On Thu, 22 Jan 1998 00:22:04 GMT, noone@nowhere.com (Yogi) wrote:
>>I used pc xformer to copy the files from one image to another, and
>>pressed scroll lock (or whatever runs it at full speed) and it
>>screamed. I've very anal, I want the files to be on contiguous
>Okay, I'll have to try that one, too. It's a little difficult
>switching between the PC and Atari OS's on the fly and remembering
>the separate command structures...

It has nothing to do with OSes.It's just the way the emulator works.
The BIOS totally ignores the scroll-lock key.It doesn't even pause screen
output.MS-DOS's CON device just translates device-driver calls to BIOS ones.
(why do they call it the "CON:" device?)
On the other hand the Atari DOES pay attention to control-1.
Which is funny since F1 pauses output on my "digital" VT320 terminal.

Look into ANSIPLUS to solve this little "bug".

Net-Tamer V 1.09 - Test Drive

1315. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq00p$79c$14@news.iwaynet.net>
Source record: 66197

On 1998-01-18 velcro_spy@webtv.net said:
>This is a real good constructive group, for getting 8bit users the
>answers they need. I found out there's a hack to modify an Atari
>XF551 disk drive to "3.5 (but will it use the added capacity under
>standard OS) and that there is indeed an Atari basic compiler (ABC
>or Turbo) to speed up those old basic programs that we all did with
>the help of a runtime library.

It's not like the IBM.The differences between disk drives just involves sector size and number of sectors.MyDOS can use 65535 sectors at both 128-byte and 256-byte size so it can use everything.And the OS imposes no restrictions on sector size.But it limits you to 65535 sectors.
(at least for SIO devices)

>So here's question #3: Wasn't there an MS-DOS emulator for the Atari
>8bit computer which would actually run the crudest an oldest of
>MS-DOS programs on the Atari? I swear I've heard of it somewhere.

There was a CP/M add-on.But I think that it used the Z80 chip (8-bit) rather than a 8088 chip (16-bit) so that would be useless.

Net-Tamer V 1.09 - Test Drive

1316. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq00t$79c$15@news.iwaynet.net>
Source record: 66198

On 1998-01-18 phantomm@eastky.net said:
>There was a Microsoft Basic II cartridge and disk. Which allowed
>one to use old Microsoft BASIC programs. It was also suppose to
>convert Microsoft BASIC programs written for other computers so
>that they would run on an Atari 8-bit.
>Not sure how good it is. I have it, but haven't really tried it out.

It is only a VERY limited sub-set of Microsoft BASIC.Utterly useless,actually.
No PLAY or DRAW commands.And you'll have to translate the SCREEN command to the
Atari's GRAPHICS command.Even the TRS-80 COLOUR COMPUTER had a better version!
So forget about running programmes from other computers.You might as well
re-write them for AtariBASIC yourself.
(I think it gives you integers,though)

And it doesn't come with any type of converter.

Net-Tamer V 1.09 - Test Drive

1317. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq012$79c$16@news.iwaynet.net>
Source record: 66199

On 1998-01-21 pmulvey@erols.com said:
>velcro_spy@webtv.net wrote:
>> This is a real good constructive group, for getting 8bit users the
>> answers they need. I found out there's a hack to modify an Atari
>XF551 >
>> disk drive to "3.5 (but will it use the added capacity under
>>standard OS) and that there is indeed an Atari basic compiler
>(ABC or Turbo) to >
>> speed up those old basic programs that we all did with the help
>>of a runtime library.
>> So here's question #3: Wasn't there an MS-DOS emulator for the
>>Atari 8bit computer which would actually run the crudest an
>oldest of MS-DOS >
>> programs on the Atari? I swear I've heard of it somewhere.
>> vs
>This cannot be considered an emulation but for the functionality of
>MS Dos (you know the look and feel of it) Sparta was the way.
>Many early users who had both devices (No, not me) found that
>when moving between PC and Atari using Sparta made things
>easier.
>But Sparta won't run the PC software, just the same kind of
>command processor.

Not really.Besides the DIR and RENAME command being the same,they're actually
totally different.It's like saying that ProDOS is a primer for UNIX because
they both use "/".
(MS-DOS does too,for that matter.But it confuses some programmes)
I've never understood why people call them similar.Nor why you would want to
make the Atari like the IBM.SpartaDOS lets you run a programme over-and-over
again without re-loading.(via RUN)
What I hated about MS-DOS was that you had to re-load a programme over again
for each operation you did.For instance to create several ARC files.
You had to have a RAM-disk to get anything done!
Why people try to emulate that on the Atari I have no idea.

Net-Tamer V 1.09 - Test Drive

1318. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq00d$79c$13@news.iwaynet.net>
Source record: 66200

On 1998-01-23 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>Shawn the Touched (w-radish@inreach.com) writes:
>> I'm afraid something isn't working for me. I used APE to create
>>a single density image that was twice the size of the 1-meg
>>megaimages (16342 sectors), and followed the APE doc's
>>instructions on reconfiguring the drive in MyDOS, but when I
>tried to format it, it gave me Error 132.

I'm afraid density is rather meaningless information on the Atari except for formatting.But you're just re-building file systems so it's totaly meaningless for you.You just need to know the number of sectors and how big they are.
Remember that all DOSes (except DOS 2.5???) read the needed information from a special sector on the disk and via the GET STATUS SIO command.
(GET STATUS just tells you the size of the sector,and whether it's a 1050 disk)

Unless MyDOS reads the drive configuration it-self,there's no way to tell it to make a file system (or format) with 128-byte sectors
(which can be either single or double density,hence my earlier paragraph)
and make it have more than 720 (1040 when formatting) sectors.You'll have to use a disk image with 256-bytes per sector.

Also APE returns bogus information as pertains to the highest head number.
(i.e.all single sided drives look like double sided;double looks like triple)
So programmes that ask the disk drive for the information with think that disks are twice as big as they really are.This should only affect formaters that write out a file system
(like SDX's FORMAT,but not DUP,it would seem)
and file system re-builders/fixers.
(like MyDOS's VTOCFIX,but not DOS 2.5's DISKFIX)
Diskcomm formats a disk but doesn't write a file system so that should be OK.

I'm not sure how this affects emulators.(does the ATR header store head# info)

>The correct command sequence for config and format of a large HD
>image mounted in drive 1 is:
>O
>1 (drive #)
>N
>Y
>Y
>16342 (total sectors)
>I
>1

You should type "1/N" rather than "1".It's faster since you bypass the format and go straight to writing out a file system to disk.

(MS-DOS's FORMAT does this automaticly if the disk is un-formatted or it can't
tell the format from the boot sector.IBM drive controllers don't give this
type of information like Atari ones do)

>Y
>Works for me, 16342 sectors, 32684 sectors, etc.

Why such odd numbers?

Anyway that won't work with his disk images.Notice how MyDOS (rather naively)
doesn't ask you about the sector size.That because it assumes 256 when told
that it's a "high capacity" (i.e.larger than 720/1040) drive/disk.
It's really no problem.MYDOS will still WORK with large 128-byte sector images,
you'll just have to use a seperate programme to format the disk
(not necasary with disk images) and build the file system.

I realize that this is somewhat technical,so feel free to ask questions.

Net-Tamer V 1.09 - Test Drive

1319. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq017$79c$17@news.iwaynet.net>
Source record: 66201

On 1998-01-20 cvendel@aol.com(Cvendel) said:
>Well SWP used to sell the ATR8000 with a Co-Power-88 upgrade which
>would allow you to run a some MS-DOS programs on your Atari,
>otherwise you could run (with 64K) CP/M programs.
>Atari had listed as one of future PBI expansion cards for the
>1090XL an 8088 card, so IBM compatibility was available and would
>have been available from Atari itself.

Since most programmes bypass MS-DOS,even when they don't have to,
(c.f.MS-DOS's HELP,EDIT and MSD)
it probably wouldn't be of much use.Even if it included a BIOS.

Net-Tamer V 1.09 - Test Drive

1320. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq01a$79c$18@news.iwaynet.net>
Source record: 66202

On 1998-01-21 jmelbo@pressenter.com said:
>As others have said, it was in the ATR 8000 with the co power
>upgrade. The DOS software actually ran on the ATR, the Atari was
>used as a terminal attached to the ATR.

Does the ATR-8000 really have a 8088?
I'd assume it'd be made to use normal CP/M rather than CP/M-86.
(i.e.a 8088 wouldn't be able to run old (read "most") CP/M software)
But then again I don't know when the ATR-8000 came out.

Net-Tamer V 1.09 - Test Drive

1321. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq01e$79c$19@news.iwaynet.net>
Source record: 66203

On 1998-01-19 krishna@primenet.com said:
>mortal Hans-Martin Krober wrote: : Sorry, Curt, but you are missing
>a big point here. At that time Atari did : not have the Sega
>lawsuit money yet. Sales of ST based machines were WAY : down. They
>needed a new product fast. Of course, now it's easy to say that
>When you are losing a chess game and you are sliding your king
>around to avoid a mate, should we not still blame the player for
>getting to that point? There are no convenient scapegoats here.
>Atari had many opportunities to rebuild after the crash. Even the
>Lynx alone, if properly pushed, could have filled Atari's coffers
>enormously. But they played the game poorly and the Jaguar was the
>final gamble that did not pay off, like one pawn that got queened
>on the other side of the board only to be overwhelmed by the
>combined strength of the rest of the board.

I just love all the chess analogues!

I,for one,would've like to have not seen so much of the 800 architecture left behind.So much for those memory,BASIC and 80-column upgrades.As well as Corvus hard disk drives and four-player games.(we had it before the Nintendo Ultra64!) Also the 1090XL would've been nice.

Net-Tamer V 1.09 - Test Drive

1322. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq01k$79c$20@news.iwaynet.net>
Source record: 66204

On 1998-01-21 pmulvey@erols.com said:
>Was usable as a quick video title generator or to act as a video
>source
>for those individuals who use a stereo VCR as a audio recorder.
>(Ok I know that someone out there will flame on this but think
>about it.
>6 hours of continious uninterupted audio or two hours at a responce
>levels that rivals reel to reel recorders at 7.5 or 3.75 ips).

HA!
I remember using VCR tapes to record music off of the radio.
I remember using Defender on the 2600 for video but the picture was distorted.
(but that was on a Zenith TV so it doesn't really count)
I maybe used Solaris as well.That was a favourite at the time.

Net-Tamer V 1.09 - Test Drive

1323. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq025$79c$22@news.iwaynet.net>
Source record: 66205

On 1998-01-20 bostone1@aol.com(Bostone1) said:
>The Memo Pad was just a thing to help someone get used to the Atari
>keyboard and editor without hurting anything. No "syntax error" or
>"bad command or filename" would occur. Once comfortable with the
>way the Atari editor worked, the old Basic cart or whatever could
>be plugged in. It's funny, but I remember when VIC 20 computers
>first appeared in department stores and how customers would wonder
>what they were supposed to do with BASIC. "You mean I'm supposed to
>PROGRAM this thing? Yeah, right!" The masses were never interested
>in BASIC any more than they are interested in getting under the
>hood of the car.

And hence we have WINDOWS! <sneer>

I remember staying over a hour after school ended every day to programme on the
Apple.I really came to hate the Apple's built-in editor after I got my Atari.
(a 800XL;nothing else!)

I still can't believe that people can't set their VCR clock or programme it.
I just always take it as "urban legend".

Net-Tamer V 1.09 - Test Drive

1324. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq01t$79c$21@news.iwaynet.net>
Source record: 66206

On 1998-01-18 kenneth@daffy.aatech said:
>On Sat, 17 Jan 1998 13:08:37 -0500, velcro_spy@webtv.net wrote:
>>Ever since about 1982 I've wondered about the "Notepad" built into
>>the Atari 800 we bought. Did anyone actually use this, ever?
>>Does it have some hidden features, or were you honestly expected
>>to type "honey, i've gone to the grocery store, back at 6" and
>leave it running?
>It is the fallback position after: no cart, no cassette, no disk,
>so there's no code to run. Bank switching ROM wasn't really
>thought of in the 8-bits in 1979, so without any of the above
>there is nothing else for the computer to do.

It's really just using what's already built into the OS.Just a loop that keeps
reading from the E: device.

Net-Tamer V 1.09 - Test Drive

1325. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq02b$79c$23@news.iwaynet.net>
Source record: 66207

On 1998-01-19 krishna@primenet.com said:
>comp.sys.atari.8bit:44145 At one time Bob Puff was going to create
>a high-speed FIFO-buffered SIO serial interface, but it was srapped
>due to lack of interest by the userbase.
>This interface was supposed to be able to go up to 38K/baud.

That's not that fast,considering that the slowest UltraSpeed drive goes at
53200. (and not 38400 as the APE manual says)

While it might seem like a great idea to connect VGA cards and "IDE"
cards,remember that these are SLOW devices.Many of the older ATA "IDE"
interfaces just connected the IDE drive to the CPU (and DMA) chip.Rather like a
850.And using a VGA display would involve moving around so much data that it
would be useless for games.
(unless you only animated one or two planes at a time)
The IBM video cards don't have things like P/M graphics and sprites.
Still it would be great for 80-column displays and showing GIF and RGB files.
And the video controller's "co-processor" capabilities would make it faster
than simple planar graphics.
(you can write to more than one plane at a time with a single write,and the
video-controller can do various modifications to the written byte
(XOR and such))
And you could use fast modems.Of course the ROMs on the boards would be useless
so you'd probably want to have RAM on the PBI-to-ISA interface to hold device
handlers that would be run by the 6502 so they wouldn't eat up all the RAM in
the Atari.The ISA handlers would swap in like BlackBox and MIO ones do.

Net-Tamer V 1.09 - Test Drive

1326. Re: Running .BIN files - NOT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq02f$79c$24@news.iwaynet.net>
Source record: 66208

On 1998-01-22 rsely@dhs.state.nj.us said:
>radios wrote:
>> I can't get these to run. I have a LOT of them and I'm dying to
>>relive the past!
>> I'm on a MAC with the Rainbow demo 1.4 version. I've ordered the
>>complete version
>> but still waiting for the file.
>> If I try and autotype them stll they don't work. I get the ROM's
>>must be 8 or 16K message if I have them in ROM and a crash if
>>they are in disk format. The Games disk files work from
>> a site which I downloaded.
>> Anyone know what I'm doing wrong?
>> Much Thanks In Advance,
>> Jim
>> --
>> Antique Electronics
>> San Francisco, CA.
>Jim,
>One thing you should do (probably won't correct these problems, but
>would make loading easier) is to rename the .BIN files to .EXE.
>Hmmm... Have you tried these files on a real Atari? If they work
>there, try a different DOS to boot with. Also try a different
>emulation mode (800, 800XL or 130XE) all w/o BASIC installed. You
>could even try booting the emulator (again NO BASIC/CARTS) with
>ONLY the game file. (EX.: bdash.EXE). be sure the file has the .EXE
>as the extension. --

Why "EXE"?
It's COM for SpartaDOS and DOS XL and none for MYDOS/AtariDOS.Is that for some
new DOS?

I don't know about RainBow but how would you boot a COM/OBJ file without DOS?
(via a tape boot?)
He probably just needs a way to put a file into a ATR image.
(it's funny how people don't read the manual)

Net-Tamer V 1.09 - Test Drive

1327. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq02k$79c$25@news.iwaynet.net>
Source record: 66209

On 1998-01-23 pmulvey@erols.com said:
>Andy2L wrote:
>> What cartridges work with XE gaming system? Do all 8-bit
>>cartridges work? Like
>> ones for the 400 and 800?
>> Thanks again,
>> Andy
>Most of what is out there will work if its 8-bit computer stuff.
>There is an occasional
>item that isn't compatable and for those you need either software
>translation or by adding
>a 400/800 OS wired into your system.

OF course there's also the fact that (some?) XE game systems didn't come with a keyboard (mine did).Of course Atari game programmers never dreamed that Atari would decide that the keyboard was a "extra" so games are not really made to avoid keyboard use.So if a game seems un-playable it's probably from lack of a keyboard.

What the hell were they thinking?!?

Net-Tamer V 1.09 - Test Drive

1328. Re: Which computers have you owned. was: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq02q$79c$26@news.iwaynet.net>
Source record: 66210
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-19 Not.Available@this.time said:
>Wow... You guys seem to have had quite a collection! I can't even
>remember all the computers I've had, but most of them weren't
>supported very long! (Dang the luck!) Here's my list (see if you
>remember these!):
>Timex Sinclair 1000
>Mattel Aquarius
>Coleco Adam
>C 64
>C 64 SX
>Amiga 2000
>Apple IIe
>IBM 8088
>IBM 486/50
>IBM P166+
>Still have all of these! Everything from the Adam on, I surfed the
>local BBS scene in St. Louis on it! Yep, still have the 300 baud
>AdamLink modem for the old beast, and still print stuff on it from
>time to time. The Aquarius and the Timex have both been lost in
>various moves, but the rest of them are still hooked up and used on
>occasion! Nostalgia definately has a certain value to it, and
>unemulated just makes it that much sweeter! Sorry, though- No
>Ataris with Keyboards at anytime in my life. ;-)

My favourite has always been the Atari.I used the Apple (at school) originaly
but got converted to Atari when I got a 800XL.I really prefer the Atari to the
IBM.With the IBM you get all sorts of vague,meaningless error messages.
With Net-Tamer,you can save a message to a directory file ("C:\DOS") and it
won't even GIVE a error message.Most programmes just tell you that there was a
error without telling you what it was.Even in Linux.I tried to read a GIF on a
CD that stopped working with SPIC and it told me that the file was empty!
(rather than "I/O Error")
Lynx is worst of all.

Anyway,here's the list.
Apple 2E
Enhanced Apple 2E
Atari 800
Atari 1200XL
Atari 800XL
Atari XE Game System (broken power switch)
Vic-20
Commodore 64
Commodore SX-64 (portable 64,if you consider a tower PC portable!)

Commodore 128
IBM clone (80486DX-33,16MB)
Laser XTE (has EGA but too slow to use it)
Amiga 500 (512k of slow (non-video) RAM added to 512k of video RAM)
1040 ST with Supra HD
Texas Instruments 99/4A. (with disk drive but no DUP/CP cart!!!)

>Add to that list nearly every game system I could lay my hands on,
>and it's pretty sad! I've had the Fairchild, Atari, Intellivision,
>ColecoVision, Atari 5200, Nintendo, Sega Master System, Genesis,
>Snes, Jaguar, 3DO, Oddessy, GameBoy, Game Gear, Turbo Graphix 16,
>and more! Even sadder, I still have most of these!

Do you mean the original Oddessy?
The original just took their weird circuit boards and was really just
variations on Pong.The one that had the membrane keyboard and real cartridges
(with handles!) was the Oddesssy 2 (2 as in "squared").

It's amazing that people don't use these things as home computers.They're so
powerful.I wonder what I could do with a Sega Saturn and BASIC.
(if only I could read Japanese)
Even the MegaDrive
(which is called a "Genesis" in the U.S. for some strange reason)
is really powerful.And the MegaCD adds a lot of memory plus a way to run
programmes.(using RAM carts for data storage)
But the Saturn is just too much.640x200 (with optional interlace and over-scan)
plus speed,more memory than you'd ever need and optional hard disk drive and
printer and BASIC and MODEM and PS/2 keyboard.Why Sega isn't putting out BASIC
and a assembler in other countries is beyond me.With the Netlink MODEM you
could download shareware that individual programmers had written.
Just imagine Rogue-type games on it.(like Nethack)
And also why games don't take advantage of the PS/2 keyboard.Like RPGs!

Well,here's the list. (all U.S. versions)

Atari VCS (model CX2600)
Atari (CX?)7800 PRosystem
(no power adaptor;does anyone have info on the adaptor's specs?)
Oddessy 2
Bally Astrocade
Intellivision 1 and 2
ColecoVision (bought a bunch of games but can't find the damn power adaptor!)
Sega Master System (old style with card slot)
Sega Mega Drive (aka "Genesis") with MegaCD ("SegaCD") and 32X.
(new-style MegaDrive and MegaCD;no powered CD drawer)
Sega "Nomad" (portable MegaDrive,but no 32X support nor MegaCD port)
Sega Saturn (original,as far as I can tell;can't use carts) with Netlink

(do the Saturn and the Nomad have "real" non-US names?)

Sony PlayStation (aka "PSX")
Normal,Super and ULTRA Nintendo Famicoms/Entertainment Systems

Nintendo GameBoy (original)
Goldstar 3DO (no save-game manager software)
(which I like because it's not just for games;they actually used all that computing power for something useful)

Still looking for Atari Lynx,Sega Game Gear and Jaguar stuff.

Net-Tamer V 1.09 - Test Drive

1329. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq032$79c$27@news.iwaynet.net>
Source record: 66211

On 1998-01-30 rsely@dhs.state.nj.us said:
>That is correct. This is also the case with the ICD MI/O. However, I
>don't know if the BlackBox can do more than one R: port at a time.
>The interesting part is that you can select different Rn: ports
>(R1:, R2:, R3: or R4:) and run the peripheral that is on that
>particular port. You'd think that since the MI/O is connect to the
>PBI or ECI port that it could deal with multiple serial port
>signals. I guess it wasn't that suffisticated. The BB may be though.
>Bob Puff has some amazing stuff in that beast.

A moot point since the BB only has one RS232 port.You might be able to use that
and a 850 at the same time.

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1330. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq03d$79c$29@news.iwaynet.net>
Source record: 66212

On 1998-01-30 rwoolley@pacbell.net said:
>AsciiRider wrote:
>> What are you guys talking about? Modem Configurations? The
>>modem I am using doesn't have any dip switches if thats what your
>talking about. >
>> Bobterm settings? I think I use 9600 - full duplex - Ascii -
>>thats about it isn't it?
>----
>There are a TON of parameters set in these high speed modems. No
>switches, it's all in RAM inside the modem. Once set, these values
>do not go away when you power off or use the modem.... So, if they
>are goofed up, you have to reset/set them. High speed modems talk
>to the computer at 2400 baud AND the set interface speed, up to 115,
>200 baud. They talk over the telephone line at the speed that they
>calculate the other modem and line will tolerate, 14,400 and up.
>Now, you ask yerself - how can they talk to the computer at 115,200
>and talk to the other modem at 33,600? Easy.... the modem itself
>compresses the data in strange and wonderous ways! This is a major
>reason that you get results like: it dials and answers and then
>nothing. Or: I can't talk to the modem at 9600 baud like I should
>be able to. You really need the book for the modem to send it the
>proper commands for setup .... but, usually, AT&F will reset the
>modem to the factory default. Unfortunately, this is not always
>what you need, but it is a starting point. I had good results with
>a Hayes 14,400 modem on my 850 - then I got a Supra 33,600. Bummer.
>It works, but is a bear to deal with.

Well the "interface speed" is set by BobTerm.The MODEM uses the "AT" at the beginning of a command to tell what speed you're at.Also some buffered modems will talk to BobTerm while in command mode but then they dummy up when they goto data mode (i.e.you connect).It's because BobTerm (and many others) don't set the RS232 control lines corectly.Just run Kermit-65,goto terminal mode via "CONNECT",and then exit via OPTION-C and "QUIT" and the control lines will be set-up corectly.It's stunning that Bob Puff would forget to set the RTS line.

And my MODEM (a US Robotics Sporster X2) always connects at a speed EQUAL OR BELOW the actual baud rate (of the RS232 port).Otherwise it wouldn't make sense.Does your MODEM have a connect rate of 19200?

Net-Tamer V 1.09 - Test Drive

1331. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq038$79c$28@news.iwaynet.net>
Source record: 66213

On 1998-01-29 atebit@wwa.com said:
>Thomas J. Andrews wrote:
>> Thomas Richter <thor@math.tu-berlin.de> writes:
>> >>Oh yeah, I can only get bobterm to dial when I set it to 2400
>>baud or less. >>If I go higher, nothing.
>> >
>> >Hmm, modem settings? Just a stupid idea...
>> >
>> >
>> Good luck! If you still have trouble, and suspect the modem
>>configuration, post here again and I'll post the configuration
>I'm using successfully. >
>> TJ
>What are you guys talking about? Modem Configurations? The modem
>I am using doesn't have any dip switches if thats what your talking
>about.

They mean the S-registers.

>Bobterm settings? I think I use 9600 - full duplex - Ascii - thats
>about it isn't it?
>Oh yeah, what order should the units be turned on in? Ive been
>doing modem,850, drives,computer.

IT doesn't matter as long as they're all on in the end.
(the 850 has to be on while BobTerm is initializing to load the handler)

Remember that you must run Kermit-65 before you run BobTerm to un-lock buffered
modems because BobTerm doesn't set the RS232 lines corectly.You actually have
to use the CONNECT command to get Kermit to set the control lines.

Net-Tamer V 1.09 - Test Drive

1332. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq03j$79c$30@news.iwaynet.net>
Source record: 66214

On 1998-01-28 tandrews16@delphi.com said:
>Thomas Richter <thor@math.tu-berlin.de> writes:
>>>Oh yeah, I can only get bobterm to dial when I set it to 2400
>>>baud or less. If I go higher, nothing.
>>Hmm, modem settings? Just a stupid idea...
>I use an 850 with a 14.4 modem at 9600bps, the 850's upper speed
>limit. For a while this 850 wouldn't respond to Bobterm commands at
>any speed over 4800, and reliably at 2400 and below. At first I

That also happened to me with my 2400bps compression modem.I'd have to type a
command (at 9600baud,anyway) over and over again to get it to work.
But not with my old Sporster 14400bps.

Net-Tamer V 1.09 - Test Drive

1333. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq03u$79c$32@news.iwaynet.net>
Source record: 66215

On 1998-01-31 jmelbo@pressenter.com said:
>Bob, it was my understanding that like you say the PR:C (which I
>have one) is itslef limited to less than 19.2Kbps (9600bps I think)
>and that the 850 is also limited itself to 9600bps. The MIO I was
>unsure of but did underand that it does not provide hardware flow
>control, which basically makes it usless over 9600bps anyway.
>Please feel free to update/correct/spank me.

Does the MIO at least let you control the RTS and CTS lines like the 850?
IF so you could write your own handler or else implement flow control in a term programme.(I'd prefer the former)

But unless the Atari can't actually keep up with 19200 you don't really need it unless you're uploading using a modem that doesn't even have 1k of buffer.
(and remember that the slowest disk drive runs at 19200)
It's more a matter of the term programme keeping up.And that's solved by the term specifying a buffer big enough that it doesn't matter if it can't keep up.
e.g. Y-modem need only specify a 1k buffer,F-modem 4k.
Term programmes need to have enough of a buffer to hold a page of information.
(plus VT100 codes if using 80-columns)
Of course the P:R:Connection doesn't let you specify a user-defined buffer.

Net-Tamer V 1.09 - Test Drive

1334. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq03o$79c$31@news.iwaynet.net>
Source record: 66216

On 1998-01-28 thor@math.tu-berlin.de(ThomasRichter) said:
>As for the autoboot if no floppy is turned on: Hmm, I really wonder
>if this is a hardware problem - that happens SOMETIMES with my
>850XL, too, but not always. I scanned the OS for the SIO calls that
>are needed to load the handler, but found nothing relevant. Could
>be that the interface box mis- interprets some of the SIO commands
>that are output early during startup and needed to boot the floppy

I think that it's supossed to do that.The 1030 does that too.
(plus it uploads a term programme)
Try actually USING the R: device and see if it's actually loaded.
It probably acts like a disk drive booting so that it can upload the boot-loader
to the Atari.Then the boot-loader loads (and re-locates) the actual handler.

>and/or to boot some mysterious parallel port software (which was
>AFAIK never available either).

The parallel port handler is built into the OS ROM.You don't need to load a
handler.(or did you mean the P2: handler mention in the Atari OS manual?)

Net-Tamer V 1.09 - Test Drive

1335. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq047$79c$34@news.iwaynet.net>
Source record: 66217

On 1998-01-30 jmelbo@pressenter.com said:
>It needs to be text. Scan the pages & use OCR to get the text.
>Only have graphical images of any special non text / non OCRable
>items. Combine the extracted text back with the images of special
>items into a PDF or Word document. Granted this is more work than
>simple scanned pages but it makes a much more acceptable total
>document size. It is also less work than typing everything in by
>hand and still gives the bonus of having illustrations or what have
>you.

Why does everyone want to make "Mapping" into some format that I've never even heard of?
But I can't read PDF or "Word".Can't it just be text + GIFs?
(were there pictures in the book???)
Atarians can use the text (40-columns,who would actually print it all out?) and the GIFs (1-bit,the whole book is just black&white,using JVIEW).
And Atarians can upload the text to their ISP and use "fold -sw" to re-format it to 132-columns (which I always prefered).
(or use the MS-DOS or Linux GNU utilities)

You'd think it'd be written in 40-columns.But I always just wrote in "infinite" columns since Atari doesn't lack line-wrap like many IBM text viewers.I had a Atari ML programme that would re-format it to whatever I wanted.

I mean you can make it any other bizarre ways you want,but leave us a text version so we can read the blasted thing!

Net-Tamer V 1.09 - Test Drive

1336. Re: Beginners questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq04f$79c$35@news.iwaynet.net>
Source record: 66218

On 1998-01-29 rsely@dhs.state.nj.us said:
>DKlugh,
>I can't answer that specifically, but I can say that it BXL cart
>works on my 16K 400. So I suppose that actually would answer you
>question. I would guess that BXE would also with the exception that
>you wouldn't be able to load/use most or all of the extensions. In
>that case BXE would only be BXL. That being said, if you only have
>a machine with 48K or less, use BASIC XL. Getting the XE version
>would be a complete waste (unless you plan on picking up an XL or
>XE machine sometime in the future).
>The extensions are what really make BXE the powerhouse that is. Both
>carts (BXL and BXE) work like normak 8K carts... so...

But I remember that what got ICD working on SpartaDOS 3.2 was that BASIC XE
wouldn't work with SpartaDOS 2.3 because it needed some OS "shadow" RAM.
i.e.RAM "under" the OS,not RAM shadowed from/to hardware registers.
Sorry if that's confusing,but we always called it "shadow RAM".As opossed to
shadow registers like 709-712 that you use to change colours.

Net-Tamer V 1.09 - Test Drive

1337. Re: And now, a sermon.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bq042$79c$33@news.iwaynet.net>
Source record: 66219
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

On 1998-01-30 6afnon$6cl@news.acns.nwu.edu said:
>On 25 Jan 1998, Stephen Judd wrote:
>> Not long ago the the Atari and Commodore 8-bit folks got along
>>quite well. They would visit each other's newsgroups. They would
>>talk about games, code, and the other staples of the 8-bit
>>computing world, united by a similar passion for their 8-bit
>>computer. Few ever wasted any time thinking about how their
>>computer was "better" -- most folks had the good sense to realize
>>that the two computers were similar in practical functionality.
>>And any fool with a modicum of experience knows full well the
>ways in which each machine can be quite superior to the other*.
>[snip]
>Well said. Why waste our time making enemies? Don't we have
>enough already without driving away potential allies?

Yeh,let's go over to the Windows newsgroups and make fun of how INCREDIBLY slow a Windows NT 48MB machine running Microsoft Internet Explorer is!
(it's like my Linux machine when I only had 5MB,X and Netscape!)
I have to use those damned things at the library.It's always thrashing the hard disk drive whenever it needs to download a animation or use some other external programme.And aparently it up to the programme to keep it's window/screen updated.Sometimes I move a window and it leaves a white rectangle behind.
(that was optional on the Amiga.Intuition could also keep track of a window's contents)

Net-Tamer V 1.09 - Test Drive

1338. Re: Atari 8-Bit Cd (ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Larry Serflaten <serflaten@mail.usinternet.com>
Message-ID: <34E0DAE8.2D66@mail.usinternet.com>
Source record: 66220

Bob:
>>There is over 555500 sectors of files compiling of ACE of Utah disk SPACE library, BBSExpress! Professinal
user written utilities, D.Knauf D-Kutilities for the Black Box and Mio
and several other files.

Who is SPACE and where are they from?

Thanks

1339. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <887145205.1472987142@dejanews.com>
Source record: 66221

In article <34E05A38.6466@texas.net>,
"m.j.beau" <mj*beau@texas.net> wrote:
> A better way to receive virtually no junkmail, is to alter your e-mail
> address before you post to any usenet newsgroup. Since I started doing
> that, my junk e-mail is nearly eliminated. Usenet would appear to be
> far and away the main place that spammers get e-mail addresses.

Of course, that annoys people and causes them to ignore you a lot more...

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1340. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <887145306.1472987144@dejanews.com>
Source record: 66222

In article <6bpavo$9e5$1@newsd-199.bryant.webtv.net>,
marknewtonjohn@webtv.net (Mark Newton-John) wrote:
>
> It's been a long time since I've been here, just wondering, are there
> any other DOS 3 users out there?

Yep, I wrote a 130XE ramdisk utility for DOS 3, eliminating the only
significant advantage of DOS 2.5, and was quite happy from then on.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1341. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6bqhcp$7dl$1@dartvax.dartmouth.edu>
Source record: 66223

Several things to keep in mind with disk images, density, and DOSs:

1. If you're using 256-byte (double density) ATR files, there seems to be some confusion as to whether the first 3 sectors are stored as 128 bytes or 256 bytes. I'm quite certain that an image I created with an old version of SIO2PC only stored 128 bytes for the first 3 sectors, though I've seen other programs that compute the offsets within the file based on the first 3 sectors being 256-byte sectors. I therefore suggest avoiding double-density disk images, unless you're willing to deal with the potential hassle.

2. MyDos uses true 2-byte sector numbers at the end of each sector instead of recording the file number, which allows for more than 64 files per disk (using subdirectories), but may make it incompatible with DOS2.x. I'm not sure if this is true when using a 1040 or 720-sector disk, though it certainly is for larger images.

3. A number of games save the high scores by writing directly to some sector that wasn't used in the original distribution. While often this was sector 720, it wasn't always (I remember hacking Wizard of Wor to change it to 720 at some point). I would definitely recommend leaving that sector free. In fact, I would consider for very large images leaving all of the first 720 sectors free! (This may require creating a large blank file and then deleting it when you're done.) I assume that this is the reason that several of the famous mega-images contain corrupted files.

BTW, does anyone know the byte code that I would see in a file that uses the OS to do sector I/O? I think it was a "JSR ($E453)" or something like that. I could probably modify my binload program to spit out a warning if a file contained that sequence. (My binload program analyzes binary load programs off-line under DOS or Unix, and cleans them up a bit in some cases.)

--PC
http://www.cs.dartmouth.edu/~crow/atari/
--
/***/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/***/

1342. Re: Running .BIN files - NOT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34e0caed.1550203@news.i-2000.com>
Source record: 66224

On 10 Feb 1998 16:42:55 GMT, dklugh@iwaynet.net wrote:

-
-I don't know about RainBow but how would you boot a COM/OBJ file
without DOS?
-(via a tape boot?)
-He probably just needs a way to put a file into a ATR image.
-(it's funny how people don't read the manual)
-
-Net-Tamer V 1.09 - Test Drive

If rainbow for the mac is like the pc version, it wont read anything
but 90k and 127k (SD and ED) disks
And if there happen to be a few sectors astray on them, tough.

1343. Thnx to Bobs 1 and 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bd366b$eb67f060$24a563c3@fivvwrpw>
Source record: 66225

Bob Wooley and Bob Klaas

Thanks for answering my question re: Atari Classics guys. How much would it cost to subscribe from the UK and (more importantly) can I pay by credit card for a subscription and back issues?

Best wishes
Jerry

1344. Re: B & C?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E0DD18.BB5381ED@teleport.com>
Source record: 66226

DSolimano wrote:

> Is B&C Computervision back up from their move yet? I was talking to them a
> while ago, placed an order, sent some money. I havn't been able to contact
> them since. Anyone know if they're still moving or what?
>
> Thanks in advance.
>
> DSolimano
> Have an Atari Day

Yeah they are. Their web address is http://www.myatari.com
You can find their new address and number there

1345. comp.sources.atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: mcheca@li.urp.edu.pe
Message-ID: <34e0e2c7.13283007@news.unired.net.pe>
Source record: 66227

Anybody know what this newsgroup "comp.sources.atari" is for? (There's
also "comp.sources.atari.st")

```
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. /|| "-... . |_|.L\ Marco Antonio
-+)| =<=== ."...,-' Checa Funcke
' \||______,--' mailto:JTKirk@usa.net
mailto:JTKirk@HoTMaiL.com
mailto:mcheca@li.urp.edu.pe
http://www.GeoCities.com/Hollywood/2645
```

1346. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.netNOSPAM
Message-ID: <34e0e517.1307272@news.iwaynet.net>
Source record: 66228

On Tue, 10 Feb 1998 15:22:40 -0600, gmiller@iswt.com wrote:

>Yep, I wrote a 130XE ramdisk utility for DOS 3, eliminating the only
>significant advantage of DOS 2.5, and was quite happy from then on.
>

RAMdisk only significant advantage?? DOS 3 was my first Atari dos and
even as a newbie I was amazed at how easily I could fill a disk up.
DOS 3 had a MONSTER cluster size for an 8-bit computer. I think it
had something like 1K as a minimum allocation unit. Many 8-bit files
are smaller than that so let us say 250 bytes of text would take up a
1K spot on the disk. I had 10 disks or so of various files that
shrunk down to 6 disks when I got 2.5. DOS 3 sucks!!!!!

1347. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34E0E9EC.1F0CEC0D@spnt.com>
Source record: 66229

I wouldn't recommend using a phoney address, it makes it nearly
impossible for someone to reply to you via E-Mail. Instead, just set up
your filters to take any message which does not contain your address,
and dump it into the trash folder. This will eliminate 99%+ of all the
junk E-Mail.

The Shadow

m.j.beau wrote:
>
> Mark Newton-John wrote:
> >
> > I've found a good way to deal with junk is to just delete it.
> >
> > Replying with a "remove" header is used to get your email address.
>
> If you have received some junk e-mail, then they ALREADY have your
> e-mail address. I agree though, that you should never reply with
> remove... that merely confirms to them that you are there and the
> address is still valid.
>
> > I used to get a mild torrent of junk, it's pretty much a trickle now, I
> > simply delete anything that begins with, "Dear friend".
>
> A better way to receive virtually no junkmail, is to alter your e-mail
> address before you post to any usenet newsgroup. Since I started doing
> that, my junk e-mail is nearly eliminated. Usenet would appear to be
> far and away the main place that spammers get e-mail addresses.

1348. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34E1003F.217B@pacbell.net>
Source record: 66230

Thomas J. Andrews wrote:
>
> I spotted an XL power supply the other day at a Salvation Army store. No
> computer, just a supply. It was bigger than any other I've ever seen,
> although it carries the familiar part number of the more common one. Looks
> like it uses the same case as the supply for the original 520ST. It
> actually has COOLING VENTS!
>
> I wonder if it might have a bit more capacity than the regular supply,
> although it doesn't say so on the case. My 800XL blew out 2 supplies since
> putting a 256 Rambo upgrade in it before I switched to an XE, and I've
> always thought the extra load from the Rambo was just too much, as if the
> XL normally taxed the supply's limits.
>
> I bought it for $3.99, and it worked when I got it home. Whaddya think,
> did I get a good deal, or did I get taken?
>
> TJ
>

I have seen (have, actually) both the black and the tan/beige XL
supplies. Both have cooling slots. The beige supplies have dual
regulators in them and put out more power than the others.
I would guess that your old power supplies just died a natural death...
the regulators are pretty much self-limiting and thermally protected.
You push them too hard and they just shut down.

Bob

1349. Just Played Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6br24c$16d$1@newsd-123.bryant.webtv.net>
Source record: 66231

do do do do do do da da dee do...
da da do da da dee da do do dee do...
da do dee... da-da-da do dee da da...

<sound of screaming man gone hopelessly insane>

God this game is SO BAD, a disk flipping hypnotic nightmare FROM HELL!
It's weird! I mean what is the object? Usually my character dies off
before he can buy a weapon. Other times I strategically survive for a
few rounds and make it to a guild where the dark masters, get this,
INCREASE MY ATTRIBUTE BY 1!!!

Yay. Excuse me if I'm not overcome with elation, but repeated bouts of
mindless staring at the tv screen while the game rebooted have really
made me a negative person.

vs

1350. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <6br27u$16j$1@newsd-123.bryant.webtv.net>
Source record: 66232

I have been able to find Imation DS/DD diskettes at Office Max.
Harvey

1351. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34dfb640.4516231@news.pressenter.com>
Source record: 66256

On Thu, 05 Feb 1998 01:36:24 GMT, Spacer Conrad
<ncc7007@bellsouth.net> wrote:

>...actually, I think the 8086 came after the 8088... starting the '86
>family of computers...

No. Actually, the 8086 was introduced before the 8088. The 8088 was
produced by Intel as a way of "shoe-horning" an 16-bit 8086 into
existing 8-bit architectures. 8-bit archatecture components and
chipsets were already available relatively cheap so the 8088 was made
to take adavantage of that savings.

*** Please make sure responses are also sent via email.

1352. FS: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@user1.teleport.com>
Message-ID: <6bop2u$e6b$1@news1.teleport.com>
Source record: 66257

```
For Sale:

Atari 600XL console
Like new condition.
Have video cable, but
no power supply.
$25 shipped.

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com
```

1353. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6boqr5rmb1@usenet40.supernews.com>
Source record: 66258

In article <xDeHdJz.tandrews16@delphi.com>, Thomas J. Andrews <tandrews16@delphi.com>
wrote:
>I spotted an XL power supply the other day at a Salvation Army store. No
>computer, just a supply. It was bigger than any other I've ever seen,
>although it carries the familiar part number of the more common one. Looks
>like it uses the same case as the supply for the original 520ST. It
>actually has COOLING VENTS!
>
>I wonder if it might have a bit more capacity than the regular supply,
>although it doesn't say so on the case. My 800XL blew out 2 supplies since
>putting a 256 Rambo upgrade in it before I switched to an XE, and I've
>always thought the extra load from the Rambo was just too much, as if the
>XL normally taxed the supply's limits.
>
>I bought it for $3.99, and it worked when I got it home. Whaddya think,
>did I get a good deal, or did I get taken?
>
>TJ

I also had some great deals lately sunday at the local flee market I bought a
800xl and a 1010 tape deck both in box (and manuals)for $5.00 the man said
make an offer and jokingly I said five bucks and to my suprise he said OK. At
another booth I saw an XE game system in box the guy claimed it work and he
wanted $25.00, I talked him down to $15.00. I got it home it all looked new
when I pluged it in it started the memory check and had strange charactor all
over the screen. I then hooked up the power supply from my 130xe and now it
works like a charm (the carts that came with it and the light gun, I
converted my joyskick extension cord to work with the XEGS keyboard and can
now type in programs on my lap)

P.S. the 800xl and 1010 tape deck also works great

PS again I also two weeks ago bought at Walden Software(a electronics boutiqe
store) two games for the Jaguar NEW NBA JAM for .99(can you beleave it a buck)
and brutal sports football for 2.99 also new. So it you own a Jaguar find
your local Walden Software and ask them about there JAG games(Then kept them
in the back room so not to take shelf space).

1354. atari format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6boqvarmb2@usenet40.supernews.com>
Source record: 66259

can someone tell me how many sector should be free when formating at
SD,ED,and DD.

and what dos's format at DD for the Indus GT

1355. Re: atari format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd35ee$49483740$20374382@vidar>
Source record: 66260

It's been a long time, but let's try :
SD = 720 (709 usuable ?) sectors
ED = 1040 (999+ it says on the dir command)
DD = 720, but it's holding twice as much in each sector

DOS XE, MyDos, Spartados, Superdos, Topdos, Bibodos and probably a lot
more, but DOS 1.0, DOS 2.0 (there's a patched version out there that will),
DOS 2.5 won't format DD. Correct me if I am wrong! Take Atarian care

tom cody <tom_cody@one.net> wrote in article
<6boqvarmb2@usenet40.supernews.com>...
> can someone tell me how many sector should be free when formating at
> SD,ED,and DD.
>
> and what dos's format at DD for the Indus GT
>

1356. Re: Do I have any real use for MS Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <16856.otter@oz.net>
Source record: 66261

On 09 Feb 1998 00:37:16 GMT,
jt august <starsabre@oui.com > wrote:

>it at the time, and I am wondering if there is anything out there for which
>it would be beneficial to have MS Basic, and if so, what it is?
>

I would assume that at the very least, M$ Basic might be useful if you
want to use string arrays. Then again, I suppose there's probably
other alternative Basics for the Ataris that have this as well...

--Otter

1357. B & C?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980210072801.CAA28840@ladder02.news.aol.com>
Source record: 66262

Is B&C Computervision back up from their move yet? I was talking to them a while ago, placed an order, sent some money. I havn't been able to contact them since. Anyone know if they're still moving or what?

Thanks in advance.

DSolimano
Have an Atari Day

1358. need help with exact timing in emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Petr Stehlik <pstehlik@zln.cz>
Message-ID: <6bp1s9rbn1@ns.felk.cvut.cz>
Source record: 66263

Hi,

while improving Atari800 emulator I encountered the following problem: I
need to know _exactly_ when Antic steals cycles from CPU, when the RAM is
refreshed etc. I repeat - I need to know exact cycles, in every ANTIC mode..
Without this information the emulator will never be accurate.

Perhaps you've got an old book about Atari800/XL/XE internals where the
timming is described?

Petr
--
E-mail: stehlik@cas3.zlin.vutbr.cz PARCP developer
WWW: http://cas3.zlin.vutbr.cz/~stehlik MiNTOS/Linux user
mirror: http://users.zln.cz/~pstehlik Atari 800XL emulation
mirror: http://www.cyberstrider.org/mirrors/stehlik Atari Falcon040

1359. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2d8gv6dys.fsf@caligula.srv.net>
Source record: 66264

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> In article <6ap2lt$jac@nntp02.primenet.com>, Glenn Saunders
<krishna@primenet.com> says:

> > Maria on the Atari 8-bit would have been a hack because the Maria
> >chip runs internally at 7.xx mhz. I doubt it would integrate well
> >into an 8-bit archetecture, even though the 7800 uses the same
> >6502C at 1.79mhz as the 8-bit does.

> The Freddy Chip inside the XE's has it's own 14.something MHz
> cristal!

I've wondered occasionally if adding the Maria to the XE series was
one of the intended but probably unimplemented functions of Freddy.

Brent

1360. Re: Do I have any real use for MS Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2btwf6dgw.fsf@caligula.srv.net>
Source record: 66265

starsabre@oui.com (jt august) writes:

> Let me preface this by saying that I proudly own an MS free Mac, and am
> generally uninterested in MS products. With that in mind, there is a thrift
> near me that has/had a copy of MS Basic for the Atari 8-bits. I didn't get
> it at the time, and I am wondering if there is anything out there for which
> it would be beneficial to have MS Basic, and if so, what it is?

The string commands were nice. It was most useful, though, for
running generic MS Basic programs published in books and magazines
without having to make major modifications to them.

I would not recommend bothering with it today, except to fill out your
collection.

The first, disk-only version had a *bizarre* memory overlay scheme to
prevent easy disabling of the copy-protection, which was just the old
bad-sector scheme. The result was that it took many times as long to
load the scrambled segments into memory (they overlapped and probably
had some decoding scheme buried in there too) than should have been
necessary to load 10-16k program (I forget its actual size).

Brent

1361. Re: atari format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6bp9h7$9d9$1@newsd-199.bryant.webtv.net>
Source record: 66266

Under DOS 3, there should be 88 blocks free under single density, and
127 blocks under enhanced density.

1 block equals 1k

1362. DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6bpavo$9e5$1@newsd-199.bryant.webtv.net>
Source record: 66267

```
It's been a long time since I've been here, just wondering, are there
any other DOS 3 users out there?
```

1363. 800XL prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6bpahl$9dp$1@newsd-199.bryant.webtv.net>
Source record: 66268

$3?!?! $7.88????!!!!

Good grief, how things have changed. I remember scraping up $250 for an 800XL back in 1984 (Which I still have) and another $200 for the 1050 drive...

A lot of money then for a starving college student.

Now if I could only get a 1450XLD with a working DS/ED drive so I can use DOS 3 as it was designed to be...

1364. Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6bpb4f$9ea$1@newsd-199.bryant.webtv.net>
Source record: 66269

I've found a good way to deal with junk is to just delete it.

Replying with a "remove" header is used to get your email address.

I used to get a mild torrent of junk, it's pretty much a trickle now, I simply delete anything that begins with, "Dear friend".

1365. Re: what is u38?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eo5tn6.D6u@cix.compulink.co.uk>
Source record: 66270

In article <34df86c5.13511444@news.demon.co.uk>,
kevin@twombley.nospam.demon.co.uk () wrote:

> I have an Atari Jaguar 64bit.
> I have a fried chip on board. It's melted so I can't read what it is.
> It's ID is U38. Anyone know what it is?
Try asking in any of the Jaguar newsgroups - you'll have a much better
response rate. In the UK< Telegames used to repair Jags - don't know if
they still do though.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1366. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34E04AC6.8B76D0A9@ix.netcom.com>
Source record: 66271

Mark Newton-John wrote:

> It's been a long time since I've been here, just wondering, are there
> any other DOS 3 users out there?

Mark, If you are still using DOS 3, please consider changing to
something more compatible, like MyDOS, AtariDOS XE or (my favorite)
SpartaDOS. DOS 3 is completely incompatible with everything. MyDOS is
available on many web and FTP sites and is probably the most compatible
to other Atari DOSes than any other. SpartaDOS is a bit more powerful and
mostly generally compatible and is available in disk version at some FTP
sites for free. SpartaDOS X cart may be available through vendors like
B&C Computervisions www.myatari.com or American Technivision.
I highly recommend getting rid of AtariDOS 3 as your main DOS. You'll
be much better off for it.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1367. Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34E04FF1.B398BEF@erols.comX>
Source record: 66272

Folks,

I went out to the store to buy some 5 1/4 diskettes and much to my surprise NO ONE had them. I finally found some at a Staples store. They were 5 1/4 DS/ED diskettes. When I tried to format one of the ED diskettes in my 1050 it wouldnt work. Does anyone know how/if I can format an ED disk for the 8bit or where I can get some good old DS/DD diskettes?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

1368. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <34E05A38.6466@texas.net>
Source record: 66273

Mark Newton-John wrote:
>
> I've found a good way to deal with junk is to just delete it.
>
> Replying with a "remove" header is used to get your email address.

If you have received some junk e-mail, then they ALREADY have your
e-mail address. I agree though, that you should never reply with
remove... that merely confirms to them that you are there and the
address is still valid.

> I used to get a mild torrent of junk, it's pretty much a trickle now, I
> simply delete anything that begins with, "Dear friend".

A better way to receive virtually no junkmail, is to alter your e-mail
address before you post to any usenet newsgroup. Since I started doing
that, my junk e-mail is nearly eliminated. Usenet would appear to be
far and away the main place that spammers get e-mail addresses.

1369. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Feb10143812@co.umist.ac.uk>
Source record: 66274

In article <6bpavo$9e5$1@newsd-199.bryant.webtv.net> marknewtonjohn@webtv.net (Mark Newton-John) writes:

> It's been a long time since I've been here, just wondering, are there
> any other DOS 3 users out there?
That brings back the memories. DOS 3 was my first DOS, I used it for quite a while before switching to DOS 2.5 (which I hated to begin with) and now MyDOS. DOS 3 has been much maligned, but it did have some nice features, such as on-board help. I still have my orginal DOS 3 master disk and a few disks formated with it. These days most people tend to use DOS 2.5/MyDOS/SpartaDOS, and for any serious stuff you should really switch to one of those.

If you're interested in using DOS 3 for sentimental or other reasons, and have a 256K (or greater) XL/XE, then you might like to take a look at my ramdisk program, which works with DOS 3 (and DOS 2.0, DOS 2.5, MyDOS and others). That way you can copy the DOS 3 files onto the ramdisk and load them from there, so you can switch between the (for example) format and main menus in a flash. It really makes DOS 3 a whole lot nicer to use, no more having to switch disks (on a 1 drive system) and wait for the menu to load/re-load. The ramdisk will still work with less than a 256K machine, and even with a stock 64K XL/XE (using the RAM under BASIC as a small ramdisk), but you will have to figure out how the DOS 3 disk layout is managed so that the disk size as seen by DOS 3 is the same as the ramdisk size, otherwise you will run into problems. It shouldn't be too difficult to do, but unfortunately I don't know enough about the DOS 3 disk layout to do it, and don't have the time to figure it out for myself. If anyone does have this info, then I'd be interested in having it. Anyway if you're interested, the ramdisk is available from my webpage (http://www.co.umist.ac.uk/~rje/8bit/atari.html) or from the umich archive and mirrors as ramdrv10.arc under the OS directory.

1370. Atari 800XL with Software For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: bmg95960@pegasus.cc.ucf.edu
Message-ID: <6bpptpfhe1@news.cc.ucf.edu>
Source record: 66275

```
For Sale,

Atari 800XL Computer (Keyboard) In Great Condition
(Disk Drive Not Included)
With Power Supply

With The Following Disk Software
==================================
Pitfall!
Demon Attack
Professor IQ
CardWare
Jingle Disk

All For $30 OBO + S/H

Email To: bmg95960@pegasus.cc.ucf.edu
```

1371. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980210154201.KAA08451@ladder03.news.aol.com>
Source record: 66276

I've had trouble using those higher density disks too. I think it might have something to do with the usable surface being smaller, since my problems seem to happen at either the first or last sectors (I don't remember which..). The old double densities seem to be the way to go. If B&C is still open, I'm pretty sure they have them.

Bostone1@aol.com

1372. Re: Do I have any real use for MS Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980210154201.KAA26402@ladder02.news.aol.com>
Source record: 66277

The manual that comes with MSBasic has some examples in the back that made the cartridge kind of fun to play with. I thought some of the most interesting commands available in MSBasic were the player-missle and memory moving routines. The WAIT command would allow video sync timing similar to a VBI and smooth PM animation without any machine language subroutines. I don't remember anything like the WAIT available in the other BASICs.
Anyway, it was one more fun thing to program once or twice, but, of course, nothing near as satisfying as the results from Action! or a macro assembly language like Mac65 or the Atari Macro Assembler, or even a program in any BASIC with a few assembly language subroutines.

Bostone1@aol.com

1373. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6bpuep$3t7$1@alexander.INS.CWRU.Edu>
Source record: 66278

(Somebody asks about 5 1/4" disks and somebody else talks about
putting a 'messer upper' in their e-mail address to thwart
spammers.)
Well, I can't easily reply to the 5 1/4" question because I
can't edit the 'from:' address easily. So, that's the downside
to using a bogus 'from:' address.
The thing with 5 1/4". The person said DS/ED. I don't know
what ED is, but I suspect it is HD, High Density and the
person is correct, these High Dens disks are useless in
an A8 drive. The DD (dbl dens) disks, have a hub ring,
the HD disks don't. Don't purchase 5 1/4" disks unless
they have the hub ring. Again HD disks won't work. Wrong
TPI. The HD disks are a 'weaker' magnetic medium because
the HD write signal is higher strength. What happens when
you write to a HD disk in a DD drive is the signal is
too weak to make a reliable magnetic record on the
HD disks. The reverse is writing to a DD disk with
a HD drive, not set for DD, the signal is too strong
and the magnetic areas of the DD disk 'bleed' to
cause 'overlapping' areas of magnetic record.
Russ

1374. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19980210171101.MAA17308@ladder03.news.aol.com>
Source record: 66279

Try Radio Shack ..

They actuall still have SD diskettes as well as ED disketts.
from my expiriance:
the ED's don't work

Ralph

1375. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e091ce.60731106@news.pressenter.com>
Source record: 66280

On Tue, 10 Feb 1998 02:45:35 -0800, marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>I've found a good way to deal with junk is to just delete it.
>
>Replying with a "remove" header is used to get your email address.

Hi. Excuse me, but if you are replying to an email that they already sent you, isn't it safe to assume that they already have your email address in there list?

Are you suggesting that they mail to RANDOMLY GENERATED email addresses and hope people reply to that so they can see which ones are actually real?

On the other hand... if your reply to them is confermation of something, what exactly is it conferming? I mean, if you send an email to an invalid address it produces a bounce notification.

Just wondering. I have been replying with the remove as per instructions, and to date have not gotten more junk mail from the same sources at least that I could tell.

*** Please make sure responses are also sent via email.

1376. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e193dd.61257866@news.pressenter.com>
Source record: 66281

On Tue, 10 Feb 1998 08:02:41 -0500, Stephen Knox <gooch@erols.comX>
wrote:

>I went out to the store to buy some 5 1/4 diskettes and much to my
>surprise NO ONE had them. I finally found some at a Staples store.
>They were 5 1/4 DS/ED diskettes. When I tried to format one of the ED
>diskettes in my 1050 it wouldnt work. Does anyone know how/if I can
>format an ED disk for the 8bit or where I can get some good old DS/DD
>diskettes?

Sorry I cant tell you where to find them but I can tell you what you
need. You can use the IBM style 360KB disks. The 1.2MB disks are
actually not able to be used at the lower capacity formats due to
differences in the magnetic coating material and the expected write
currents of a drive that uses them. Sounds like you need to get an
APE or somehow hook up a 3.5 drive to your Atari8 if you can't get the
right disks anymore. As a last resort, check Radio Shack to see if
they have any of what you need left.

*** Please make sure responses are also sent via email.

1377. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-10 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34E09888.24BA157A@erols.comX>
Source record: 66282

Sorry for the antipam header. I've gotten enough 'Make Money Fast' and 'See Live Sex Shows' emails daily that I had enough and put an antispammer in.

Thanks for the info. Its interesting that when I tried to format the disk and pulled it out the hub was 'wrinkled'. I know now why.

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Bostone1 wrote:

> I've had trouble using those higher density disks too. I think it might have
> something to do with the usable surface being smaller, since my problems seem
> to happen at either the first or last sectors (I don't remember which..). The
> old double densities seem to be the way to go. If B&C is still open, I'm pretty
> sure they have them.
>
> Bostone1@aol.com

1378. Re: atari format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980211200010.13840G-100000@fissure.scar.utoronto.ca>
Source record: 66083

On Tue, 10 Feb 1998, tom cody wrote:

> can someone tell me how many sector should be free when formating at
> SD,ED,and DD.
>
> and what dos's format at DD for the Indus GT

Under SD 720 free sectors, (minus the dos over head)

Under ED 1040 free sectors (minus the dos over head)

Under DD well 720 again but the sectors are 256 bytes instead of 128 bytes

If you have a Xf551 or another drive capable of TRUE DS/DS, you get 1440
sectors.

MyDos, SPartaDos, Dos Xe all support double density (i.e., the Indus
drive) there are also other more obscure dos', like top dos, etc

Alan
University of Toronto
Computer Science, Management and Economics

1379. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980211200511.13840H-100000@fissure.scar.utoronto.ca>
Source record: 66084

On Tue, 10 Feb 1998, Mark Newton-John wrote:

> It's been a long time since I've been here, just wondering, are there
> any other DOS 3 users out there?

Dos 3.0, (along with DOS XE, Dos 4.0, and other oddities) are simply
around for historical purposes and complete the collection of Atarians....

But, it would be very interesting to see anyone using any of these dos
formats...

Alan
University of Toronto
Computer Science, Management and Economics

1380. Re: Just Played Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980211202447.13840I-100000@fissure.scar.utoronto.ca>
Source record: 66085

On Tue, 10 Feb 1998 velcro_spy@webtv.net wrote:

> do do do do do do do da da dee do...
> da da do da da dee da do do dee do...
> da do dee... da-da-da do dee da da...
>
> <sound of screaming man gone hopelessly insane>
>
> God this game is SO BAD, a disk flipping hypnotic nightmare FROM HELL!
> It's weird! I mean what is the object? Usually my character dies off
> before he can buy a weapon. Other times I strategically survive for a
> few rounds and make it to a guild where the dark masters, get this,
> INCREASE MY ATTRIBUTE BY 1!!!
>
> Yay. Excuse me if I'm not overcome with elation, but repeated bouts of
> mindless staring at the tv screen while the game rebooted have really
> made me a negative person.

AR: The City and The Dungeon are for patient players.. remember those
games were revolutionary in 1984-1985... At least with the Dungeon you
could run the game off of up to 4 floppies and use the ramdisk,
Which REALLY sped the game up.. I agree, the game takes a long time to
load, but it is very playable.. an RPG is not designed to be won in a day.
Most RPGs takes weeks, months, maybe even years to complete. Save your
character often, and you can build it up.. access AR web sites for hints
and cheats on the game. AR is one of the BEST games ever released for the
8bit when you consider, the sound/music and grafx and also, it is the best
RPG for the 8bit.. Phantasie is comparable, (maybe a little more playable)
but Phantasie has pretty dinky sound and grafx for a newer game...

Alan
University of Toronto
Computer Science, Management and Economics

1381. Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: dmoore@tiac.net
Message-ID: <887252197.1968111619@dejanews.com>
Source record: 66086

Can someone tell me what the voltage/amps is for an Atari 400. I have an Atari 400 without a power supply. I'd like to buy a replacement/substitute power supply. Can someone tell me if the power supply tip is positive or negative for this machine.

Thanks in advance

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1382. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JLWGeUa.tandrews16@delphi.com>
Source record: 66087

Secret Master of the Internet Cabal <The_Secret_Master@haslett.e-scrub.com> writes:

>
>Oh, did I mention that "Donna Troy" (the "secret identity" Wonder Woman(tm), a
>Dell Comics character and David Hunt's alter-ego) got her accoutn cancelled at
>aracnet.com for running the same fraduluent "remove list" scam?
>

I know this is straying off-topic a bit, and I don't think I've read a
comic book in nearly 20 years, but...

Isn't Wonder Woman's Secret Idenity Diana Prince? (long before Diana was
Princess of Wales) I think Donna Troy is/was Wonder Girl's Secret Idenity.
Then again, maybe something happened to Diana and Donna grew up and took
over as WW. It's been so long. I mean, judging from what I see on the
drug store racks, look what's happened to Superman!

TJ

1383. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JrXGm2a.tandrews16@delphi.com>
Source record: 66088

I've been lucky. Just a few months before our user group folded up, somebody donated a whole boxful of DD disks from an office that had converted from an old system. They were turned over to me as 8-bit Librarian, and were declared mine (as the only active 8-bit user left) when the club disbanded. Must have been about 300 of them, and I've only found about a dozen so far I couldn't use. That was 4 years ago, and I have at least half of them left.

TJ

PS: I've also picked up brand new unopened boxes of name-brand disks at garage sales for $1 a box or less.

1384. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Bill Cornish <bcornish@pris.bc.ca>
Message-ID: <34e29523.0@206.67.207.6>
Source record: 66089

Mathy Van Nisselroy wrote in message
<6bs52h$n08$2@nets3.rz.RWTH-Aachen.DE>...
>In article <34da39b2.0@206.67.207.6>, "Bill Cornish" <bcornish@pris.bc.ca>
says:
>>
>>
>>John Schnittker wrote in message <6ak8ajtk1@gte1.gte.net>...
>>>>
>>>> >Is there a kit available to modify my XF551 into a 3.5 inch drive?
Just
>>>> >wondering... PC disk drives are cheap and it sure would be nice to
plug
>>one
>>>> >of them in.
>>>>
>>>> Bob Puff sells a kit, but Bob Woolley wrote a text file that describes
>>how to
>>>> do it. I did mine from the text file and it works just fine.
>>>>
>>>Cool!!! I could not find the text file though. Can you tell me where it
>>>might be?
>>
>>John: I highly recommend the CSS (Bob Puff) XF-551 dual drive uprgrade
kit.
>>It is a replacement rom and additional circuitry to allow the XF-551 to
>>access both drives without having to use switches. The 5.25" mechanism
>>operates as D(n): while the 3.5" mechanism operates as D(n+1):. Have had
one
>>of these for several years without a problem, although it doesn't get that
>>much use anymore.
>
>I recommend it too. On all but the really early versions, you can bend up
one of the pins (not just anyone) and use two 3.5" drive mechanisms instead
of one 5.25" and one 3.5".
>
>One warning though. Make sure it's in a ventilated place. There are many
pieces of crap in the Atari stable, but the power source inside the XF551
(not the power supply, but the stuff inside the drive) REALLY is a piece of
$%& (censored)
>
>It will get hot when your using it with one drive mech, but with two drives
it can get so hot, that the drive will occasionally place a sector 52 tracks
to much to the outside of the disk. This will happen on both sides of the

disk. At random moments.
>So make sure it's ventilated well. Or even better, use a second power
supply to power one or both mechanisms.
>
>CU Mathy Van Nisselroy

John: Another problem with the XF551 drives other than making sure that they are well ventilated, is to secure the SIO sockets with some type of plastic rivet through the holes on the sides. If you don't secure the sockets and you plug and unplug your SIO cables a lot you will end up breaking the traces to the SIO sockets as these traces are very fragile. The same thing could happen on 1050's as well, but the traces seem to be stronger in them. If any traces are broken you can repair by inserting a jumper to bypass the break.

1385. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Bill Cornish <bcornish@pris.bc.ca>
Message-ID: <34e296cb.0@206.67.207.6>
Source record: 66090

dmoore@tiac.net wrote in message <887252197.1968111619@dejanews.com>...
>Can someone tell me what the voltage/amps is for an Atari 400. I have an
>Atari 400 without a power supply. I'd like to buy a
>replacement/substitute power supply. Can someone tell me if the power
>supply tip is positive or negative for this machine.
>
>Thanks in advance
>
>-------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

The power supply for the 400 is the same as for the 850/1050/XF551 etc. It is a 9v AC power supply with a 31 VA rating although my 400 originally came with one which only had a 15 VA rating.

1386. Problems with cubase audio 2.03 and atari falcon 030

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: SOLO PEACEMAKER <solod@mx3.redestb.es>
Message-ID: <6bqmp4$o77$1@diana.bcn.ibernet.es>
Source record: 66137

Hi I'm new here.

I'm having problems with Cubase audio 2.03, the fact is that when I load the songs from the SCSI HD or from the floopy some tracks are corrupted and notes are missing, if i try loading again the song 3 or 4 times the problem desapears.

If anyone can help me please leave a message in the newsgroup or contact to me at solod@mx3.redestb.es

Thanks .

1387. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e0f169.85208959@news.pressenter.com>
Source record: 66138

On 10 Feb 1998 16:41:42 GMT, dklugh@iwaynet.net wrote:

>(why do they call it the "CON:" device?)

It's called the CON: device because it stands for CONsole.

*** Please make sure responses are also sent via email.

1388. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e10103.1390258@news.pipeline.com>
Source record: 66139

Unless I misunderstood your message, I would have to disagree with
you. ALL XE Game Systems were sold with keyboards. It was never an
extra option.

John

dklugh@iwaynet.net wrote:

>OF course there's also the fact that (some?) XE game systems didn't come with a
>keyboard (mine did).Of course Atari game programmers never dreamed that Atari
>would decide that the keyboard was a "extra" so games are not really made to
>avoid keyboard use.So if a game seems un-playable it's probably from lack of a
>keyboard.
>
>What the hell were they thinking?!?
>
>Net-Tamer V 1.09 - Test Drive
>

1389. Re: Running .BIN files - NOT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e20228.89497398@news.pressenter.com>
Source record: 66140

On 10 Feb 1998 16:42:55 GMT, dklugh@iwaynet.net wrote:

> >ONLY the game file. (EX.: bdash.EXE). be sure the file has the .EXE
> >as the extension. --
>
>Why "EXE"?
>It's COM for SpartaDOS and DOS XL and none for MYDOS/AtariDOS.Is that for some
>new DOS?

It's EXE because it's EXEcutable. COM is for COMmand file (external
to the kernal). The practice of using a COM extension for those
executables that are not considered external commands has become quite
popular in the Atari8 community and also quite inappropriate. That
didn't stop everyone from doing it. Ignorance breeds such situations.
Not being insulting here, I was ignorant of such terminolgy in my old
Atari8 only days as well. Later on I learned what that was all about,
with much help to SpartaDOS documentation.

*** Please make sure responses are also sent via email.

1390. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e303a0.89872682@news.pressenter.com>
Source record: 66141

On 10 Feb 1998 16:43:20 GMT, dklugh@iwaynet.net wrote:

>Remember that you must run Kermit-65 before you run BobTerm to un-lock buffered
>modems because BobTerm doesn't set the RS232 lines corectly.You actually have
>to use the CONNECT command to get Kermit to set the control lines.

Hmm... you mean Bob Puff, both the author of Bobterm _and_ the
designer of the BlackBox didn't himself access the R: port on the BB
correctly from Bobterm? Wow.

I have a BB and love it, it's just that I am actually amazed that Bob
wouldn't know how to program his own accessory correctly.

*** Please make sure responses are also sent via email.

1391. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e406d1.90690481@news.pressenter.com>
Source record: 66142

On 10 Feb 1998 16:43:51 GMT, dklugh@iwaynet.net wrote:

>On 1998-01-30 jmelbo@pressenter.com said:
> >It needs to be text. Scan the pages & use OCR to get the text.
> >Only have graphical images of any special non text / non OCRable
> >items. Combine the extracted text back with the images of special
> >items into a PDF or Word document. Granted this is more work than
> >simple scanned pages but it makes a much more acceptable total
> >document size. It is also less work than typing everything in by
> >hand and still gives the bonus of having illustrations or what have
> >you.
>
>Why does everyone want to make "Mapping" into some format that I've never even
>heard of?

Sorry Dan, but I had no knowledge of what you have seen or heard of.
smile Anyway, I know that most of the people in this group use
modern computers in addition to using/having used Atari8 computers.
Given that, most such people are aware of Word documents or Adobe
Acrobat PDF files. If you were not, then I appolgize.

>But I can't read PDF or "Word".Can't it just be text + GIFs?

Sure it could be just text and GIFs. But then you would not be able
to view GIF and text together. Word DOCs or PDF docs essentially are
just text with graphical objects placed in them when appropriate.
Just makes life eaiser and more convenient for reading or printing
(and clearer because of illustrations being next to the text that
relates to them). Obviously, this route is not more convenient for
those who only use Atari8 computers who do not have access to viewing
or printing Word or PDF documents. I would appoligize for this too
except that the whole point of this was to put the information on a
CD-ROM. I have NEVER heard of a CD-ROM drive hooked up and interfaced
to an Atari8. Basically what I am saying, is that those who would be
able to use the CD-ROM disc also would have no trouble handling PDF or
Word files. So your concern here I believe is rendered moot. I
suppose the only concern would be for an internet archive of this
stuff and someone using the internet with only a shell account and a
real Atari8. A poll please: how many of you actually access the net
via shell account and Atari8, AND do so exclusively without access to
more modern computers to do so?

>(were there pictures in the book???)

"Pictures" are not the only things that would be appropriate to scan
in as an image. Any special characters, certain tables or charts,

etc. that would be difficult to represent with purely textual
characters would need such special attention.

>Atarians can use the text (40-columns,who would actually print it all out?) and
>the GIFs (1-bit,the whole book is just black&white,using JVIEW).
>And Atarians can upload the text to their ISP and use "fold -sw" to re-format
>it to 132-columns (which I always prefered).
>(or use the MS-DOS or Linux GNU utilities)
>
>You'd think it'd be written in 40-columns.But I always just wrote in "infinite"
>columns since Atari doesn't lack line-wrap like many IBM text viewers.I had a
>Atari ML programme that would re-format it to whatever I wanted.
>
>I mean you can make it any other bizarre ways you want,but leave us a text
>version so we can read the blasted thing!

I really gave it some thought before I offered my suggestion and
believe I offered sound helpful advice. I'm sorry you disagree. I
too wanted it to be the most readable and understandable. Fact is,
that may requiring seeing special charts or special characters, and
seeing them along with the related text. It also may mean being able
to print out the info into a document that is both neat and complete.
The solutions I offered accomplish that the best IMHO. Word and PDF
docs are cross platform compatible (especially PDF which was desined
with that sole purpose). Hell, even the federal and state governments
are providing forms, documents etc online in PDF. It is something
they are doing that actually makes some sense. I realize that my
800XL cannot read PDF, but my PC, Mac, UNIX box, etc. can.

*** Please make sure responses are also sent via email.

1392. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e50c8f.92160114@news.pressenter.com>
Source record: 66143

On Tue, 10 Feb 1998 15:22:40 -0600, gmiller@iswt.com wrote:

>Yep, I wrote a 130XE ramdisk utility for DOS 3, eliminating the only
>significant advantage of DOS 2.5, and was quite happy from then on.

Ahh, only significant advantage? How about level of compatability
with other DOS format disks? 2.5 was compatable with 2.0s which in my
mind is an important factor.

*** Please make sure responses are also sent via email.

1393. Re: Just Played Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6br6pubre2@flood.xnet.com>
Source record: 66144

velcro_spy@webtv.net wrote:
:
: God this game is SO BAD, a disk flipping hypnotic nightmare FROM HELL!
: It's weird! I mean what is the object? Usually my character dies off
: before he can buy a weapon. Other times I strategically survive for a
: few rounds and make it to a guild where the dark masters, get this,
: INCREASE MY ATTRIBUTE BY 1!!!
:
: Yay. Excuse me if I'm not overcome with elation, but repeated bouts of
: mindless staring at the tv screen while the game rebooted have really
: made me a negative person.

It's definitely not about instant gratification. It's about trying to
build a guy up (and yes, you'll die most of the time), grabbing a book to
read while you let your character stand outside and wait for an encounter
(which I think is a lot of fun), exploring, and generally screwing around.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
Choose and renounce... throwing chains to the floor.

1394. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: bruno@cerberus.csd.uwm.edu
Message-ID: <6brh3hann1@uwm.edu>
Source record: 66145
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

From article <6brfmh$1e8_004@riogrande.spambusters>, by Secret_Master@haslett.e-scrub.com (Secret Master of the Internet Cabal):
] In article <88780.otter@oz.net>, "Otter" <otter@oz.net> wrote:
]>>
]>>If you want to "munge" your email address, however, the best way to do it is
]>>to put some bogus info between the last two parts of your email address.
]>>
]>>For example, instead of d_troy@spnt.coc, Mr. Hunt could use
]>>d_troy@spnt.This_is_a_fake.com
]>
]>I was doing that for a couple months, altering my address to
]>otter@oz.SpammersWillBeKilled&Eaten.net; until I received a message
]>from my sysadmin requesting that I not do that anymore. It seems that
]>all bounced messages were being dumped into their email box.
]
] That's not supposed to happen. However, the next best thing (and run this by
] your admin first) would be to add something to the very end; turn yourself
] into otter@oz.net.spammers.suck.and.so.does.donna-troy.mil for example.

Yes it is. If outbound email goes through a central SMTP server (which is common with a number of MUAs commonly in use) then mail that can't be delivered or returned ends up in the postmaster's mailbox.

People should not be using bogus addresses on email. Except for people who respond to remove requests, the spammers aren't getting email addresses from email.

For people that use the same program to post news and send email, it is a pain to change the address back and forth. And having them always use the munged address is bad advice.

1395. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34E1584B.C7DBD0B7@kaa.bbn.hp.com>
Source record: 66146

> Unless I misunderstood your message, I would have to disagree with
> you. ALL XE Game Systems were sold with keyboards. It was never an
> extra option.

That is not correct. All XE Game Systems that were sold in germany were without keyboard.

And it was rather difficult to find one.

Tschuess,
Frank

1396. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <27043.otter@oz.net>
Source record: 66147

On Tue, 10 Feb 1998 17:50:43 GMT,
Jon D. Melbo <jmelbo@pressenter.com > wrote:

>
>Just wondering. I have been replying with the remove as per
>instructions, and to date have not gotten more junk mail from the same
>sources at least that I could tell.
>
>

Usually, when I follow the instructions and send a reply to be removed
from the list, it bounces back with a message saying "That user's
mailbox is full".

Gee. I wonder why?... :3

--Otter

1397. Re : Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980211103801.FAA26103@ladder03.news.aol.com>
Source record: 66148

BURN DOS 3!!!

1398. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6bs1igllj1@nets3.rz.RWTH-Aachen.DE>
Source record: 66149

In article <34eda6d5.4650187@news.demon.co.uk>, mclane@dellos.demon.co.uk (Paul Irvine) says:
other Day mat@arrgh.demon.cocoa.uk (Mat Simpson) wrote:

>What I want is to find a 130XE so I can get the keyboard out. My poor
>old one is quite knackered as lots of useful letters don't work
>anymore. Which makes using Omnimon quite hard :)

For $22 (TwentyTwo United States of America Dollars) Best Electronics sells replacement mylars (that's the plastic sheet(s) inside the keyboard) for XE computers (and maybe others two, but all my computers are XE's).
You have to check though, if you have a What's_the_Name keyboard (one sheet of plastic. Best has developed its own replacement for it, which works really great on my 130XE.) or a Sugi_something/Action Technologies keyboard (one sheet folds around another
). My 800XE (yep, XE, inside it's got the "new design" 130XE motherboard with 64 x 4 chips. Only two of them, but there is room of two more and for the C025953 (gate array that REALLY does the bankswitching).
needs one of those. You'll find Best Electronics address (and I guess some info on the 800XE/European 65XE) in Michael Currents FAQ.

CU Mathy Van Nisselroy

1399. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Feb11114733@co.umist.ac.uk>
Source record: 66150

In article <6bqhcp$7dl$1@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:
> 2. MyDos uses true 2-byte sector numbers at the end of each sector
> instead of recording the file number, which allows for more than 64
> files per disk (using subdirectories), but may make it incompatible
> with DOS2.x. I'm not sure if this is true when using a 1040 or
> 720-sector disk, though it certainly is for larger images.
Files on a MyDOS single density (720 sector disks) can be read with DOS 2.5 (and vice versa) as long as you don't use subdirectories, but MyDOS 1040 sector disks can't be read with DOS 2.5, as you will get an error. They also use a different sector for the second VTOC sector in this density.

1400. Re: Guranteed 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6bs4eq$n08$1@nets3.rz.RWTH-Aachen.DE>
Source record: 66151

In article <34DDDC0D.8A0B5F04@sisna.com>, BobKlaas <bobkla19@sisna.com> says:
>
>It is not a dumb question. As far as I know it can't be done or at
>least
>I have never tried to connect both units to the same comuter but at this
>time I would say not it can't be done, but look at what Atari said
>couldn't be done. Interesting thought though 2 units on the PBI may
>have to attempt something like that one of these days.

I hope those days are in the near future. Would be cool to know if two or more PBI devices could work on one PBI (XL or XE style) at once. Ofcourse they'd have to have differnet ID numbers, and you'd need a special card that'll provide the buffering (24
4 and 245 chips I guess) and the needed connectors, but that shouldn't be too difficult.

CU Mathy Van Nisselroy (BlackBox + FloppyBoard owner)

BTW anybody ever try to add a PBI to an XEGS? Should work! With a little buffering.

1401. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6bs52h$n08$2@nets3.rz.RWTH-Aachen.DE>
Source record: 66152

In article <34da39b2.0@206.67.207.6>, "Bill Cornish" <bcornish@pris.bc.ca> says:
>
>
>John Schnittker wrote in message <6ak8ajtk1@gte1.gte.net>...
>>>
>>> >Is there a kit available to modify my XF551 into a 3.5 inch drive? Just
>>> >wondering... PC disk drives are cheap and it sure would be nice to plug
>one
>>> >of them in.
>>>
>>> Bob Puff sells a kit, but Bob Woolley wrote a text file that describes
>how to
>>> do it. I did mine from the text file and it works just fine.
>>>
>>Cool!!! I could not find the text file though. Can you tell me where it
>>might be?
>
>John: I highly recommend the CSS (Bob Puff) XF-551 dual drive uprgrade kit.
>It is a replacement rom and additional circuitry to allow the XF-551 to
>access both drives without having to use switches. The 5.25" mechanism
>operates as D(n): while the 3.5" mechanism operates as D(n+1):. Have had one
>of these for several years without a problem, although it doesn't get that
>much use anymore.

I recommend it too. On all but the really early versions, you can bend up one of the pins (not just anyone) and use two 3.5" drive mechanisms instead of one 5.25" and one 3.5".

One warning though. Make sure it's in a ventilated place. There are many pieces of crap in the Atari stable, but the power source inside the XF551 (not the power supply, but the stuff inside the drive) REALLY is a piece of ♦$%& (censored)

It will get hot when your using it with one drive mech, but with two drives it can get so hot, that the drive will occasionally place a sector 52 tracks to much to the outside of the disk. This will happen on both sides of the disk. At random moments.
So make sure it's ventilated well. Or even better, use a second power supply to power one or both mechanisms.

CU Mathy Van Nisselroy

1402. Re: Atari 1050 U.S. Doubler!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6bs5kf$n08$3@nets3.rz.RWTH-Aachen.DE>
Source record: 66153

In article <34DE4CD7.1B3B4815@sisna.com>, BobKlaas <bobkla19@sisna.com> says:
>
>Within the next 3 weeks or By March 01, 1998 the Atari 1050 U.S. Doubler
>will be available through K-Products, P. O. Box 22122 A.M.F. Salt Lake
>City, Ut. 84122.
>
>Pricing ect to come within the following weeks.
>
>bob..Atari is still alive!

Howdy Bob

Did you buy the rights?

CU Mathy Van Nisselroy

1403. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6bs68d$n08$4@nets3.rz.RWTH-Aachen.DE>
Source record: 66154

In article <34E1003F.217B@pacbell.net>, Bob Woolley <rwoolley@pacbell.net> says:

>I have seen (have, actually) both the black and the tan/beige XL
>supplies. Both have cooling slots. The beige supplies have dual
>regulators in them and put out more power than the others.
>I would guess that your old power supplies just died a natural death...
>the regulators are pretty much self-limiting and thermally protected.
>You push them too hard and they just shut down.
>
>Bob

I've found an article somewhere that'll tell ye how to built a power supply for the classic Atari. Unfortunately, it was text only, no schematics. And I guess it had Radio Shack numbers all over the place. And those are hard to decode if ye don't live close enough to Radio Shack (as in: "other side of the ocean")

I'd love a project like that. Sure beats those dambed PC supplies. Thomas Grasel from Germany has a nice project. It can power two 8 bit Atari's at the same time. It even is protected against too much current. But because of this protection, you have to switch both computers on at the same time. And I don't really like that. And if I throw away the MiniTower, where am I gonna leave the stuff that's hanging from the BlackBox.

CU Mathy Van Nisselroy

1404. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd36eb$f90dfd60$66c2accf@asharkis.erols.com>
Source record: 66155

MEI has all you want, if you want to go mail order. They carry brand names as well as generics, but I believe the minimum order on generics is 100 and you have to order labels separately.

Another approach, which may work temporarily, is to format the HD disks with DOS 3 (yes, there IS a use for it) and then reformat with your favorite DOS. But this is not for long-term storage nor is it good for using these disks on another drive.

Stephen Knox <gooch@erols.comX> wrote in article
<34E04FF1.B398BEF@erols.comX>...
> Folks,
>
> I went out to the store to buy some 5 1/4 diskettes and much to my
> surprise NO ONE had them.

1405. Re: Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd36ec$94daf040$66c2accf@asharkis.erols.com>
Source record: 66156

Not so fast. Somebody else posted a message in this ng about not being able to find 5 1/4", DD diskettes. He could only find HDs, which would not format properly.

It is possible to format an HD diskette with DOS 3, then go over the format with another DOS, and have a diskette that can be used temporarily ON THAT DRIVE ONLY.

So, there is actually a use for DOS 3.

JMouchmino <jmouchmino@aol.com> wrote in article
<19980211103801.FAA26103@ladder03.news.aol.com>...
> BURN DOS 3!!!
>

1406. Technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980211142400.JAA08646@ladder03.news.aol.com>
Source record: 66157

1 - Do you know of a simple plug-in memory upgrade similar to the Yorky that used to be sold in the UK?
2 - Are there any menus other than NDOS and Speed Start Initializer that would allow full titles to be written for the files I want to load?
The two menus above have limitations:
For example, if I want to load a graphics viewer and ask for the directory, I won't be able to access it.
Thanks for your help!

1407. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Feb11154308@co.umist.ac.uk>
Source record: 66158

In article <01bd36ec$94daf040$66c2accf@asharkis.erols.com> "Alan Sharkis" <asharkis@erols.com> writes:

> It is possible to format an HD diskette with DOS 3, then go over the format
> with another DOS, and have a diskette that can be used temporarily ON THAT
> DRIVE ONLY.

Interesting, any one know why that might be? After all, a format just boils down to an SIO format command (either standard or enhanced density), which prepares the disk, followed by DOS writing the few sectors it needs (boot, VTOC, directory...). The SIO format should be the same regardless of the DOS used, as it's handled by the drive. If it fails with DOS 2.x say, then it should fail with DOS 3.0 too (assuming the same density is used for both). If it works then it must be the writing of the custom DOS sectors that's failing in other DOS's and not 3.0.

If the format is failing, then that would imply that DOS 3.0 doesn't check for or report the failure, telling you it was succesful even if it wasn't. If the write is failing then that suggests that DOS 3.0 either is using the write without verify SIO command, or again, that it isn't checking for failures. The other possibility is that certain sectors are more likely to fail a sector write than others, and DOS 3.0 doesn't set up these sectors on a format, where as other DOS's do.

And yet a second format with another DOS works. Do two formats with another DOS produce the same result as one DOS 3.0 format and one other DOS format? Does the DOS 3.0 format sound the same as the other DOS format? You can tell if a format is working by the rythmic chug-chug-chug of the drive vs. the chug-chug-snarl-stop sound repeated twice when it fails.

Still it sounds as if the disks are flaky at best even if DOS 3.0 can format (or thinks it can format) them.

1408. FS: ATARI 1027 Printer NEW OLD STOCK, MINT!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <34e1d47a.7457313@news.mindspring.com>
Source record: 66159

Up for bid on ebay auctionweb.

New old stock, never used. Includes all accessories and manual.

SEE A PICTURE, and place a bid at:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=6009077

Thanks for looking!

1409. FS: Video Game Brain for Atari 2600 system

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <34e1d58c.7731204@news.mindspring.com>
Source record: 66160

Neat little item allows you to plays up to six different cartridges in
your 2600 without removing them.

Mint in box with styro and instructions.

See a picture and more of a description at:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=5871668

Thanks for looking!

1410. WTB 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19980211170800.MAA24348@ladder03.news.aol.com>
Source record: 66161

Looking for Ultimas 1 and 2, especially the boxes/docs. Also some old Infocom text adventures.

Thanks,
Tom

1411. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <NOHpbA.C8B@csh-newsserver.csh.rit.edu>
Source record: 66162

I ordered some diskettes from Midwestern Diskette within the past year.
It cost me $20 for 50 diskettes but that was mainly due to their ~$5 charge
for an order. Basically,the diskettes themselves were about $10 or less.
These were brand new disks and they were smurf blue (whether that's a plus
or a minus, I'm not sure).

They were very courteous and the disks arrived within a few days.

--Kurt
In article <19980210154201.KAA08451@ladder03.news.aol.com> bostone1@aol.com (Bostone1)
writes:
>I've had trouble using those higher density disks too. I think it might have
>something to do with the usable surface being smaller, since my problems seem
>to happen at either the first or last sectors (I don't remember which..). The
>old double densities seem to be the way to go. If B&C is still open, I'm pretty
>sure they have them.
>
>Bostone1@aol.com
>

1412. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Secret Master of the Cabal <Secret_Cabal@hotmail.com>
Message-ID: <mPIE.6$XT4.207560@news2.teleport.com>
Source record: 66163
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

In <6brh3hann1@uwm.edu> in news.admin.net-abuse.email Bruno Wolff III
<bruno@cerberus.csd.uwm.edu> wrote:
BWI>]>I was doing that for a couple months, altering my address to
BWI>]>otter@oz.SpammersWillBeKilled&Eaten.net; until I received a message
BWI>]>from my sysadmin requesting that I not do that anymore. It seems that
BWI>]>all bounced messages were being dumped into their email box.
BWI>]
BWI>] That's not supposed to happen. However, the next best thing (and run this by
BWI>] your admin first) would be to add something to the very end; turn yourself
BWI>] into otter@oz.net.spammers.suck.and.so.does.donna-troy.mil for example.

BWI> Yes it is. If outbound email goes through a central SMTP server (which is
BWI> common with a number of MUAs commonly in use) then mail that can't be
BWI> delivered or returned ends up in the postmaster's mailbox.

I see what you're saying.

If you spam using a munged address, the bounces come back to your own
postmaster.

Gee, that's really rough. Maybe you shouldn't send email using a bogus
address. It damn sure has NOTHING to do with the original discussion,
which was "how do I modify my Usenet posting address so that peopel can
read it and spammers can't?"

BWI> People should not be using bogus addresses on email. Except for people who
BWI> respond to remove requests, the spammers aren't getting email addresses
BWI> from email.

That's correct. But we aren't talking about *sending* email.

BWI> For people that use the same program to post news and send email, it is a
BWI> pain to change the address back and forth. And having them always use
BWI> the munged address is bad advice.

People who refuse to get a newsreader (which can be had for *FREE* on
every platform, including the Atari ST and the Amiga) are simply going
to have to live with a lot of inconvenience.

Filters are NOT the answer.

--
Help the hungry while fighting junk email! Visit
http://www.teleport.com/~atari/spampledge.htm and
http://www.geocities.com/TimesSquare/Alley/7254
Proud Member, Society for Promulgation of Cruelty to the Clueless

1413. Re: B & C?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E1EDDD.7BDDE3CB@atari.nu>
Source record: 66164

B&C's new wharehouse is finally done and they are in the process of filling the shelves and Bruce says that the backlog is being addressed on orders. If you want to verify an old order, call 916-295-9270 or go to their website: www.myatari.com

Curt
www.atari.nu

1414. Re: 800XL prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E1EEE0.A73011AA@atari.nu>
Source record: 66165

Mark,

Actually DOS 4 was designed for the 1450xld drives, its out there if
you can find it.

Curt

1415. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E1EF64.C721AB3E@atari.nu>
Source record: 66166

Mark,

DONT use dos 3, its buggy and incompatible with other dos', use
MyDos, SpartaDOS or even Dos 2.5 or Dos XE, but never ever use Dos 3

Curt

1416. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E1F057.382A202F@atari.nu>
Source record: 66167

Actually the, the ATR8000 came in many flavors:

16K version: Printing, Disk Drive, Serial
64K version: could do the above plus run CP/M 2.2
Co-Power-88 version: Limited IBM 8088 software compatibility 256K ram
Co-Power-88 512K version as well.

Lurie & Associates used to sell an MFM hard drive interface add-on card for the ATR8000, then you were Styling with the best of everything with that kind of setup.

Curt

1417. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E1F2D1.FA993BA8@teleport.com>
Source record: 66168

Mathy Van Nisselroy wrote:

> I've found an article somewhere that'll tell ye how to built a power supply for the classic Atari. Unfortunately, it was text only, no schematics. And I guess it had Radio Shack numbers all over the place. And those are hard to decode if ye don't live
> close enough to Radio Shack (as in: "other side of the ocean")
>
> I'd love a project like that. Sure beats those dambed PC supplies. Thomas Grasel from Germany has a nice project. It can power two 8 bit Atari's at the same time. It even is protected against too much current. But because of this protection, you have
> to switch both computers on at the same time. And I don't really like that. And if I throw away the MiniTower, where am I gonna leave the stuff that's hanging from the BlackBox.
>
> CU Mathy Van Nisselroy

I have been thinking about building a power supply that could power my 8-bit/the hard disk/the MIO/ and several other units all from the same box. Of course it would have overload protection and thermal protection and a cooling fan. Best of all I would make it have plug in cables for each item that I wanted to power. i.e. din connector for the 130XE - plug for the disk drive/MIO/hard drive or perhaps a general adaptor plug which could supply +5 VDC/+12 VDC/+9VDC/9 VAC/12VAC and could say handle 12 amps or around 145 watts of power. This way one could always build their own cables as needed for their system. Do you guys think that there is a need for this type of unit. I think I could actually build one of these for a reasonable price. I hate all the different power supplies that you have to have to power all the accessories. What a wire jungle that leads to. With this idea, you would have a single power unit that could power all you equipment and still have enough power left over for future items (CD UNIT/ZIP DRIVE or the like). Let me know what you think about my idea. If I get enough feedback I will see what they can be built for. Drop me e-mail at dwmoar@teleport.com

1418. Re: Best atari emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m23ehqt0sw.fsf@caligula.srv.net>
Source record: 66169

dklugh@iwaynet.net writes:

> Ah,I just love watching super-powered modern computers struggle vainly to
> emulate a 1979 computer.I shudder to think what would be needed to emulate a
> Amiga.(The Amiga is the sequel to the Atari;made by some of the same guys)

UAE is supposed to be pretty good, particularly for playing older
Amiga games.

Brent

1419. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m21zxat0pm.fsf@caligula.srv.net>
Source record: 66170

dklugh@iwaynet.net writes:

> On 1998-01-21 jmelbo@pressenter.com said:
> >As others have said, it was in the ATR 8000 with the co power
> >upgrade. The DOS software actually ran on the ATR, the Atari was
> >used as a terminal attached to the ATR.
>
> Does the ATR-8000 really have a 8088?
> I'd assume it'd be made to use normal CP/M rather than CP/M-86.
> (i.e.a 8088 wouldn't be able to run old (read "most") CP/M software)
> But then again I don't know when the ATR-8000 came out.
>
> Net-Tamer V 1.09 - Test Drive

The stock ATR-8000 had a Z-80. There was an 8088 or 8086 upgrade
available.

Brent

1420. Re: wtb: Atari bits (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34e6f59e.27546025@news.demon.co.uk>
Source record: 66171

The other Day nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)
wrote:

>For $22 (TwentyTwo United States of America Dollars) Best Electronics sells replacement mylars (that's the plastic sheet(s) inside the keyboard) for XE computers (and maybe others two, but all my computers are XE's).
>You have to check though, if you have a What's_the_Name keyboard (one sheet of plastic. Best has developed its own replacement for it, which works really great on my 130XE.) or a Sugi_something/Action Technologies keyboard (one sheet folds around another

Many thanks Mathy....

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1421. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e1f6dd.43860950@news.pressenter.com>
Source record: 66172

On 11 Feb 1998 12:54:10 GMT, "Alan Sharkis" <asharkis@erols.com>
wrote:

>Another approach, which may work temporarily, is to format the HD disks
>with DOS 3 (yes, there IS a use for it) and then reformat with your
>favorite DOS. But this is not for long-term storage nor is it good for
>using these disks on another drive.

Not a good idea at all. Not reliable at all. Data that isn't
reliable is worthless.

*** Please make sure responses are also sent via email.

1422. Re: Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m24t26t11r.fsf@caligula.srv.net>
Source record: 66173

"Alan Sharkis" <asharkis@erols.com> writes:

> It is possible to format an HD diskette with DOS 3, then go over the format
> with another DOS, and have a diskette that can be used temporarily ON THAT
> DRIVE ONLY.
> So, there is actually a use for DOS 3.

That sounds really weird. All low level disk ops, like formatting,
are in the firmware of Atari floppy drives, so the DOS shouldn't make
a difference.

Brent

1423. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: bruno@cerberus.csd.uwm.edu
Message-ID: <6bsvm7$ol0$1@uwm.edu>
Source record: 66174
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

From article <mPlE.6$XT4.207560@news2.teleport.com>, by Secret Master of the Cabal
<Secret_Cabal@hotmail.com> :
]
] BWI> For people that use the same program to post news and send email, it is a
] BWI> pain to change the address back and forth. And having them always use
] BWI> the munged address is bad advice.
]
] People who refuse to get a newsreader (which can be had for *FREE* on
] every platform, including the Atari ST and the Amiga) are simply going
] to have to live with a lot of inconvenience.
]

People shouldn't be giving out blanket advice to people that munging their
addresses is a good thing without making sure the people being advised
really know what they are getting into.

1424. Re: B & C?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980211210901.QAA22642@ladder03.news.aol.com>
Source record: 66175

B&C's area code has been changed to 530.

Bostone1@aol.com

1425. Re: Best atari emulator??

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980211210901.QAA10774@ladder02.news.aol.com>
Source record: 66176

dklugh@iwaynet.net writes:

> Ah,I just love watching super-powered modern computers struggle vainly to
> emulate a 1979 computer.I shudder to think what would be needed to emulate a
> Amiga.(The Amiga is the sequel to the Atari;made by some of the same guys)

You can find info at http://www.freiburg.linux.de/~uae/ for UAE, the "Ubiquitous Amiga Emulator". There are versions for DOS, Windows, Unix, and others. They are all a little quirky, but work well enough to be amazing.

Bostone1@aol.com

1426. Re: atari format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34e215f1.430656@news.wxs.nl>
Source record: 66177

On Tue, 10 Feb 98 23:31:16 -0500, Thomas J. Andrews
<tandrews16@delphi.com> wrote:

>"Vidar \"Hawk\" Olavesen" <olavese@online.no> writes:
>
>>It's been a long time, but let's try :
>>SD = 720 (709 usuable ?) sectors
>>ED = 1040 (999+ it says on the dir command)
>>DD = 720, but it's holding twice as much in each sector
>>
>
>Well, you're close. The first numbers you give are the total number of
>sectors on the disk. Not all those sectors are "free." Several are used
>for housekeeping duties, for the directory and the map of used and unused
>sectors. Most DOSs will give you a free sector count of 707 free sectors
>in SD and DD, while MyDOS will give you 708. This is because DOS 2.0
>formatted disks with sectors numbered from 0-719, then tried to access them
>as if they were numbered 1-720. Consequently, DOS 2.0 couldn't access
>sector 0. Several programs were written to use that sector for things like
>a disk label, etc. Most other DOS's kept the same "bug" for the sake of
>compatibility, but MyDOS "fixed" it on their disks by numbering sectors
>from 1-720.
Actually, disk drives start numbering sectors at 1, not zero.
Try sending a 1050 a command for sector zero and you will get an
error. Sector zero cimply does not exist on Atari drives. PC's and
other systems start at zero. Atari forgot this, and so indeed the
vtoc bitmat is skewed by one bit, so there is no vtoc bit for sector
720, and so, DOS cannot use it. Mydos and other DOS'es learned
from this mistake, but if you want to be compatible, that is a
problem. If you only want to read, simply reading the next sector
will give you sector 720 at some point, but Atari DOS cannot write
to that sector because as far as DOS is concerned, it does not exist.

1427. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e21c44.909716@news.pipeline.com>
Source record: 66178

Wow. That's the first I ever heard of that. What did it come with?
Light Gun? Which games?, etc. Am I to assume they had a different box
than the one used here?

Thanks,
John

Frank Szymanski <franks@kaa.bbn.hp.com> wrote:
>
>That is not correct. All XE Game Systems that were sold in germany were without
>keyboard.
>
>And it was rather difficult to find one.
>
>Tschuess,
> Frank

1428. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Peter Pachla <peter.pachla@dial.pipex.com>
Message-ID: <01bd373b$3f0c22c0$LocalHost@default>
Source record: 66179
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hi Darren,

> IIRC, the PC had the 8088, the XT the 8086.

Both the PC and the XT were based around the 8088. That said many XT clones were 8086 based as you got a worthwhile speed increase by using that chip.

But then, just to confuse things further, IBM decided to release a '286 based XT a few years after they launched the AT....

TTFN - Pete.

1429. Need help fixing my Atari 5200 Trak-Ball controller

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: Riley <hitzl@usa.net>
Message-ID: <6btc8e$of@bgtnsc03.worldnet.att.net>
Source record: 66180
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi, I bought an Atari 5200 Trak-Ball controller at a garage sale but it doesn't work. The buttons on the top work but the trak-ball itself doesn't. I think that the chips on the board inside may have been moved (or backwards) because when I bought it, it was taken apart and a couple of the chips were out. Anyway, could someone E-Mail me a list of which chips go where?

Thanks,

Riley
hitzl@usa.net

1430. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34E235A7.EA7FFACB@spnt.com>
Source record: 66181

Just because an EX-Atarian, one responsible for nearly bringing the
Portland Atari Club to a premature final closing through his anti-spam
BS, is trying to now wreck our newsgroup here with his anti-spam BS, is
no excuse to send any anti-spam messages to this newsgroup. If you want
to play the anti-spammers games, please limit your postings to
news.admin.net-abuse.email and keep their net-abuse out of here.

The Shadow
President, Portland Atari Club, trying to pick up the few pieces left by
the anti-spammers.

Bruno Wolff III wrote:
>
> From article <6brfmh$1e8_004@riogrande.spambusters>, by
Secret_Master@haslett.e-scrub.com (Secret Master of the Internet Cabal):
>] In article <88780.otter@oz.net>, "Otter" <otter@oz.net> wrote:
>]>>
>]>>If you want to "munge" your email address, however, the best way to do it is
>]>>to put some bogus info between the last two parts of your email address.
>]>>
>]>>For example, instead of d_troy@spnt.coc, Mr. Hunt could use
>]>>d_troy@spnt.This_is_a_fake.com
>]>
>]>I was doing that for a couple months, altering my address to
>]>otter@oz.SpammersWillBeKilled&Eaten.net; until I received a message
>]>from my sysadmin requesting that I not do that anymore. It seems that
>]>all bounced messages were being dumped into their email box.
>]
>] That's not supposed to happen. However, the next best thing (and run this by
>] your admin first) would be to add something to the very end; turn yourself
>] into otter@oz.net.spammers.suck.and.so.does.donna-troy.mil for example.
>
> Yes it is. If outbound email goes through a central SMTP server (which is
> common with a number of MUAs commonly in use) then mail that can't be
> delivered or returned ends up in the postmaster's mailbox.
>
> People should not be using bogus addresses on email. Except for people who
> respond to remove requests, the spammers aren't getting email addresses
> from email.
>
> For people that use the same program to post news and send email, it is a
> pain to change the address back and forth. And having them always use
> the munged address is bad advice.

1431. cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-11 00:00:00 UTC
From: kf6ddt@pop3.concentric.net
Message-ID: <6bte0v$qh@examiner.concentric.net>
Source record: 66182

Greetings fellow Atarians,

A while back, some of you gave me some very good advice about how to clean my good ol' 800 keyboard out. Unfortunately someone spilled some soda on it when it was being moved. The machine still works fine other than the fact that quite a few of the keys now of course stick. One of you recommended a product from radio shack that I might be able to use to free up the keys. I had saved your message, but it got dumped into the old bit bucket somehow. So if any of you have any suggestions about this problem, I'd appreciate hearing them.

One more thing while I am writing to all of you, I recently picked up an 800xl with a 1050 at a yard sale. The unit works great, however I have noticed that some of my old games don't want to load. I have a dim recolection from the days when I had my first xl that sometimes you needed to load a little routine from disk, then the problem games would run fine. If one of you would refresh my memory on this, I'd sure appreciate it. Thanks much.
Tom
-- http://www.cris.com/~kf6ddt/
"Among other evils which being unarmed brings you,
it causes you to be despised."

-Niccolo Machiavelli

Net-Tamer V 1.10.1 - Registered

1432. WTT for XF511 5 1/4 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6bvksk$jng@usenet43.supernews.com>
Source record: 65983

Here is some of the stuff I have and i'm willing to trade some of it for a working XF511 working floppy:

atari 850 interface (untested)
atari 830 modem (untested)
2 410 tape drive (working)
1 410 tape drviw (this one does not work I'll through it in)
atari 2600 system (working)
atari 5200 system (working has one working control and one almost working (one fire button does not work)
25 carts for 5200 email for list

Microsoft SideWinder 3D Pro (works)
logitech Scanman COLOR with interfase card (works)

ATARI 400/800/xe CARTS:(all work)
BASIC
Pacman (2 copies)
Asteroids
Cintipede
Galaxian
Qix

1433. For sale list (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Mike Blenkiron <hamster@globalnet.co.uk>
Message-ID: <6bvdsh$gr6$1@heliodor.xara.net>
Source record: 65984

```
Atari 8-bit hardware & software items for sale.
Please contact hamster@globalnet.co.uk for complete list.
```

1434. Re: DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E36400.C1FC7ADD@atari.nu>
Source record: 65985

Hey Mark,

Ummm, where on Earth did you get that info about the 1450XLD disk drives??? I own a few 1450's and no, they don't work like that and yes DOS 4 (Quad DOS) was for the 1450XLD disk drives. The drives are ds/dd and no the backside of the disk is NOT D2: as for DOS 3.0 it was simply a HUGE mistake of a DOS from Atari, best left in the box and never used.

Curt
www.atari.nu

1435. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6bvte7$g78$1@flood.xnet.com>
Source record: 65986
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

dklugh@iwaynet.net wrote:
:
: Isn't BASIC totaly seperate from the Kernal/OS?
: I thought it was like a built-in cartridge,like the Atari.
: (and un-like the Apple)

The definition of "OS" in relation to the Commodore 64 has been the biggest problem I've had with this whole Atari/64 debate. BASIC is indeed distinct from the Kernal. However, because it's what every 64 user sees upon startup (unless they're using a supercartridge or a wild hack), many consider it their "operating system" because it is the least common denominator way to access files, perform disk operations, and so forth.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
Choose and renounce... throwing chains to the floor.

1436. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34E37E1D.BF95E6E2@spnt.com>
Source record: 65987
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

Thank you Kyle for injecting the truth here.

While my views on just exactly what net-abuse is may be in direct
opposition with many people here, the solutions which I advocate are
equally as valid as anyone else's, and I find it extremely distasteful
when people try to muddy the waters with unsubstanciated propaganda
rather than just facing a problem head on.

I've never claimed to be a saint, but I fight for what I beleive in, and
no-one can ever justly accuse me of doing anything which isn't honorable
and above board to the best of my knowledge.

The Shadow

Kyle Robinson wrote:
>
> In article <6btpnf$2k8_004@riogrande.spambusters>,
> Secret Master of the Internet Cabal <secret_cabal@hotmail.com> wrote:
> >And I note that you completely failed to address the issue of having your
> >ARACNET.COM account cancelled - for running the same fraudulmnet "remove
> >list"
> >scam over there. Shall we have the admins at Aracnet talk to the admins at
> >SPNT and make sure they understand what kind of a scam you're running? Or
> >would you rather just slink off and disappear off my radar?
>
> Let's not go there, please. He wan't removed for running a scam via our
> system. The official reason for account termination was a violation of our
> system rules. Specifically, rule #3 (You may not "Reveal your account
> password to anyone, allow anyone access to your account, or otherwise
> compromise system and account security."). The account was Donna's, not
> David's, yet he was using her account. If he'd have signed up under his own
> name, there wouldn't have been a problem there. Once we knew that she had
> given him her password, we closed the account down. There were some other
> issues, but this was the reason the account was closed. I was under the
> impression that The Shadow and aracnet had decided to agree upon
> disagreement wrt our spam management. If that wasn't the case....
>
> -Kyle
> --
> greywolf@aracnet.com / http://www.aracnet.com/~greywolf/
> aracnet.com admin \ The opinions expressed here are my own
> Your mileage may vary / void where prohibited by law

1437. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Mike <NOSPAM_mike@heliovisionsproductions.fr>
Message-ID: <#MgysC6N9GA.236@upnetnews03>
Source record: 65988

> >ObCSA8: Lately I ran across a program called SidPlay. For those who
> >don't know, it's an MS-DOS program that plays C64 SID files through
> >a soundblaster. I was wondering if there's a program for the atari
> >8-bits that plays these files. It shouldn't be that hard to code
> >such a program considering the capabilities of the SID chip.
>
>I hope no Commies heard that!
>
>The SID chip can produce more than just square waves.But it's limited to 3
>channels.I don't know whether the SID chip's features could be emulated
through
>dynamic sound.
>(i.e.constantly changing the POKEY sound registers,usually once a jiffy)

I'm an ex Atari ST demomaker, and an Oric programmer...
Considering that it is possible to replay digitized sounds with only a poor YM-891x that only knows how to play square waves, on the ST as on the Oric (at 8khz with the 1mhz 6502).
Considering that people manage to add SID voices in Atari ST music player (with a timer that changes the frequency/volume of one of the channels, many times per frame),
It sound possible to replay a kind of SID sound on a Atari 800 machine. But do not expect to have many processor time left !
Mike

~~~~~~~~ Dbug's Oric/Atari HomePage ~~~~~~~~
Mike (mpointie@hol.fr) says:
"Go on my page at: http://wwwperso.hol.fr/~mpointie
And sign my guestbook... Thanks !!!
~~~~~~~~

1438. Re: Atari-Hercules Monitor, how to split up the signal?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34E3A4F6.438A@pacbell.net>
Source record: 65989

Mac wrote:
>
> Hi!
>
> With my friend we would like to connect Atari (65XE) to Hercules
> Monitor (MDA). The problem is, I think, how to split up Composite
> Video signal (from Atari) to r-g-b and V / H sync.
>
> Mac
> mac@rubikon.net.pl
> http://free.polbox.pl/s/scenepl
Atari Classics had an article about doing just that in one of its
issues, schematics and all. Trouble is, the RGB is not recovered
directly, but is a set of the intensity values. This gives you a visible
screen but all the colors are off. The sync is easy - the color is not.

Bob

1439. Re: Can you recognize an Atarian when you see one?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6c093i$8an$1@newsd-122.bryant.webtv.net>
Source record: 65990

Heh heh! You make it sound like all us Atarian are Star Trek geeks or something! Hmm...

vs

1440. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <6c0dol$1qr$1@user2.teleport.com>
Source record: 65991
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

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http://www.teleport.com/~bensmith/bscomputers.shtml

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Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

1441. Re: Atari-Hercules Monitor, how to split up the signal?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: "Sergio J. Larrondo" <warerat@neosoft.com>
Message-ID: <34E3C791.5D82551E@neosoft.com>
Source record: 65992

Mac wrote:

> Hi!
>
> With my friend we would like to connect Atari (65XE) to Hercules
> Monitor (MDA). The problem is, I think, how to split up Composite
> Video signal (from Atari) to r-g-b and V / H sync.
>
> Mac
> mac@rubikon.net.pl
> http://free.polbox.pl/s/scenepl

The way I did it was to use an XEP80 (remember those?) and there were four wires or so you would connect inside and have a DB-9 plug for the monitor. Worked really well, had razor sharp output on a TTL monitor!

1442. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34e22e08.459012@news.i-2000.com>
Source record: 66091

On 10 Feb 1998 21:38:33 GMT, crow@coos.dartmouth.edu (Preston F. Crow)
wrote:

-Several things to keep in mind with disk images, density, and DOSs:
-
-1. If you're using 256-byte (double density) ATR files, there seems
-to be some confusion as to whether the first 3 sectors are stored as
-128 bytes or 256 bytes. I'm quite certain that an image I created
-with an old version of SIO2PC only stored 128 bytes for the first 3
-sectors, though I've seen other programs that compute the offsets
-within the file based on the first 3 sectors being 256-byte sectors.
-I therefore suggest avoiding double-density disk images, unless
you're
-willing to deal with the potential hassle.
-
Yes, the 1st 3 sectors are always single density.
-
-3. A number of games save the high scores by writing directly to
some
-sector that wasn't used in the original distribution. While often
-this was sector 720, it wasn't always (I remember hacking Wizard of
-Wor to change it to 720 at some point). I would definitely recommend
-leaving that sector free. In fact, I would consider for very large
-images leaving all of the first 720 sectors free! (This may require
-creating a large blank file and then deleting it when you're done.)
I
-assume that this is the reason that several of the famous mega-images
-contain corrupted files.

None of mine do. I primarily use Ape on an actual atari and use ape
to write protect the image. additionally, I attrib the image on the pc
to "read only" so if I do run it from an emulator it will be fine.

-
-BTW, does anyone know the byte code that I would see in a file that
-uses the OS to do sector I/O? I think it was a "JSR ($E453)" or
-something like that. I could probably modify my binload program to

Thats one of them. You also can look for JSR $E459 and for naughty
programs, Jsr somewhere in the $Fxxxx region. (not using vectored
points.... almost sure to be different in osa osb osxl osxe...)

yogi

1443. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Secret_Master@haslett.e-scrub.com
Message-ID: <6btpfi$2k8_002@riogrande.spambusters>
Source record: 66092
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

In article <34E235A7.EA7FFACB@spnt.com>, The_Shadow@spnt.com wrote:
>
>Just because an EX-Atarian, one responsible for nearly bringing the
>Portland Atari Club to a premature final closing through his anti-spam

Shall we talk about what happened to the treasury when you left the presidency last time, David Hunt?

Shall we talk about how you got your cronies to hound me at home day and night until I finally threw in the towel, resigned from the presidency, and got an unlisted phone number?

Shall we talk about who imports the only remaining Atari-ST-oriented magazine to the USA, at a net loss? It ain't you, "Donna."

Shall we talk about who has established an Atari ftp archive, at his own expense, on his own equipment, so that the accumulated software and knowledge base will not be lost as various commercial sites shut down? It ain't you, Bubba.

>BS, is trying to now wreck our newsgroup here with his anti-spam BS, is

Liar. *I* set followups to news.admin.net-abuse.email - those who can read headers will quickly see the truth.

>no excuse to send any anti-spam messages to this newsgroup. If you want
>to play the anti-spammers games, please limit your postings to
>news.admin.net-abuse.email and keep their net-abuse out of here.

Strangely enough, we agree on this part.

>The Shadow
>President, Portland Atari Club, trying to pick up the few pieces left by
>the anti-spammers.

However, a correct translation of that would be "trying to steal from the suckers in spite of the efforts of anti-spammers."

Followups set. Again.

---------- http://www.teleport.com/~atari ----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
---------- ftp://ftp.teleport.com/users/atari ----------

1444. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980212064200.BAA11637@ladder02.news.aol.com>
Source record: 66093

I just personally had wished that if anyone had to have bought Atari, inc from Warner at the time it would have been Nolan Bushnell or my second choice: Phillips Electronics who had stated an interest in Atari at the time. Tramiel knew nothing about videogames and didnt want anything to do with videogames and that blew any chances of Atari lasting. Quite frankly I loved the 8-bit's, they were my first computers and go me to where I am today as a computer engineer but they were doing very poorly in the marketplace with them. Atari needed peripherals like the 1090XL to give the 8-bits the shot in the arm they needed, also the 1450XLD as much as I love it was a total waste of time and resources. They should have taken the 800XL motherboard or the 800XLF (800xl with a Freddie installed on it with the additional 64K of memory, OH!!! I'm sorry, most people call it a 130XE, yup thats right the Tramiels didn't even lift a finger on that one either, they just repackaged the Atari 800XL-F) well back to my story, take the 800XL, the Freddie and the 1090XL and combine then into 1 motherboard, yup, 1 motherboard and then place it into a case that it like 2 1090XL's side by side, add a detachable keyboard and Wham! The 1600XL of the Atari 8000, whatever the name, that would have been the PERFECT 8-bit system!!!

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

1445. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <887266243.321716232@dejanews.com>
Source record: 66094

In article <34e50c8f.92160114@news.pressenter.com>,
jmelbo@pressenter.com wrote:
>
> On Tue, 10 Feb 1998 15:22:40 -0600, gmiller@iswt.com wrote:
>
> >Yep, I wrote a 130XE ramdisk utility for DOS 3, eliminating the only
> >significant advantage of DOS 2.5, and was quite happy from then on.
>
> Ahh, only significant advantage? How about level of compatability
> with other DOS format disks? 2.5 was compatable with 2.0s which in my
> mind is an important factor.

For you, perhaps, but it's basically useless to me.

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1446. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <887266411.315490311@dejanews.com>
Source record: 66095

In article <34e0e517.1307272@news.iwaynet.net>,
NOSPAMdmaxwell@iwaynet.netNOSPAM wrote:
> RAMdisk only significant advantage?? DOS 3 was my first Atari dos and
> even as a newbie I was amazed at how easily I could fill a disk up.
> DOS 3 had a MONSTER cluster size for an 8-bit computer. I think it
> had something like 1K as a minimum allocation unit. Many 8-bit files
> are smaller than that so let us say 250 bytes of text would take up a
> 1K spot on the disk. I had 10 disks or so of various files that
> shrunk down to 6 disks when I got 2.5. DOS 3 sucks!!!!!

I didn't have all that many tiny files like that... So the extra speed,
features, and ease of use of DOS 3 made it well worthwhile.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1447. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34E2A33D.33B2B308@kaa.bbn.hp.com>
Source record: 66096

> Wow. That's the first I ever heard of that. What did it come with?
> Light Gun? Which games?, etc.

It came with a built in Missile Command game and a lightgun with the awful
Barnyard Blaster.
Because of the lack of a keyboard there weren't many systems sold here in
germany.

And ATARI had a strange policy. Not every reseller was allowed to sell
8-Bit-stuff.
Most of the dealers were only allowed to sell STs. :-(

>>Am I to assume they had a different box than the one used here?

I suppose but unfortunately I don't know wether the german nor the U.S. box.

Tschuess,
Frank

1448. DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6buffj$2gu$1@newsd-199.bryant.webtv.net>
Source record: 66097

Hmmm. I knew I'd open a can of worms when I started this thread...

Anyway, I've been an Atari user since 1979, and if anyone thinks DOS 3 sucks, then try using DOS 1. There was a reason it was replaced with DOS 2.0S.

The 1k block size was rather large for the size of the disks back then, but for those who use hard drives and have one big partition- have you looked at how large the blocks are???? And who would write files of only 250 bytes? What in the world can you fit into 250 bytes that isn't machine code? Even if you did have a bunch of little piddly files, you could still have at least 127 files on the disk (each file taking up 1 block) Now who out there has even half that many files on a disk? I always thought the whining about the block size was a red herring. The problem is that people got used to seeing sectors, so when you threw blocks at them, most had a brains lock up.

One thing that would give you more room on a disk is to have a basic boot disk with all the DOS 3 files, and then have your files on data disks without the DOS 3 master files. Of course you need two drives to do this, but two drives are a necessity.

In any case, I ended up collecting other DOSes, and even experimenting with the so-called Atari DOS 4. Now that was rather a pain. And the compatibility between DOS 2 and DOS 2.5 extended sector was a hack.

Oh well...

1449. DOS 3 format information

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6bufsl$2ha$1@newsd-199.bryant.webtv.net>
Source record: 66098

DOS 3 formats a disk differently than the generic DOS 2.0S format. The files and the directory are in a different part of the disk. That is why you had to use the convert function of DOS 3 to read a DOS 2.0S disk.

So it seems possible because DOS 3 formats differently that DOS 2.0S, it could format HD disks.

HOWEVER, I have tried to format HD disks in the distant past with DOS 3 and it didn't work then... It would try to verify the format and then it would puke in the HD disk.

By the way, Office Depot still carries DS/DD disks, and some stationary stores still have a few on hand.

1450. DOS 3 buggy? Well, no.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6bug53$2hk$1@newsd-199.bryant.webtv.net>
Source record: 66099

Now, over the last twelve years or so, people have said that DOS 3 is buggy. But no one has ever been able to tell me what those bugs are.

I've used DOS 3 for a long time, and not once have I lost any data.

Can anyone remember what the bugs were so I can try to verify them, or were they just scare stories so that you had to buy SpartaDOS?

1451. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m267mlf8q0.fsf@caligula.srv.net>
Source record: 66100
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Peter Pachla" <peter.pachla@dial.pipex.com> writes:

> Hi Darren,
>
> > IIRC, the PC had the 8088, the XT the 8086.
>
> Both the PC and the XT were based around the 8088. That said many XT
> clones were 8086 based as you got a worthwhile speed increase by using that
> chip.

Yes, though it seemed that towards the end of the life cycle of the
8088/8086 most XT clones were 12 Mhz 8088s. 8086s were more common,
ironically, in the early days. I am not sure why; was there a
compatibility issue?

> But then, just to confuse things further, IBM decided to release a '286
> based XT a few years after they launched the AT....

I did not know that. That is interesting. Now I will be opening the
cases of all the true-blue XTs I come across...

Brent

1452. ED Disks?!?!? Oh my god!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6bugkc$2i6$1@newsd-199.bryant.webtv.net>
Source record: 66101

Oh geez. ED disks are expensive, and DD disks are cheap. ED disks will just NOT format in an Atari.

Too bad that no one could adapt an ED disk drive, 130k vs. 2.4 Mb? Gee, with an Atari, who needs a hard drive? One box of ED disks would be plenty for most users- (24 Mb was huge back then in 1978)

Anyway, remember-

DS/DD disks. Not HD, especially not ED. And notch those disks to format the back sides.

1453. DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6buhj7$2iv$1@newsd-199.bryant.webtv.net>
Source record: 66102

It was mentioned that DOS 4 was written for the 1450 XLD drive.

I would say not so.

As I recall, the XLD drive was a double sided drive, with a weird twist. The back side of the disk was referred to as D2:. So, if you had a two drive XLD, then you had the equivalent of four disk drives.

DOS 3 was written for the XLD drive, because there are some commands in DOS 3 (like copy) that ask you if you are using the same disk or not.

In other words, if you said during a copy function, that the copy is on the same disk, then the copy from D1: to D2: would use the same drive. If you were using two 1050 drives, then you would say no, the command is not to use the same disk, then it would copy between the two drives.

Confusing? Well, if you were used to the 810 drive, yes. But once you became used to DOS 3 and the XLD drive, no problem. However, I've heard the XLD drive was flaky, at best, and of course many people were resistant to change their DOS. (Sounds like why people used MS-DOS/Windows over OS/2)

Now I'm not sure, but was DOS 4 a real Atari DOS, or was it a modified DOS 2 with extra menus?

1454. Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6buimgdtj1@nets3.rz.RWTH-Aachen.DE>
Source record: 66103

Howdy folks

I know,I know, I've asked this before, but I seem to have missed the answer.

Has anybody ever try the Austin 80 on an XL/XE?

Did Austin Franklin post his documentation/schematics somewhere?
Heck, if somebody would be willing to lend me an Austin 80, I'd be willing to test it. You pay shipping to me (the Netherland,Europe), I pay shipping back to you.

CU Mathy Van Nisselroy

PS please don't send any email untill April 15th. Next week my exams start and after that we get "spring break" (damb, first time in 31 years I get spring break and Fort Lauderdale's on the other side of the ocean. I hate that!!!)

1455. Re: DOS 3 buggy? Well, no.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Feb12115417@co.umist.ac.uk>
Source record: 66104

In article <6bug53$2hk$1@newsd-199.bryant.webtv.net> marknewtonjohn@webtv.net (Mark Newton-John) writes:

> Now, over the last twelve years or so, people have said that DOS 3 is
> buggy. But no one has ever been able to tell me what those bugs are.
[snip]
> Can anyone remember what the bugs were so I can try to verify them, or
> were they just scare stories so that you had to buy SpartaDOS?
There were (at least) two versions of DOS 3. The early version did have some bugs in it. A later version fixed the bugs, and had an insert in the manual describing the bugs. Unfortunately the insert was just a loose sheet of paper and very easy to lose. I can't remember what the bugs were now, and haven't got the manual with me to check if I've still got that insert with it.

Whether the later version solved all the problems, or introduced any new ones I don't know.

1456. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupgm$vd0$1@news.iwaynet.net>
Source record: 66105
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-19 kenneth@daffy.aatech said:
>On 19 Jan 1998 14:53:55 GMT, jcompton@typhoon.xnet.com (Jason
>>Compton) wrote: Kenneth Jennings (kenneth@daffy.aatech) wrote:
>>: Only after replacing the OS. At that point it isn't a C64
>>anymore and : as long as it is in that mode you're not going to
>>get any C64 software : that calls an OS function to run on it.
>>Hence, it looks like a C64, but : it isn't C64 compatible.
>>You have a weird fixation with the concept of "OS" in reference to
>>the 64. By your definition, any program that kills the BASIC
>>and/or Kernal "isn't C64 compatible"--which means that an awful
>>lot of programs are not 64 compatible.(many, many games leap
>instantly to mind.)

Isn't BASIC totaly seperate from the Kernal/OS?
I thought it was like a built-in cartridge,like the Atari.
(and un-like the Apple)

>A TCP stack is not a game. A TCP stack works (on every other
>platform) as an extension to the system. Excluding this
>proprietary OSA65 thing can you think of a computer that denies the
>use of its regular software when the network stack is running? The
>PC? Amiga? Anything?

That's what I didn't like about SpartaDOS X.It tried to be a whole other OS.
You couldn't access stuff like setting/getting the current drive.And it seemed
to throw away the whole Z: device way of accessing the time/date.
(that plus the stupid end-of-file update-mode bug!)

>>GEOS itself would
>>not be "64 compatible" by your definition since it throws BASIC
>>and the Kernal away in favor of its own implementation.
>Technically, yes. GEOS is another OS that happens to run on the
>C64 hardware. If it won't allow you to run the existing base of
>C64 programs then its not any different than the Apple OS on an
>apple or the Atari OS on an Atari. Its not C64 compatible. That
>there is some support for GEOS makes it more accepted/acceptable.
>>Your assertions that in order to be worthwhile and respectible
>>anything (in this case a TCP stack) have to run under the BASIC
>>interface are nonsensical.

Ah,the good ol' days before goofy OS names like "Windows" and "The OS" (TOS)
came about!

>Not "anything". Games and other standalone programs are often
>expected to do everything themselves or otherwise ignore the OS.

>But a network stack is not a game.
>On the C64 programmers are used to ignoring the OS, because there is
>so little OS to ignore. On the Atari there is a mechanism defined
>for adding devices to the system. Can you see any advantage in an
>N: network device? You could open that from BASIC and use a couple
>XIOs to set target connections. Get and Put bytes to it. The same
>mechanism could work with any language on the Atari. If properly
>constructed, a net device would work with *existing* Atari software
>just like any other device.

My sentiments exactly.But I imagine a way to add device handlers to the
Commodore would be to copy the OS to RAM and patch it so that access to certain
device numbers gets transfered to a special routine.But the whole single byte
PUT/GETs way of doing things is another problem.
Commodore sure was short-sighted!

>>What, exactly, would you consider to be "running under the Atari
>>OS", if such a thing were to be implemented on the Atari 8-bit?
>>That new menu items be added to the MyDOS menu, like "ping",
>"traceroute", and so forth?

Well the DUP menu is really just for D: device stuff.Now a NUP menu for the
N: device would be alright.DUP really has nothing to do with the OS.

Net-Tamer V 1.09 - Test Drive

1457. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6buph9$vd0$3@news.iwaynet.net>
Source record: 66106
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-19 jcompton@typhoon.xnet.com(JasonCompton) said:
>Kenneth Jennings (kenneth@daffy.aatech) wrote:
>: Only after replacing the OS. At that point it isn't a C64
>anymore and : as long as it is in that mode you're not going to get
>any C64 software : that calls an OS function to run on it. Hence,
>it looks like a C64, but : it isn't C64 compatible.
>You have a weird fixation with the concept of "OS" in reference to
>the 64. By your definition, any program that kills the BASIC and/or
>Kernal "isn't C64 compatible"--which means that an awful lot of
>programs are not 64 compatible. (many, many games leap instantly
>to mind.) GEOS itself would not be "64 compatible" by your
>definition since it throws BASIC and the Kernal away in favor of
>its own implementation.

Well,yes!
When you're in GEOS you can use normal Commodore programmes that need the
"kernal".

>Your assertions that in order to be worthwhile and respectible
>anything (in this case a TCP stack) have to run under the BASIC
>interface are nonsensical.

What does BASIC have to do with it?
This isn't IBM or Apple where BASIC is built into the ROMs.
(not the main ones,anyway)

Net-Tamer V 1.09 - Test Drive

1458. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6buphe$vd0$4@news.iwaynet.net>
Source record: 66107
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-20 jcompton@typhoon.xnet.com(JasonCompton) said:
>8bit:44152 comp.sys.cbm:65945 Kenneth Jennings (kenneth@daffy.
>aatech) wrote: : On the C64 programmers are used to ignoring the OS,
>because there is : so little OS to ignore.
>Haven't you been given a C64 Kernal lecture yet? I am not
>qualified to give it to you, but there's an awful lot going on in
>there.

I've never seen most of those addresses listed.They seem like so routine addresses that they used to give in assembly language primers that refered directly to routines to print characters and so forth that oonly worked on the original Atari since Atari never meant for anyone to bypass the CIO. Commodore must've been terrified to make even the smallest change to the kernal.
(and isn't "kernal" a misnomner.I thought a kernal was the main routine that called other "sub-routines".Like UNIX.On the Commodore it's the other way around.The game/utility/whatever is the kernal and the OS is the sub-routine)

Net-Tamer V 1.09 - Test Drive

1459. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6buphl$vd0$5@news.iwaynet.net>
Source record: 66108
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-22 cdkaiser@delete.these.four.words.concentric.net said:
>edu (Stephen Judd) writes:
>>Actually it works quite differently. Many routines are vectored
>>through memory locations beginning at $0300. This is why
>>extending the system -- replacing load code, adding BASIC commands,
>>changing the system interrupt -- is so simple.

>..... which is exactly how you implement psuedodevices. A smart
>system traps OPEN, CLOSE, BSOUT/BSIN (sorry, I'm old school and use
>old mnemonics ;-), and watches for its device number, passing
>through requests to the default or previously defined routine that
>aren't for it. So you could make a fake device 7 by intercepting
>I/O calls sent to that device and doing your things with them. I've
>seen RAMDrives for the 64 that masquerade as psuedodevices (usually
>calling themselves device number 7 or 12).
>You can stack such psuedodevices too. As long as the routines play
>nice and copy the vector and call it indirectly via JMP ($XXXX)
>instead of calling the original ROM routine (a bad idea anyway
>since revisions may have altered their location), the calls will
>just cascade through each other until true devices filter down to
>the OS level and are handled as usual.
>So, the Atari scheme with N: isn't unique ... it just requires a
>little more work and setup on the 64. But it can be/has been done.

Well there you go.At least Commodore took a little after the Atari.But the
whole single byte access thing still bothers me.And no IOCTL capability.
(i.e.no XIOs)

>My guess as for why Andre developed his own OS for running SLIP is
>because the 64 isn't built for highspeed RS-232/userport
>connections. You need external hardware and interrupt routines for
>servicing it, and while again this has been done I'm sure it was
>easier for Andre just to write his own Kernal and at the same time
>add the extra general functionality he was after.

You need one of those RS232 cartridges.Speaking of which:how do term programmes
use a MODEM connected to anything other than the user-port?
Does it actually add a device number like you explained?
OR do you have to have a term programme specially made for that type of
non-user port interface?
(I've always wondered!)

Net-Tamer V 1.09 - Test Drive

1460. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupgv$vd0$2@news.iwaynet.net>
Source record: 66109
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-23 gonzo@ux1.cyberenet.net(RobertGonzalez) said:
>On 23 Jan 1998 02:39:35 GMT, Cameron Kaiser <cdkaiser@delete.these.
>>four.words.concentric.net> wrote: Geoff Oltmans <geoff@sprynet.
>>>com> writes: I think "port" is too strong a word about what
>>>happened to GEOS between platforms. Mainly because you can't
>>>share files between say, GEOS 64/128 with GEOWORKS on the PC.
>>Actually, PC/GEOS has nothing to do with GEOS on the 64.
>Actually it does.
>Berkley softworks developed it for the 64 then it was ported to the
>Apple and PC.
>PC/GEOS was fantastic

That doesn't make any sense.Did the IBM version have a 6502 emulator built in
or something?

Net-Tamer V 1.09 - Test Drive

1461. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupi1$vd0$7@news.iwaynet.net>
Source record: 66110

On 1998-01-18 kenneth@daffy.aatech said:
>Now that's an early buyer. I bought my first one for
>something like $850 and got the extra 32K for free.
>Didn't have the >$450 for the floppy drive then, so
>I lived with a 410 cassette recorder... for years
>until the play button broke and had to be held down
>with a clamp.

One really nice thing about the Commodore was that tape files had file names.
So that's not really a good example of Atarian superiority.
(and a END-OF-TAPE mark)

Net-Tamer V 1.09 - Test Drive

1462. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupid$vd0$8@news.iwaynet.net>
Source record: 66111

On 1998-01-18 kenneth@daffy.aatech said:
>On Wed, 14 Jan 1998 17:14:00 GMT, bo.schreurs@stackbbs.xs4all.nl
>>Come to think of it, why dow we need cross platform code anyway?
>>I only want code which runs on an Atari. Who care about those other
>>machines? Writing SLIP code which can be used by all 6502's?
>>Don't make me laugh ok? Why access the Internet with an XL/XE?
>>Are we still on the same planet or what? 99.999% of all Internet
>>users use a PC, because it's cheap, there is Internet software for
>>it, IP providers support it, etc.
>Well, I use an Amiga (for everything but inter-office mail and
>news). It is more compatabile with my work which involves
>unix programming. As far as the rest of the net is concerned
>it looks like just another unix box.

And I use Linux on a IBM clone.I don't even like to mess with X!

>>Even if one would have a SLIP connection
>>with his XL/XE or other 6502 based machine, then what?
>I'm not sure. TCP/IP is memory intensive. After it sucks
>up all the memory there's not a lot left for user-interface
>coding. The extremely limited SLIP being discussed only runs
>on the C64 after you throw the OS away.

What about SLIRP support?

>>Write a newsreader (that is fun), or a Netscape clone?, or an
>>Email program like Eudorea? Yeah, right, make my day.
>>Accessing 100 KB+ webpages, saving it to floppy (?), and then
>>access that page real sssssllllloooooowwwwww. Isn't that fun.

Well that's the whole point of signing up with a ISP that runs UNIX!!!
All the memory and speed intensive stuff runs on the UNIX host and all you need
is a term programme.
(soon to be a graphical one,hopefuly)

>>Here in the Netherlands there was something called Basicode.
>>The Basic programs (because every computer shares some Basic
>>syntax code), were transmitted over the radio, and people could
>>"download" it that way. Didn't catch on by the way. At least not
>>in my oppinion. Look at Java at this moment. Even this language
>has it problems.
>>If a real programmer wants to write a program, he wants to take his
>>machine to the limit, use all available opcodes, subroutines,
>>features, and make use of all the peripherals he can lay his hand
>>on. No crappy upcode limits or whatever...

Well many IBM programmers use Visual BASIC (whatever that means) under Windows.
Any programme that needs VBRUN300.DLL or whatever is a BASIC programme!
If you're going to use some fake language,at least use C or something!

Net-Tamer V 1.09 - Test Drive

1463. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6buphq$vd0$6@news.iwaynet.net>
Source record: 66112
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-19 martijnb@stack.nl said:
>No, I don't. A text based browser (like Lynx) is fine with me.

If that's all you want you'd be better off just logging in and running Lynx.

As it is the only hope for a graphical browser is to simply create a graphical term programme and run a suite of programmes (on the UNIX side) that convert the GIFs and JPEGs into RGB (ColourViewSquash format) files.And something to convert sound files as well.

Net-Tamer V 1.09 - Test Drive

1464. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupj5$vd0$11@news.iwaynet.net>
Source record: 66113
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
On 1998-01-27 sjudd@nwu.edu(StephenJudd) said:
>The downside? You have to fill out a data structure to do i/o.
>Compare
>JSR GETIN
>to
>LDX #blah ;channel number*16
>LDA #$07 ;GET
>STA ICCOM,X
>LDA #<BUFFER ;Where buffer is located
>STA ICBAL,X
>LDA #>BUFFER
>STA ICBAH,X
>LDA #<BUFLEN ;Buffer length
>STA ICBLL,X
>LDA #>BUFLEN
>STA ICBLH,X
>JSR $E456 ;CIOV handler
>BPL :CONT
>JMP ERROR
>:CONT LDA BUFFER ;Character in .A
>Note however that things like Input will read all chars into the
>buffer (no get/store loops at your end).

But you can also do Apple/Commodore one-byte PUT/GETs via the accumalator by
setting the buffer length to zero.

LDX #blah ;channel number*16
LDA #$07 ;GET
STA ICCOM,X
LDA #0 ;Buffer length
STA ICBLL,X
STA ICBLH,X
JSR $E456 ;CIOV handler
BPL :CONT
JMP ERROR

The character is now in the accumalator.
(I just modified your example since I've still to find my "Mapping the Atari")

Also doing it the Commodore/Apple way won't let you do Burst I/O.
Which is basicly un-buffered I/O like you get with disk drives under UNIX
(not Linux)
via the character device instead of the block device.

Net-Tamer V 1.09 - Test Drive
```

1465. Re: does any body have cubase for the atari 1024 ? please email

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupil$vd0$9@news.iwaynet.net>
Source record: 66114

On 1998-01-23 hansms@wxs.nl said:

NOTHING!!
Abosulutly NOTHING!

And what the hell is a Atari 1024?!?

Net-Tamer V 1.09 - Test Drive

1466. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupjn$vd0$14@news.iwaynet.net>
Source record: 66115

On 1998-01-28 krishna@primenet.com said:
>The mortal dklugh wrote:
>: I'd assume that anything from Microsoft would be made for Intel
>CPUs. : (80386 based,perhaps PEntium for new OSes)
>WindowsCE is not necessarily tied to x86 processors. I believe the
>popular CE machines run on Hitachi RISCS of some sort, like what's
>in the Saturn.

So unless Windows CE programmes are interpreted,
(like BASIC programmes)
instead of machine language,you won't be seeing Windows CE on the Atari.
There simply wouldn't be a CPU to execute the machine code meant for the
RISC-type CPU.

Net-Tamer V 1.09 - Test Drive

1467. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupjf$vd0$12@news.iwaynet.net>
Source record: 66116
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-29 buesch@srv.net said:
>pmulvey <pmulvey@erols.com> writes:
>> There were LEGAL reasons to reverse-engineer the BIOS. The people
>>at Compaq understood that they wanted complete compatability with
>>the IBM software. Yes they could have simply written a BIOS but
>>that would have opened the possibility of compatability problems.
>>At the time this wasn't acceptable.
>Well, it was acceptable at the time, there were a plethora of
>MS-DOS/CPM-86 machines in the mid-eighties that were not 100% IBM
>compatible. Some weren't even close.
>100% IBM compatibility was a huge competitive advantage for those
>that achieved it, like Compaq.

And hence the IBM tradition of accessing hardware ROM routines directly instead
of going through the OS.
(that's what ANSI is for)

Net-Tamer V 1.09 - Test Drive

1468. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupit$vd0$10@news.iwaynet.net>
Source record: 66117
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-26 cdkaiser@delete.these.four.words.concentric.net said:
>edu (Stephen Judd) writes:
>>>So, the Atari scheme with N: isn't unique ... it just requires a
>>>little more work and setup on the 64. But it can be/has been done.
>>Strangely enough, the Atari OS doesn't have a similar functionality
>>(at least, none that I've come across). The only things which are
>>vectored are the interrupts (and there are a bunch of them). It's
>one of those "As
>Well, the N: scheme isn't intended as vectoring or system patch.
>Atari people, please correct me, but I was under the impression
>that N: could be configured as a psuedodevice and I/O to N: does
>through user-specified handlers instead of the Kernal. (Is this
>correct?)

Well ALL devices have to go through HATAB (handler table).
HATAB is a list of device names (one letter each) and the location of a set of vectors,one per CIO operation plus a "XIO" vector for special device specific functions.
You have:
OPEN
CLOSE
STATUS
READ
WRITE
XIO

If the CIO doesn't understand the function code you give it it assumes that it's a XIO (like UNIX's IOCTL) and hands it over to the XIO vector,in which case the handler totaly handles the job for the CIO.
(all standard CIO function have some involvement from the CIO)

Net-Tamer V 1.09 - Test Drive

1469. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupk7$vd0$16@news.iwaynet.net>
Source record: 66118
Body handling: HTML body converted to readable text

On 1998-01-30 eugenewong@spiderweb.ca said:
>This is a multi-part message in MIME format.
>------extPart_000_001B_01BD2D4E.811E7D80
>Content-Type: text/plain;
>charsetso-8859-1"
>Content-Transfer-Encoding: quoted-printable
>To solve the problem of junk mail (ie: pyramids, xxx sites and
>stuff not related to the newsgroup) maybe we should each reply
>directly to the sender everytime he sends us one.
>With thousands of replies he'll be overwhelmed.
>------extPart_000_001B_01BD2D4E.811E7D80
>Content-Type: text/html;
>charsetso-8859-1"
>Content-Transfer-Encoding: quoted-printable
>
>
>
>
>
sites and
>stuff not related to the newsgroup) maybe we should each reply
>directly to the
>sender everytime he sends us one.

>

>
overwhelmed.

>------extPart_000_001B_01BD2D4E.811E7D80--

uh,come again?
That was just a bunch of gibberish to me!
(plus some control-B & control-N characters)

Net-Tamer V 1.09 - Test Drive

1470. Re: Could Atari 800 run Win CE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupjv$vd0$15@news.iwaynet.net>
Source record: 66119

On 1998-01-29 rsely@dhs.state.nj.us said:
>DKlugh,
>How about this? Since Win is a layered OS (at least I assume it is),
>couldn't the hardware communication layer be rewritten to work with
>the 65816 system an enought RAM? The rest of the OS (upper layers
>don't care about the hardware. That's the nice thing about the
>newer OSes. You build a harware communication layer that the
>programs talk to tand that layer deals directly with the hardware.
>The user/programmers never have to deal with any hardware stuff.
>All the programs need to know is how to talk with the HC layer to
>accomplish the given task. The only thing that bothers me about

I'm a bit confused.You seem to be saying that Windows CE programmes are like
BASIC programmes.That is,they are some kind of symbolic code instead of real
machine language.What we call a interpreted language.
So if you had a ML programme on the IBM that understood the symbols that Atari
BASIC uses then you could run Atari BASIC programmes on the IBM.
(but you'd have to deal with the different OSes)
But many of Atari's BASIC programmes include machine code thus ruining that
idea.

>this is that the Atari 8-bit systems are perfect for dealing
>directly with the hardware. That's most of the fun!!! Sure, you'd
>be able to run you WinCE apps on your 8-bit, but you lose the
>pleasure of the "craft" and control of the system. My biggest thing

IF Windows CE is anything like normal Windows then it's pretty crappy.
No srpite support to be seen in there.

>about using PCs is that they are NOT easy to program in languages
>like BASIC. Since BASIC is basic and relates with hardware, it's a
>little hard to deal with Windows. The programming languages for Win
>are much more complex. Maybe someday I'll learn one of them
>(probably VB).

Actually only the SOUND command actually deals with the hardware directly.
Eveything else in AtariBASIC goes through the OS. (i.e. the CIO)
The Atari OS doesn't have any support for the sound part of POKEY.But then it
was never needed.
(there's no importance in altering sound registers during vertical blank like
there is with graphics)

Of course you can use POKE to access the hardware directly,but you can do that
with any language.(don't ask me about Windows!,I don't DO WINDOWS!)

Net-Tamer V 1.09 - Test Drive

1471. Re: junk on our newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupkb$vd0$17@news.iwaynet.net>
Source record: 66120

On 1998-01-30 bryede@emi.net said:
>On Fri, 30 Jan 1998 07:13:03 -0800, "Eugene Wong"
><eugenewong@spiderweb.ca> wrote:
>Usually the return address is invalid, and these messages are being
>posted to thousands of groups. There is really little you can do
>anymore to stop determined spammers. It's not the group postings
>that bother me so much as when they take my address out of a
>message and start sending me that junk directly. I fear for any
>child whose e-mail address falls into a porn e-mail list.
>-Bry

Why?
Do you think that he'll try to kidnap the kid?!?

Net-Tamer V 1.09 - Test Drive

1472. Re: Atari/PC Conversions

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupjk$vd0$13@news.iwaynet.net>
Source record: 66121

On 1998-01-29 rsely@dhs.state.nj.us said:
>I haven't use Deana (Ihave it though). Does it creat disk image
>files with .XFD or .ATR extensions or straiget file conversions? If
>it makes ....ATR files fo the disks, that's great. Print out the
>READ.ME file that came with the PC Xformer. These are the
>instructions for use. Basically, CD to you XFormer directory. Be
>sure you have copies/moved the .ATR files to that directory. Type
>xformer [-S -J -R -X] yourfile.ATR nextfile.ATR ... then hot enter.
>(yourfile.ATR and nextfile.ATR should be replaced with actual .ATR
>filenames.) The -L switches should be added as needed to accedd
>sound joystick modem external Atari floppy when present and to be
>used. That's that basics. Read the READ.ME file(s) for more
>detailed info. --

Actually I don't run Xformer from any particular directory.I can run it from
any directory and it works alright.I guess it must have the BASIC & OS ROMs
built in or something.Really nice since my Atari stuff is spread out all over
the place.I HATE programmes that make you run them from a certain
directory.(besides games,of course)

Net-Tamer V 1.09 - Test Drive

1473. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupkj$vd0$18@news.iwaynet.net>
Source record: 66122

On 1998-01-29 noone@nowhere.com said:
>That's bologna, an emulator cant tell if a disk is cracked or not
>if it runs on a real atari it should run on an emulator
>if it wont run on an emulator its not because of the copy protection
>removal. NO emulator works with ape's .PRO format (only storage
>format I know of that stores protections info) so theres no way to
>tell. Most likely the game just doesnt run on the emulator, period.
>Since you cant test the actual copy protected version on the
>emulator, how would you know.

I don't know,the file version of Archon 2 acts kind've funny during the opening
demo when the characters run onto the screen but is fine from then on.
And that's on a real Atari and disk drive.
Some disks may have totaly fine sectors with no errors,nor special headers,
but the skew is such that the timing is different.It's all rather complex.

>Mostly the keys dont seem to work right on those games, its probably
>the original programmers using some kind of esoteric custom keyboard
>routine rather than the one built into the o.s. and the timing is
>off

I don't quite understand what timing there would be to be off.
It seems simple to me:make the current key being pressed appear at a certain
memory location of the 6502.
(which would probably mean that the emulator would have to access the IBM
keyboard directly to defeat the (rather anoying) buffer)
But then again I'm some what absent minded.

Net-Tamer V 1.09 - Test Drive

1474. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupkp$vd0$19@news.iwaynet.net>
Source record: 66123

On 1998-01-30 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>RACK2000 (rack2000@aol.com) writes:
>> if someone will send me the REGISTERED version of APE 1.15 or 1.
>>16, i will make a PERFECT .atr copy of the FULL uncracker version
>>of Rescue on Fractalus AND Ballblazzer, FULL uncracker both with
>>intro animations (there only on the UNCRACKED,FULL)
>Since your the type of dirtball that prefers to steal rather than
>work, why not just knock over a liquor store or steal your
>grandmothers social security check for the money to buy it?
>Seems simpler, and you might have some money left over for crack.
>Steve

I know that the Atari is dead.For that matter the whole philosophy of personal computers is dead.But you really are being bitter about all this.

Net-Tamer V 1.09 - Test Drive

1475. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupkt$vd0$20@news.iwaynet.net>
Source record: 66124

On 1998-01-29 bostone1@aol.com(Bostone1) said:
>rack2000 wrote:
>> if someone will send me the REGISTERED version of APE 1.15 or 1.
>16...
>You can get the registered version of APE from Steven by using the
>order form on his web page, unless you're so cheap that you want to
>stiff him for the few bucks he asks for his time programming this
>nifty software.

While it's a neat concept,he really has to work on the interface.Like being
able to type in longer pathnames.And the problem of programmes seeing single
sided disks as double sided thus causing formatting and file system fixers to
see a disk twice as big should also be fixed.
(VTOCFIX and SDX's FORMAT are affected by the bug)

Net-Tamer V 1.09 - Test Drive

1476. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6bupl3$vd0$21@news.iwaynet.net>
Source record: 66125

Sorry about the formatting.(stupid Net-Tamer!)

On 1998-01-31 atebit@wwa.com said:
>_____ You really don't need to
>call people dirtballs. I've seen really mean posts from you in the
>past, and for that reason I will never send you any money. I've
>stopped using your program so please save yourself some time by not
>talking crap about me. You might want to rethink your business
>practices. Get over yourself. AsciiRider atebit@wwa.com

Well I've had to deal with people like that a lot.So I guess I'm sort of used
to it.But I don't think that it helps the Atari community any.

Net-Tamer V 1.09 - Test Drive

1477. Re: Running .BIN Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6buplb$vd0$22@news.iwaynet.net>
Source record: 66126

On 1998-01-24 radios@earthlink.net(radios) said:
>I finnally got the full Rainbow Emulation program for the MAC PPC
>but I can't run ANY of my 100 or so .BIN files.
>I've tried a lot of things. What should have worked was DOS 2.5 in
>drive 1 and the .BIN file in drive 2. Using 'L" for load just
>gives me an ERROR 170 each time and the program dosen't run. I've
>tried the file with the ...BIN extension, .ATR, .EXE, I've
>autotyped it to the appropriate size disk, ie: greater than 16K and
>so on.

Actually the extention is meaningless.You always have to type the whole thing
out.The proper extention is OBJ.IF you're using MYDOS then you can forget the
extention and just type 11 character filenames.
(MYDOS will assume that characters after the eighth are meant to be the
extention and automaticly put in the period for you)

If you're going to use DOS XL or SpartaDOS then you should use COM as the
extention since that's what the command processor (their version of DUP)
expects.

There is no EXE extention on the Atari.

Net-Tamer V 1.09 - Test Drive

1478. Re: TCP/IP on the Atari (Atari vs CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6buplm$vd0$23@news.iwaynet.net>
Source record: 66127
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-01-25 sjudd@nwu.edu(StephenJudd) said:
>Kenneth Jennings <kenneth@daffy.aatech> wrote:
>>On 21 Jan 1998 22:19:22 GMT, judd@merle.acns.nwu.edu (Stephen
>Judd) wrote: >
>>>In article <34c6202a.2899555@megsnews.megsinet.net>,
>>>Bryan Edewaard <bryede@emi.net> wrote:
>Hmmm... didn't notice the address before. Bryan, are you in the
>Chicago area?
>>>Would *you* seriously argue that GEOS 64 is not C-64 compatible?
>>>Across multiple postings?
>>I meant GEOS programs which was obvious from the context if you
>>continued reading. You do not run GEOS programs by themselves.
>>They require GEOS.
>>Simply for the sake of silence I will just agree with the opposing
>Nobody likes a sore loser you know. Just cut yourself off a big
>slice of humble pie and chow on down -- you'll feel much better in
>the morning.
>>>I must not be being very clear. What existing code were you
>>>planning on using? A program name, a code fragment, anything.
>>Pick any program on the Atari that allows full device name
>specification
>To summarize the last three exchanges:
>Q: "I know you could use existing programs with it. What's one you
>would actually want to use?"
>A: "We could use existing programs with it!"
>>>To put it another way: let's say this TCP/IP program didn't use
>>>the normal super-advanced device system. What is the practical
>>>effect on programmers or users?
>>No programs work with it. Until someone feels like writing one.
>So the practical effect is no different: there are no programs to
>use with it until someone feels like writing some.
>The key word here, of course, is "practical".

Well then you get something like those boot games and utilities that store
information on disks in a special format rather than in DOS files.
And you can't use screen accelerators with them.

>>>I have a second, somewhat related question. When you install one
>>>of these new drivers, where on the system does it reside? That
>>>is, is there a special area of memory set aside for drivers, that
>normal programs never use? >
>>From what I understand of the 850 interface it loads into memory
>>following DOS and modifies LOMEM appropriately.
>Which will work with BASIC.

>>Alternatively, a program could load into the end of RAM and adjust
>RAMTOP.
>And hope it -- memory, zero page variables, etc. -- doesn't get
>clobbered.

Well it wouldn't use zero-page locations.Except perhaps if there are ones
reserved for the 850 handler.

>Let us summarize. First, a little context:
>A long time ago, on a newsgroup far, far away, someone made the
>bright association that it shouldn't be too tough to port one of
>the C64 tcp/ip stacks or even something like OS/A65 over to the
>Atari.
>Enter the intellectual elite. Heavens no, such a thing is
>unthinkable. You would throw away everything that is Atari. And
>besides, the advanced and sophisticated Atari is totally superior
>to the crude C64 [*laugh*]. I've never really used or programmed a
>C64, but here are a few weeks worth of Important Statistics and
>Cutting Insights.
>Now, I'm just a practical man and don't know much about theoretical
>constructions. After all these weeks, there are still two
>possibilities offered:
>1. Write a new driver from scratch which uses the CIO.
>2. Port OS/A65 or some other 64 tcp/ip stack.
>From a practical perspective:
>Case 1 Case 2
>------ ------
>Existing programs can be used, but Existing OS/A65 programs can be
>used. there are no programs to use.
>Load the driver. Then load the Load the OS/A65. Then load the
>application program. application program.
>Driver is written from scratch. Major code is already written.
>Programs must be aware of driver Programs must be aware of driver
>program. program.
>New applications must be written New applications must be written
>to take advantage of driver. to take advantage of driver.
>Try to find an Atari coder to Multiple coders could write apps.
>write apps.
>Probably won't happen. Might possibly happen.
>And on and on and on. And the irony is that even if someone were
>to port OS/A65 there's no reason someone else couldn't do a CIO
>driver.

Seeing how much memory A65 internet programmes would need,I'd go with a Atari
specific solution.For instance,you could telnet using a R: style device and
term programmes.A simple stream-socket device would allow all sorts of
services.You'd probably also want datagram support.

Net-Tamer V 1.09 - Test Drive

1479. Can you recognize an Atarian when you see one?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6buvedobl1@alexander.INS.CWRU.Edu>
Source record: 66128

Why I love Atarians

I've been to a number of Atari Fests and shows. There is always an 'Atari' feeling at these places. I will now describe the 'typical' Atarian, a composite of characteristics all in one person.
TYPICAL ATARIAN:
A male. (He may have a female around someplace, but she is hoping something might someday come of this 'Atari' stuff.)
He has a rope for a belt. His glasses are so dirty you can't see his eyeballs, which are one looking to the right, the other looking straight at you. It is sometimes difficult to determine which eye is looking at you. Or the glasses are sorta pink with age and so thick you can't see the eyeballs.
He is selling a keyboard overlay that looks like it has been in a war, for $15.
He's got a collection of disk drives, electronics projects, old books and magazines. Atarians can only sell this stuff to other Atarians. He thinks this is good stuff.
Well, I can't think of any more, but if you're reading this and recognize yourself, you're an Atarian like me.
Russ Gilbert

1480. Re: binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34E30293.B7BB0200@spnt.com>
Source record: 66129

Usually what I do, is start by zeroing all memory above memlo, this insures a clean slate in case the program is expecting one, and it won't harm anything anyway.

Then I go out and read the first 6 bytes of the file, to determine first if it is actually a binary file, and the load address and length of the first segment. Then I set the run address to the intitial load address, just in case the program doesn't set it later, such as in some of the Sparta-Dos .COM files. I then set the load buffer area to equal that of the program, and read in the first segment directly to where it wishes to reside in memory. Since you have already read in the first 6 bytes, exiting if the program doesn't start with 255 255, or if end address<= load address. Your pointer to continue reading is already at byte seven, to continue your burst IO load. You set # of bytes to load at end address-begin load address-1.

Now we go back for segment 2, which is a little more complicated. Grab next 2 bytes, if 255 255, toss them, and loop back to grab next load address, else continue with end address, set buffload to load address, and bufflen to end-begin-1. If load address=init, jump to init subroutine which will load next 2 bytes into init, and jsr through init, and then go back to second part of loader routine else continual loop through second part of loader routine until EOF, or end address <= load address. After EOF established, jump to run.

Burst IO will give you a MUCH faster load, and also eliminate the need to strip the last 3 bytes of each sector, or decide which DOS was used on the format etc.

Hope this helps...

The Shadow

Yogi wrote:
>
> On Sat, 07 Feb 1998 18:20:00 -0800, The Shadow <The_Shadow@spnt.com>
> wrote:
>
> -I have found through my own programming tirals and troubles, that a
> ML
> -Loader placed in Page 4, the cassette load buffer will load 99.99% of
> -all programs without a problem.
> -
>
> Yes, that sounds like a good idea, (which is in fact where I put the
> one to load those Mega large files like zombies.) but it still won't

> init off most menus. see below
>
> -
> -Preston F. Crow wrote:
> ->
> -> In <34dbabc4.1212210@news.i-2000.com> noone@nowhere.com (Yogi)
> writes:
> ->
> ->
> -> The problem is that most menu programs are confused as to how the
> init
> -> field is supposed to work. They just load the entire thing, then
> do
> -> the init, then do the run. They are supposed to do the init
> between
> -> each block if a new one is specified. The simple way of doing this
> is
> -> to use the following load algorithm:
> -> Initialize the run address to the run address of the
> current
> -> program (e.g., DUP or the menu)
> -> (*) Initialize the init address to the address of a RET
> -> instruction
> -> load a block
> -> JSR indirect through the init address
> -> If there's another block, go back up to (*).
> -> JMP indirect through the run address
> ->
> That might work. However, the routines I am talking about do this:
>
> They load into $400 or $480 depending on what they have to load.
> They initi at $400 (or $480). They load the next sector per the
> sector chain into $480 (or where ever you need to start) The loader
> routine fits in $7D bytes (in fact, a little less than that. The
> loader routine AND the six bytes for init AND 00 00 padded to the end
> of the first sector) Then, it loads the next sector in the line,
> which does not have a $FF $FF at the beginning of it because it is a
> raw sector dump, incrememnts the load buffer by $7D, then reads the
> next sector per the sector link, until it gets to the end and then it
> JMPs to a hardcoded address.
>
> I would assume that modifying the menu program in question (Jellystone
> loader....which I just hacked from someone elses' which anyone can
> tell if you see the spagetti code in it!) I guess you would after
> every sector read you JSR ($2E2) and if it's set to RET all fine and
> dandy, but if it isnt it will execute loader??? Is this what Dos
> does???
>
> yogi
>

> -> The other thing that a load program must watch for is that while
> the
> -> first block must have a $FFFF before it, some other blocks may also
> -> have that, even though technically they shouldn't. I've also seen
> a
> -> lot of files with garbage at the end of the last sector, probably
> from
> -> XMODEM downloads that wrote the entire last block, even if there
> -> wasn't that much data.
> ->
> -> I've seen a few files that assumed that they were loading on top of
> -> zeroed-out memory. Anytime they have a block of more than 4 zero
> -> bytes, they split the block into two blocks to save space in the
> file.
> -> This probably works with DOS, which will buffer and copy the data
> if
> -> the entire sector isn't being read, but not with menu loaders that
> -> will read the sector in place and copy from there. I expect that
> the
> -> programs would still run, but they would look funny as it would be
> -> graphics data that would be compressed in that manner.
> ->
> -> --PC
> -> --
> -> The position and/or opinions in the above message are those of the
> Board of
> -> Trustees of Dartmouth College. Copyright (c) 1997. All right
> reserved. The
> -> above positions are also held by Newt Gingrich, many foriegn world
> leaders, and
> -> you who are reading them. Preston bears no responsibility for the
> content.

1481. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6bv4ja$4b@examiner.concentric.net>
Source record: 66130
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

dklugh@iwaynet.net writes:

>Well there you go.At least Commodore took a little after the Atari.But the
>whole single byte access thing still bothers me.And no IOCTL capability.
>(i.e.no XIOs)

Well, I think they came about separately. I'll agree that the single byte idea is a drag -- that's a nice thing about the Atari I/O. Pardon my ignorance, but what's an XIO? The ioctl() I know is in sections 2 and 5 of the HP/UX system manual :-), allowing nonblocking and asychronous I/O.

>You need one of those RS232 cartridges.Speaking of which:how do term programmes
>use a MODEM connected to anything other than the user-port?
>Does it actually add a device number like you explained?
>OR do you have to have a term programme specially made for that type of
>non-user port interface?
>(I've always wondered!)

The 'RS232 cartridge' you refer to is the Turbo232, aka SwiftLink. Note that the Commodore user port is NOT a RS-232 port.

The user port is the only place such devices connect. Modems with RS-232 connectors are connected up with a converter to the user port as well -- I've never heard of a modem connecting anywhere else. Modems are invariably addressed as device 2 (in fact anything on the user port). I suppose you could do one off the serial port but that would be very messy :-) and you'd need an intelligent modem that watches for TALK and LISTEN signals to mediate traffic on the serial bus.

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

1482. Re: Atari-Hercules Monitor, how to split up the signal?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: Hartmut Holzgraefe <hholzgra@media-eng.bielefeld.com>
Message-ID: <34E32BCD.746E103B@media-eng.bielefeld.com>
Source record: 66131

Mac wrote:

> Hi!
>
> With my friend we would like to connect Atari (65XE) to Hercules
> Monitor (MDA). The problem is, I think, how to split up Composite
> Video signal (from Atari) to r-g-b and V / H sync.
>
> Mac
> mac@rubikon.net.pl
> http://free.polbox.pl/s/scenepl

Hercules/MDA monitors are fixed frequnecy devices requiering digital
input signals
(TTL logic). (by the way CGA and EGA monitors offer multiple TTL
input lines for
color control)

Connecting them to any 8bit Atari would require re-digitalization of its
video output
and frequency conversion.

--
Dipl. Ing. Hartmut Holzgraefe hholzgra@media-eng.bielefeld.com

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Fon: +49-521-13 65 640 Fax: +49-521-13 65 642

1483. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-12 00:00:00 UTC
From: greywolf@aracnet.com
Message-ID: <6bvkh7$415$1@spitting-spider.aracnet.com>
Source record: 66132
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

In article <6btpnf$2k8_004@riogrande.spambusters>,
Secret Master of the Internet Cabal <secret_cabal@hotmail.com> wrote:
>And I note that you completely failed to address the issue of having your
>ARACNET.COM account cancelled - for running the same fraudulmnet "remove
>list"
>scam over there. Shall we have the admins at Aracnet talk to the admins at
>SPNT and make sure they understand what kind of a scam you're running? Or
>would you rather just slink off and disappear off my radar?

Let's not go there, please. He wan't removed for running a scam via our system. The official reason for account termination was a violation of our system rules. Specifically, rule #3 (You may not "Reveal your account password to anyone, allow anyone access to your account, or otherwise compromise system and account security."). The account was Donna's, not David's, yet he was using her account. If he'd have signed up under his own name, there wouldn't have been a problem there. Once we knew that she had given him her password, we closed the account down. There were some other issues, but this was the reason the account was closed. I was under the impression that The Shadow and aracnet had decided to agree upon disagreement wrt our spam management. If that wasn't the case....

-Kyle
--
greywolf@aracnet.com / http://www.aracnet.com/~greywolf/
aracnet.com admin \ The opinions expressed here are my own
Your mileage may vary / void where prohibited by law

1484. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e3920e.81429987@news.pressenter.com>
Source record: 65993

On Thu, 12 Feb 1998 01:30:27 -0800, marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>The 1k block size was rather large for the size of the disks back then,
>but for those who use hard drives and have one big partition- have you
>looked at how large the blocks are????

Ahh yeah, I believe about 4K. I have a 2GB drive. I use FAT32. Not bad considering.

*** Please make sure responses are also sent via email.

1485. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6c0aur$k91$2@flood.xnet.com>
Source record: 65994
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser (cdkaiser@delete.these.four.words.concentric.net) wrote:
: The 'RS232 cartridge' you refer to is the Turbo232, aka SwiftLink. Note that
: the Commodore user port is NOT a RS-232 port.
:
: The user port is the only place such devices connect. Modems with RS-232
: connectors are connected up with a converter to the user port as well -- I've
: never heard of a modem connecting anywhere else. Modems are invariably
: addressed as device 2 (in fact anything on the user port). I suppose you could
: do one off the serial port but that would be very messy :-) and you'd need
: an intelligent modem that watches for TALK and LISTEN signals to mediate
: traffic on the serial bus.

Cameron, either you're not communicating clearly here or you're unaware
that the Swiftlink lives in the cartridge port, not the user port.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
Choose and renounce... throwing chains to the floor.

1486. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e3b532.2000331@news.pipeline.com>
Source record: 65995

Very interesting. If you didn't know, here in the states the machine
was packaged with:

Built-in Missile Command
Flight Simulator 2 (requires keyboard)
Bug Hunt & light gun

Odd that they replaced Bug Hunt with Barnyard Blaster.

John

Frank Szymanski <franks@kaa.bbn.hp.com> wrote:

>It came with a built in Missile Command game and a lightgun with the awful
>Barnyard Blaster.
>Because of the lack of a keyboard there weren't many systems sold here in
>germany.
>
>Tschuess,
> Frank

1487. Re: DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e4b6bf.2396554@news.pipeline.com>
Source record: 65996

Dos 4, also known as Q-DOS was written specifically for the 1450XLD.
When Atari cancelled the 1400/1450 series, the rights for the DOS were
picked up by ANTIC magazine who sold the DOS in their Antic Resource
Software section.

By the way, 1450 drives are not accessed in the manner you mention.
They are DS/DD drives. I have seen rumours that some 1450's had 1050
Enhanced density drives in them, but the 1450's I own, as well as
others I've seen, all had DS/DD drives.

Dos 3 was written for the 1050 disk drive. It was the first DOS to be
packaged with the 1050 before they switched to DOS 2.5

Also, DOS 4 was a real DOS, written from the ground up. Not some hack
with extra options like 2.5 or 2.6f

Hope that helps,
John

marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>It was mentioned that DOS 4 was written for the 1450 XLD drive.
>
>I would say not so.
>
>As I recall, the XLD drive was a double sided drive, with a weird twist.
>The back side of the disk was referred to as D2:. So, if you had a two
>drive XLD, then you had the equivalent of four disk drives.
>
>DOS 3 was written for the XLD drive, because there are some commands in
>DOS 3 (like copy) that ask you if you are using the same disk or not.
>
>In other words, if you said during a copy function, that the copy is on
>the same disk, then the copy from D1: to D2: would use the same drive.
>If you were using two 1050 drives, then you would say no, the command is
>not to use the same disk, then it would copy between the two drives.
>
>Confusing? Well, if you were used to the 810 drive, yes. But once you
>became used to DOS 3 and the XLD drive, no problem. However, I've heard
>the XLD drive was flaky, at best, and of course many people were
>resistant to change their DOS. (Sounds like why people used
>MS-DOS/Windows over OS/2)
>
>Now I'm not sure, but was DOS 4 a real Atari DOS, or was it a modified
>DOS 2 with extra menus?

1488. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6c083nejp1@dartvax.dartmouth.edu>
Source record: 65997

In <34e22e08.459012@news.i-2000.com> noone@nowhere.com (Yogi) writes:

>On 10 Feb 1998 21:38:33 GMT, crow@coos.dartmouth.edu (Preston F. Crow)
>wrote:

>-3. A number of games save the high scores by writing directly to
>some
>-sector that wasn't used in the original distribution. While often
>-this was sector 720, it wasn't always (I remember hacking Wizard of
>-Wor to change it to 720 at some point). I would definitely recommend
>-leaving that sector free. In fact, I would consider for very large
>-images leaving all of the first 720 sectors free! (This may require
>-creating a large blank file and then deleting it when you're done.)
>I
>-assume that this is the reason that several of the famous mega-images
>-contain corrupted files.

>None of mine do. I primarily use Ape on an actual atari and use ape
>to write protect the image. additionally, I attrib the image on the pc
>to "read only" so if I do run it from an emulator it will be fine.

Several of the megaimages from ftp.hackerz.com (or at least a few
weeks ago when the site was up) have corrupted files. I would not be
surprized if it was accidentally caused by direct sector writing for
high scores or such.

If you're curious, the following files have errors:

games003.atr Corrupted file (invalid sector 0): milliped.e
games003.atr Corrupted file (invalid sector 0): prexor
games008.atr Corrupted file (expected EOF, code 65, next sector 42441): anteater
games018.atr Corrupted file (expected EOF, code 125, next sector 5958): frogsnfl.ies
games021.atr Corrupted file (invalid sector 0): slingsho.t
games021.atr Corrupted file (expected EOF, code 91, next sector 42516): burgers
games021.atr Corrupted file (invalid sector 0): aquatron.exe

Those show up when extracting the individual files with my atr2unix
program.

--PC
--
"And he [Christopher Robin] respects Owl, because you can't help respecting
anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling
isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

1489. Re: Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bd3836$001c8360$4491d9ce@drt2>
Source record: 65998

>
> Has anybody ever try the Austin 80 on an XL/XE?

Won't work, it goes in the last slot of an 800 only.

> Did Austin Franklin post his documentation/schematics somewhere?

Nope, but I did get a scanner, OCR software etc. It is a time consuming process ;-)

> Heck, if somebody would be willing to lend me an Austin 80, I'd be willing to test it. You pay shipping to me (the Netherland,Europe), I pay shipping back to you.

I finally got a monitor and all the stuff to test some of them out, so if you're interested in buying one, I believe I may have a few by spring that I can sell for $75.

Austin Franklin
darkroom@ix.netcom.com

to e-mail a reply to this post, remove the number from the reply address

1490. Austin 80 Right Cartridge Schematic...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bd3837$f222b700$4491d9ce@drt2>
Source record: 65999

Hi,

I have a post script file of the Austin 80 Right Cartridge schematic. It is about 250k, so I hesitate to post it here...but if anyone would like me to e-mail it to them, I am more than happy to do so.

Forthcomming will be the code PROM (U4) code, and the control PROM (U3) contents.

E-mail me at darkroom@ix.netcom.com if you are intersted in it.

Austin Franklin
darkroom@ix.netcom.com

1491. Re: Atari-Hercules Monitor, how to split up the signal?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e3d8f9.99587424@news.pressenter.com>
Source record: 66000

On Thu, 12 Feb 1998 22:09:53 -0600, "Sergio J. Larrondo"
<warerat@neosoft.com> wrote:

>The way I did it was to use an XEP80 (remember those?) and there were
>four wires or so you would connect inside and have a DB-9 plug for the
>monitor. Worked really well, had razor sharp output on a TTL monitor!

I have an XEP80. It's output on the back is monochromatic composite,
which is incompatible with TTL. Are you saying that INSIDE the XEP80
there are TTL level (of the kind expected by a MDA monitor) signals
present? If so... do you have schematics?

*** Please make sure responses are also sent via email.

1492. Re: Atari-Hercules Monitor, how to split up the signal?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e3e721.14784986@news.pipeline.com>
Source record: 66001

Contact Best Electronics at 1-408-243-6950. I believe the upgrade was
designed by Bob Wooley. I modified my XEP-80 and hooked it up to an
Atari PCM124 monochrome monitor (this is the monitor they designed for
their PC line). Worked like a champ. Beautiful amber text.

John
jhardie@pipeline.com
www.atarihq.com

jmelbo@pressenter.com (Jon D. Melbo) wrote:

>I have an XEP80. It's output on the back is monochromatic composite,
>which is incompatible with TTL. Are you saying that INSIDE the XEP80
>there are TTL level (of the kind expected by a MDA monitor) signals
>present? If so... do you have schematics?
>
>
>*** Please make sure responses are also sent via email.

1493. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34e3dd4b.824267@news.i-2000.com>
Source record: 66002

On 12 Feb 1998 12:23:47 GMT, dklugh@iwaynet.net wrote:

-
-
-
-I don't know,the file version of Archon 2 acts kind've funny during
the opening
-demo when the characters run onto the screen but is fine from then
on.

Thats sloppy file cracking, caused probably by an improper memory
dump, or the use of a wrong run address (most programs run anyway, and
just mess up some initialization.... or a register needed to be a
certain value before running, and it isnt, or when relocating memory
from higher to lower to let load from dos, very few people clear out
below dos, AND above the program load.)

-And that's on a real Atari and disk drive.
- >Mostly the keys dont seem to work right on those games, its
probably
- >the original programmers using some kind of esoteric custom
keyboard
- >routine rather than the one built into the o.s. and the timing is
- >off
-
-I don't quite understand what timing there would be to be off.

Yes, i agree, but who knows what tricks and cheats they had to
shoehorn into those games? Some kind of vlbank routines, tied to pokey
timers, etc. Doesnt pokey have something to do with inputs anyway??
(or just the paddle inputs, not the keyboard?)

-It seems simple to me:make the current key being pressed appear at a
certain
-memory location of the 6502.
-(which would probably mean that the emulator would have to access the
IBM
- keyboard directly to defeat the (rather anoying) buffer)
-But then again I'm some what absent minded.
-
-Net-Tamer V 1.09 - Test Drive

1494. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34e3dc80.621452@news.i-2000.com>
Source record: 66003

On 13 Feb 1998 01:36:55 GMT, crow@coos.dartmouth.edu (Preston F. Crow)
wrote:

-
-Several of the megaimages from ftp.hackerz.com (or at least a few
-weeks ago when the site was up) have corrupted files. I would not be
-surprized if it was accidentally caused by direct sector writing for
-high scores or such.
-
-If you're curious, the following files have errors:
-
-games003.atr Corrupted file (invalid sector 0): milliped.e
-games003.atr Corrupted file (invalid sector 0): prexor
-games008.atr Corrupted file (expected EOF, code 65, next sector
42441): anteater
-games018.atr Corrupted file (expected EOF, code 125, next sector
5958): frogsnfl.ies
-games021.atr Corrupted file (invalid sector 0): slingsho.t
-games021.atr Corrupted file (expected EOF, code 91, next sector
42516): burgers
-games021.atr Corrupted file (invalid sector 0): aquatron.exe
-

Thats strange; however, even though the site is sort-of maintained by
me (rather rarely, I'm afraid... not enough time) I did not post the
initial post there. There were restored from a backup that the
sysadmin there had to use. Maybe the errors came from there, or maybe
he played them before posting and caused the corruptions.
They do all work on mine, however. Not too many of the games you
mention above are that good, but the point of the archive, of course,
is to archive all I can get, regardless of my opinion of the files.

1495. Re: Ivo's MOD player

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980213072701.CAA18726@ladder02.news.aol.com>
Source record: 66004

>Subject: Ivo's MOD player
>From: mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy)
>Date: Fri, Jan 30, 1998 20:03 EST

>Re: Ivo's MOD player
>
>It was great, but ...
>
>It would only read single and
>enhanced density disks. The MOD's I
>found were so big, that I'd need ONE
>floppy for each MOD.
>
>So now I want the INERTIA MOD PLAYER.
>
>CU Mathy Van Nisselroy
>
>E-mail me at:
>nisse-ma AT reze-1 DOT rz DOT
>rwth-aachen DOT de
>
>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
>---
>

Inertia is the BEST mod player for the 8bit, It will play them in true stereo
if you have the Pokey Gumby upgrade. It will use up to 256k ram They
sound GREAT, it also plays in mono to.
If you cant find it on the internet Ill send it Email, Let me know.
<<Star>>
Star NET BBS Orlando FL Pro Node 449 Multi-line
500 megs 24hrs 7days 407-737-8704

1496. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34E4031E.CF37925E@kaa.bbn.hp.com>
Source record: 66005

> Very interesting. If you didn't know, here in the states the machine
> was packaged with:
> Odd that they replaced Bug Hunt with Barnyard Blaster.

ATARI always had a strange policy to the german market.

You know that they never released the ATARI 5200 here? And it was also hard to
find a 7800er System here.

Tschuess,
Frank

1497. Re: MS-DOS Emulator for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E413D2.F8C63CBA@teleport.com>
Source record: 66006

Curt Vendel wrote:

> Actually the, the ATR8000 came in many flavors:
>
> 16K version: Printing, Disk Drive, Serial
> 64K version: could do the above plus run CP/M 2.2
> Co-Power-88 version: Limited IBM 8088 software compatibility 256K ram
> Co-Power-88 512K version as well.
>
> Lurie & Associates used to sell an MFM hard drive interface add-on card
> for the ATR8000, then you were Styling with the best of everything with
> that kind of setup.
>
> Curt

Some of us still have the ATR-8000. Personally I have three of them that came from SWP in Texas. (about $400 or so at that time) I have two of them with the hard disk interface card and also the 8088 processor. The one I use the most though is the stock 64K no frills machine. I use it primarily for the floppie drive, the printer and the modem port. It has been a very reliable work horse over the many years

1498. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E416E0.A3EA939A@teleport.com>
Source record: 66007

GOD I am glad that you are not trying to help fix my broken computer. First no tech in their right mind would ever advise someone to "RINSE" their keyboard under warm running water.(but than maybe you were never a tech) DUMB DUMB DUMB. This is great if you want to do this to your own equipment, but please don't suggest that anyone should take this approach to working on theirs. Water and keyboards are not a good mix. Neither is soda for that matter.

Secret Master of the Internet Cabal wrote:

> In article <6bte0v$qh@examiner.concentric.net>, kf6ddt@pop3.concentric.net wrote:
> >
> >Greetings fellow Atarians,
> >
> >A while back, some of you gave me some very good advice about how to clean
> >my good ol' 800 keyboard out. Unfortunately someone spilled some soda on it
> >when it was being moved. The machine still works fine other than the fact
> >that quite a few of the keys now of course stick.
>
> Believe it or don't: If you'll simply remove the keyboard from the 'puter and
> wash it down with hot water, then shake as much as possible out of it anbd
> hang it up to dry, it will work fine after. I advise against soap or
> detergents, and the water should be hot to the touch but not too hot to stand.
>

1499. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E4199F.998F0A2A@teleport.com>
Source record: 66008

The power supply for the 400 computer is the same one that works on the 800/810/822/850/1200XL/1010/1027/1050/and the XF551 it is a 9 volt AC adaptor rated at 1.95 amp. this is the one from Atari. The outside sleve is the negative and the inside being positive. You should be able to get this from B&C ComputerVision or Brad at Best Electronics. B&C's web address is http://www.myatari.com
Best Electronic can be reached at (408) 243-6950 for $15.00 part number CO17945 or CA017964. Hope that this helps you out

Atari*Dave
The Hardware Man

dmoore@tiac.net wrote:

> Can someone tell me what the voltage/amps is for an Atari 400. I have an
> Atari 400 without a power supply. I'd like to buy a
> replacement/substitute power supply. Can someone tell me if the power
> supply tip is positive or negative for this machine.
>
> Thanks in advance
>
> ----------==== Posted via Deja News ====----------
> http://www.dejanews.com/ Search, Read, Post to Usenet

1500. Re: DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EoBAHH.940@cix.compulink.co.uk>
Source record: 66009

In article <34e4b6bf.2396554@news.pipeline.com>, jhardie@pipeline.com
(John Hardie) wrote:

> Dos 4, also known as Q-DOS was written specifically for the 1450XLD.
> When Atari cancelled the 1400/1450 series, the rights for the DOS were
> picked up by ANTIC magazine who sold the DOS in their Antic Resource
> Software section.
>
> By the way, 1450 drives are not accessed in the manner you mention.
> They are DS/DD drives. I have seen rumours that some 1450's had 1050
> Enhanced density drives in them, but the 1450's I own, as well as
> others I've seen, all had DS/DD drives.

Didn't the unreleased double disk drive (815?) have something like that?
ISTR seeing a picture of 2 of these attached to an 800 i.e. 4 physical
drives with the illustration noting that this amounted to 8 logical drives
attached.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1501. Re: Marble Madness available

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EoBAHK.94y@cix.compulink.co.uk>
Source record: 66010

In article <6c0e49$l2m$2@news.nyu.edu>, jl222@is5.nyu.edu (Jeremy
Lechtzin) wrote:

> Anyone want the old 8-bit title "Marble Madness"? The disks are for Ata
> ST but the package is the same as for all the old platforms. Interestin
> nostalgia item if you (like me) played this game to death in the 1980s.
Umm, the ST is 16bit unless I misunderstand what your saying here...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

1502. re: what carts work with xe?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: pgf@ivic.net
Message-ID: <887359630mnewspgf@ivic.net>
Source record: 66011

>
>
> Very interesting. If you didn't know, here in the states the machine
> was packaged with:
>
> Built-in Missile Command
> Flight Simulator 2 (requires keyboard)
> Bug Hunt & light gun
>
> Odd that they replaced Bug Hunt with Barnyard Blaster.
>
> John
>
>
> Frank Szymanski <franks@kaa.bbn.hp.com> wrote:
>
> >It came with a built in Missile Command game and a lightgun with the awful
> >Barnyard Blaster.
> >Because of the lack of a keyboard there weren't many systems sold here in
> >germany.
> >
> >Tschuess,

The ones I saw at The Federated--a chain of stores that were bought by
Atari back in the early-mid '80's (but that's another sad tale)--came with
Barnyard Blaster.

It wasn't aweful.

It wasn't good enough to be aweful...

pgf

1503. More DOS 3 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6c14vm$4n5$1@newsd-199.bryant.webtv.net>
Source record: 66012

God, I love this...

Okay, I finally rebooted my 8 bit system, and ran a bunch of my old programs and stuff...

So, can anyone remember any alleged bugs in DOS 3? Does someone, somewhere remember an article in Antic, or any of the other contemporary computer magazines that described a bug? I'll have to assert that until someone out there in the cyber world tells me what the bugs were supposed to be, I'll have to say that there weren't any. Prove me wrong.

Now I know there was the bug with AtariBASIC revision B. I suppose I was one of the first DOS 3 users, I bought my first 1050 in 1983, and that is the date on my DOS 3 manual, revision A.

Now about the weird drive arrangement of the XLD drive, I'll have to find the documentation that described what I said. Now I could be wrong, I'll admit that, and of course, those that have 1450s have DS/DD drives. If I can find it, I'll post it.

1504. Fun with DOS 3 (or can your DOS do this? XIO commands)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6c165j$4o3$1@newsd-199.bryant.webtv.net>
Source record: 66013

Okay, let's get a little tongue in cheek. Yeah, I'll even say that DOS 3 isn't the best in the world, but I was wondering if other DOSes can do certain DOS menu functions WITHOUT going to DOS. In other words, in BASIC, can one say, format a disk?

And for those who are wondering, here are some XIO commands...

```
Rename: XIO 32, #1, 0, 0, "D:OLD,NEW"
Erase: XIO 33, #1, 0, 0, "D:JUNK.BAS"
Protect: XIO 35, #1, 0, 0, "D:PRECIOUS"
Unprotect: XIO 36, #1, 0, 0, "D:OKWRITE.FIL"
Load binary: XIO 41, #1, 0, 0, "D:LOAD.FIL"
Format: XIO 254, #1, 0, 0, "D2:"
XIO 253, #1, 33, 87, "D2:"
single density
XIO 253, #1, 33, 127, "D2:"
enhanced density
```

Now I'm assuming that there are probably FORMAT or RENAME commands in say, SpartaDOS, but does having the DOS commands available decrease free program memory?

1505. 1450XLD parallel drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6c16d1$4of$1@newsd-199.bryant.webtv.net>
Source record: 66014

To the owners of 1450 XLDs, I have a question. Have any of you actually run DOS 3 in an XLD?

Also, does DOS 2.0D (for the 815 drive) work with the XLD drive?

1506. Re: what carts work with xe?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34E4427D.7FB7AE3E@kaa.bbn.hp.com>
Source record: 66015

> Atari back in the early-mid '80's (but that's another sad tale)--came with
> Barnyard Blaster.

> It wasn't aweful.

> It wasn't good enough to be aweful...

:-)

The only thing I liked to do was to kill the old farmer.

Tschuess,
Frank

1507. Re: Can you recognize an Atarian when you see one?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd3883$2f5c6ee0$6fc2accf@asharkis.erols.com>
Source record: 66016

Speak for yourself :)!!!

Actually, in the few shows I've been to, I've seen guys like that, but they weren't in the majority. I'd be willing to say that most Atarians are indistinguishable from other people. (There was one exception. The owner of Elfin Magic Software, a former fellow LIAUG member, used to go to shows in costume. He had the green outfit, the pointy shoes and ears, the hat with the red feather, etc. I still trade e-mail with him from time to time, although he's moved out of the area.)

But even if your composite is not well-groomed, his dedication does shine through.

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in article <6buvedobl1@alexander.INS.CWRU.Edu>...
>
> Why I love Atarians
>
> I've been to a number of Atari Fests and shows. There is
> always an 'Atari' feeling at these places. I will now
> describe the 'typical' Atarian, a composite of
> characteristics all in one person.
> TYPICAL ATARIAN:
> A male. (He may have a female around someplace, but she is
> hoping something might someday come of this 'Atari' stuff.)
> He has a rope for a belt. His glasses are so dirty you can't
> see his eyeballs, which are one looking to the right, the
> other looking straight at you. It is sometimes difficult to
> determine which eye is looking at you. Or the glasses are
> sorta pink with age and so thick you can't see the eyeballs.
> He is selling a keyboard overlay that looks like it has been
> in a war, for $15.
> He's got a collection of disk drives, electronics projects,
> old books and magazines. Atarians can only sell this stuff
> to other Atarians. He thinks this is good stuff.
> Well, I can't think of any more, but if you're reading this
> and recognize yourself, you're an Atarian like me.
> Russ Gilbert
>

1508. Re: Fun with DOS 3 (or can your DOS do this? XIO commands)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6c1okp$2nj$1@dartvax.dartmouth.edu>
Source record: 66017

In <6c165j$4o3$1@newsd-199.bryant.webtv.net> marknewtonjohn@webtv.net (Mark Newton-John) writes:

>Okay, let's get a little tongue in cheek. Yeah, I'll even say that DOS 3
>isn't the best in the world, but I was wondering if other DOSes can do
>certain DOS menu functions WITHOUT going to DOS. In other words, in
>BASIC, can one say, format a disk?

>And for those who are wondering, here are some XIO commands...

>Rename: XIO 32, #1, 0, 0, "D:OLD,NEW"
>Erase: XIO 33, #1, 0, 0, "D:JUNK.BAS"
>Protect: XIO 35, #1, 0, 0, "D:PRECIOUS"
>Unprotect: XIO 36, #1, 0, 0, "D:OKWRITE.FIL"
>Load binary: XIO 41, #1, 0, 0, "D:LOAD.FIL"
>Format: XIO 254, #1, 0, 0, "D2:"
> XIO 253, #1, 33, 87, "D2:"
> single density
> XIO 253, #1, 33, 127, "D2:"
> enhanced density

Actually, all of those except binary load work under DOS 2.5, and I think if you leave off the specified density formatting modes, it is also true of DOS2.0S. In fact, I strongly suspect that that is true of DOS 1, too.

When you get right down to it, DUP is a pretty dumb program. It doesn't do much on its own other than the file and disk copying.

BTW: Is there any advantage of DOS2.0S over DOS1 other than the memory savings from having DUP as a separate program?

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

1509. Re: Fun with DOS 3 (or can your DOS do this? XIO commands)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Wes Hinsley <wes-at-wct@geocities.com>
Message-ID: <34E482D6.41C67EA6@geocities.com>
Source record: 66018

Preston F. Crow wrote:
>
> In <6c165j$4o3$1@newsd-199.bryant.webtv.net> marknewtonjohn@webtv.net (Mark Newton-John) writes:
>
> >Okay, let's get a little tongue in cheek. Yeah, I'll even say that DOS 3
> >isn't the best in the world, but I was wondering if other DOSes can do
> >certain DOS menu functions WITHOUT going to DOS. In other words, in
> >BASIC, can one say, format a disk?
> Actually, all of those except binary load work under DOS 2.5, and I
> think if you leave off the specified density formatting modes, it is
> also true of DOS2.0S.

That's right, DOS 2.5 has almost hall of them. You could also do a
binary load from basic by opening the file, and then calling USR(5576) -
this worked for DOS 2.5 - not sure for 2.0.

I think you could also turn basic off with POKE 1016,1 before calling
the USR command, but I'm not sure if that is of much use in this case -
I think you might have to do something like USR(58484) (warm-start) to
make use of it.

%%%%%%%%%%%%%
Wes =:-)

1510. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6c1o3i$617@examiner.concentric.net>
Source record: 66019
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

jcompton@typhoon.xnet.com (Jason Compton) writes:

>Cameron, either you're not communicating clearly here or you're unaware
>that the Swiftlink lives in the cartridge port, not the user port.

I need coffee. Someone sew my mouth shut before I put my foot in it again. :-P

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

1511. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bd38b9$dac30100$91c220cc@drt2>
Source record: 66020

One of the reasons Atari computers did so poorly was because they were a cross between a game machine and a business machine. The Apple II was so successfull because you could get an 80 column board for it, use it as a real business machine, and also a game machine. Also software developers took the Apple seriously, as well as the IBM PC. Using a TV screen is not anyones idea of a business machine.

I personally didn't want expansion boxes ad-nauseum just to install additional cards. Both the Apple II and the PC had the expansion within the case, instead of an external box. People obviously liked that.

The death nell for our company was Atari choosing to go through department stores (Sears, Ann & Hope etc.) for sales, instead of the thousands of computer dealers that were selling Ataris one month before... It was very difficult to get your producets in to these stores, plus, they really didn't have any expertise in the products, like the local computer stores did.

In my opinion why the PC beat out the MAC as the predominant computer of today is because the MACs were not expandable internally. Cute, but not expandable. The expandable MAC came too little too late, and was still way too proprietary. Whether people really need expandability or not, they psychologically really like to have it.

Austin Franklin
darkroom@ix.netcom.com

1512. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EoC43p.Bt8@iglou.com>
Source record: 66021

On 1998-02-10 jmelbo@pressenter.com said:
>On the other hand... if your reply to them is confermation of
>something, what exactly is it conferming? I mean, if you send an
>email to an invalid address it produces a bounce notification.
>Just wondering. I have been replying with the remove as per
>instructions, and to date have not gotten more junk mail from the
>same sources at least that I could tell.
Often you have to read the entire message to find the "remove" address.
Advertisers love to get confirmation that their ads have been read.

Net-Tamer V 1.08X - Test Drive

1513. Re: DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e4cb94.941661@news.pipeline.com>
Source record: 66022

Actually, the 815 is controlled by a switch on the back that sets the
drive #'s as two consecutive #'s, ie. 1,2 or 3,4 and so on. I
think the way they described it was that with two 815 units, you would
have four logical drives (2 per unit) which had the capacity of eight
regular drives (ie. 810's).

John
jhardie@pipeline.com
www.atarihq.com

ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>Didn't the unreleased double disk drive (815?) have something like that?
>ISTR seeing a picture of 2 of these attached to an 800 i.e. 4 physical
>drives with the illustration noting that this amounted to 8 logical drives
>attached.
>
>**
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>**
>* Analyst Programmer/ Freelance IT Journalist *
>**

1514. Re: DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EoCAJv.632@iglou.com>
Source record: 66023

On 1998-02-12 marknewtonjohn@webtv.net(MarkNewton-John) said:
>Now I'm not sure, but was DOS 4 a real Atari DOS, or was it a
>modified DOS 2 with extra menus?
I've used DOS 4. The file structure was similar to DOS 3, but incompatible
with it or any other DOS (it had utilities to read DOS 2 and DOS 3 disks).
Instead of allocating disk space by sectors or 1K blocks, it used blocks of
3 or 6 sectors, depending on the disk density. It supported single, enhanced,
double, and DSDD disks, but you couldn't switch from one density to another
in the same drive without going to the menu. There were two menu programs:
QDUP.SYS let you press a single key to run any .COM file, and DISKUTIL.COM
was similar to the DOS 2 DUP.SYS.
Net-Tamer V 1.08X - Test Drive

1515. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: "Clifton T. Sharp Jr." <clifto@megsinet.net>
Message-ID: <34E4D4FA.61A@megsinet.net>
Source record: 66024
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

The Shadow wrote:
> I've never claimed to be a saint, but I fight for what I beleive in, and
> no-one can ever justly accuse me of doing anything which isn't honorable
> and above board to the best of my knowledge.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Leave out the loophole next time. We all know you don't have any of that.

--
| Cliff Sharp | All relevant people are pertinent.
| WA9PDM | All rude people are impertinent.
| | Therefore, no rude people are relevant.
| | --Solomon W. Golomb

1516. Re: Telengard Manual?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: duncan.scott@dclink.com
Message-ID: <34e4d844.0@207.168.31.4>
Source record: 66025

AH has a Net presence -- maybe if you dropped a note to Jack Dott...?
(I think he'd believe you that it's been a long time) BRB...
Yeah, I knew I had this URL around someplace...
HTTP://WWW.AVALONHILL.COM...tell them I sent you (well, maybe not).

1517. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: duncan.scott@dclink.com
Message-ID: <34e4d874.0@207.168.31.4>
Source record: 66026
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Spit@Spam-Free.UUCP (Darren Spiteri) wrote:

>IIRC, the PC had the 8088, the XT the 8086.

No, 'fraid not -- the XT was still 8088. IBM didn't change until the
AT and the 286.
Other companies used it, of course. My sister had an ATT machine w/
the '86.
The XT varied in bus and hard disk (ie, the XT _had_ a hard drive).

1518. i am joining the bandwagon of f.s. items

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6c381h$1ea$1@nnrp2.dejanews.com>
Source record: 66027

I have the following stuff I want to get rid of. I am taking best offer/any worthwhile offer on the items. Best deal would be for someone to buy it all as a package (but this isn't an ideal world, now, is it?). I am located just outside Austin, Texas, Usa.

Reply to slycy@geocities.com
==========
Modems:
MPP 1000C 300 Baud modem
Avatex 1200 Baud modem
2400 Desktalk II modem
2400 no-name modem
12/2400? (ADC Phone-modem)
Atari 830 Acoustic Modem

Joysticks/Input Devices:
10 PointMaster Rapid Fire adapters
Archer Rapid fire joystick (table-top mount)
Wico 'Boss' Joystick
QuickShot Joystick
CX85 Numeric Keypad
Misc Paddles/Joysticks
Track balls.

Peripherals:
410 Program Recorder
Ape Face Printer Interface
MPP1150 printer Interface
Percom Disk Drive
850 Interface

Software:
Atari 7800 Pole Position II
Intellivision Super Challenge Football

Hardware:
Several Atari Power supplies (tell me what you need).

Other (will throw in with a package purchase):
Video switching center (switches cable/antenna/vcr/game/other tv).
Sony Remote Control Power Supply
Electronic timer (ac outlet timer/switch)
Books:
Atari DOS 3 (yuck)
Mapping the Atari (version 1)
The Atari Basic Sourcebook

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1519. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Fungus - F4CG/Carcass <fungus@c64.org>
Message-ID: <Pine.SUN.3.96.980213164050.29238A-100000@eskimo.com>
Source record: 66028
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 12 Feb 1998, Brent Buescher wrote:

|"Peter Pachla" <peter.pachla@dial.pipex.com> writes:
|
|> Hi Darren,
|>
|> > IIRC, the PC had the 8088, the XT the 8086.
|>
|> Both the PC and the XT were based around the 8088. That said many XT
|> clones were 8086 based as you got a worthwhile speed increase by using that
|> chip.
|
|Yes, though it seemed that towards the end of the life cycle of the
|8088/8086 most XT clones were 12 Mhz 8088s. 8086s were more common,
|ironically, in the early days. I am not sure why; was there a
|compatibility issue?
|
|> But then, just to confuse things further, IBM decided to release a '286
|> based XT a few years after they launched the AT....
|
|I did not know that. That is interesting. Now I will be opening the
|cases of all the true-blue XTs I come across...

Lets move PC dicussions out of these newsgroups please.

```
____
____/ /_____________ _____ ____________ ______
/ / / /___ \/ ___/__/ / / _/___ Fungus F4CG/CCS/CPX
/ /___/ / / / / /__ / / /___ / fungus@c64.org
/ __/ / / / / / / / / / / / --------------
/ / / _/ / / / _/ / _/ / _/ /
/ / /__\ /___/ /__\ /__\ /__\ / "A waste is a terrible
/___/ /___/ /___/ /___/ /___/ /___/ thing to mind."
```

--


```
____
____/ /_____________ _____ ____________ ______
/ / / /___ \/ ___/__/ / / _/___ Fungus F4CG/CCS/CPX
/ /___/ / / / / /__ / / /___ / fungus@c64.org
```

1520. Re: CO 25953

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34E4F7D7.1711@pacbell.net>
Source record: 66029

Mathy Van.nisselroy wrote:
>
> Howdy Folks
>
> Re: The workings of the CO25953,
> according to yours trully.
>
> HALT tells the CO25953 if the CPU or
> ANTIC is accessing the memory.
>
> (the rest should be in the previous
> message)
>
> Bob Puff seems to have tried to burn
> his own PAL, but it doesn't seem to
> work reliably.
>
> CU Mathy Van Nisselroy
>
> E-mail me at:
> nisse-ma AT reze-1 DOT rz DOT
> rwth-aachen DOT de
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
> ï¿½

Why would he burn his own?? No reason why it wouldn't work just fine,
though. I have done the XL PAL with no problems....

Bob

1521. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-13 00:00:00 UTC
From: Burlingames@worldnet.att.net
Message-ID: <6c30ao$gb4@bgtnsc02.worldnet.att.net>
Source record: 66030

In article <34e3dc80.621452@news.i-2000.com>, noone@nowhere.com says...
> -games021.atr Corrupted file (invalid sector 0): slingsho.t
> -games021.atr Corrupted file (expected EOF, code 91, next sector
> 42516): burgers
> -games021.atr Corrupted file (invalid sector 0): aquatron.exe

What! There are only 20 available on the site now.
How many were there?

Not to push, but I still haven't figured out how to make a
blank megaimage using an emulator. Can anyone help me out?

Thanks,
Rusty

1522. Xf551 vs indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6c2pms$1d3@usenet43.supernews.com>
Source record: 66031

can someone please tell me the difference between the two, I saww reading in the june 1988 antic and I could not see any. What an I missing?

1523. catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: die-spammer-die@127.0.0.1
Message-ID: <34E4E920.12C31E11@127.0.0.1>
Source record: 66032
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

Believe it or not...

the Catweasel is a 8-bit card for PC (ISA).
with standard 3 1/2 and/or 5 1/4 floppy drives
can read all kinds of floppy formats.

Amiga - Atari - C64
Apple Mac (even 800k!) - Apple 2 - and some more..

have a look at the web-page:
http://www.rat.de/apd/catweasl.htm

If you have a floppy drive and disks of a format we haven't
covered yet ... we may need you to send it so we can teach
the catweasel even more tricks.

1524. RAM requirements for Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19980214045600.XAA04177@ladder02.news.aol.com>
Source record: 66033

I recently acquired some Atari 8-bit games on disk for my Atari 400. The problem is, I only have 32K RAM, and some of the games won't run. However, shouldn't all the older games like Defender, Moon Patrol, and Ms. Pac-Man run in 32K RAM? If so, then is it probably a disk error? Thanks.

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1525. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6c2unj$ctv@news.acns.nwu.edu>
Source record: 66034
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

What, is this old thing still going on? :)

(Your news propagation seems to be mighty slow).

In article <6buphl$vd0$5@news.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>On 1998-01-22 cdkaiser@delete.these.four.words.concentric.net said:
> >edu (Stephen Judd) writes:
> >>Actually it works quite differently. Many routines are vectored
> >>through memory locations beginning at $0300. This is why
> >>extending the system -- replacing load code, adding BASIC commands,
> >>changing the system interrupt -- is so simple.
>
>Well there you go.At least Commodore took a little after the Atari.But the

Yeah, right ;-). Note that the PET came out as the same time as the Atari,
and that the engineers had the VIC-20 experiences as well (in fact most of
the 64 kernal was adapted from the VIC-20, from the vectored routines to
the extra space in the error messages).

These really are two different things, and get at a philosophical difference
between the two machines.

There is something important to understand about the C64:

The designers didn't spend any time bothering with little 2% features that
most users wouldn't use (e.g. BASIC graphics commands) but instead separated
out and focused on the 98% issues.

At the same time, they made it possible for people to modify or extend
the system to suit their own needs, and documented everything in
considerable detail. Don't like the way we do stuff? Well, here's how
it all works, go ahead and change it!

Thus it is a very well-balanced machine, and very flexible. And for most
practical purposes it all works surprisingly well. It can adapt to new
technologies, and is very open to the programmer. There isn't a list of
rules you have to follow, and you don't have to fill out a form and stand
in line to get something done: you just do it.

It is also very practical for a machine with limited resources. And it is
this practical nature that underlies things like vectored routines.

For some C= history you may be interested in an article in the March 1985
issue of IEEE Spectrum.

>whole single byte access thing still bothers me.

There is indeed a "burst transfer" on the 64: "LOAD" and "SAVE".

>And no IOCTL capability. (i.e.no XIOs)

Sure there is. First you have to understand something about Commodore devices, though.

Commodore devices are "intelligent". The 1541 disk drive for instance has its own 6502, 2K of RAM, 16K of ROM, two 6522 I/O chips, etc. In general, any device-specific commands are implemented on the device itself. And there is always a way of sending commands to a device (on a disk drive there is a "command channel").

So, instead of typing

XIO 33 #1,0,0,"d:blah"

you'd use

@s0:blah or open 15,8,15,"s0:blah"

where the "s" stands for "scratch". Sometimes a shortcut will be added directly to BASIC (the OS if you like) itself. For example, C128 BASIC has commands like HEADER, which is a shortcut for open 15,8,15,"n:" (which formats a disk). But what you are doing is sending the command to the device itself, which then does something with it.

Other devices might have different or extra commands. For example, CMD drives have commands like CP (change partition) and CD (change directory). Any program which lets you send disk commands can then take advantage of the new commands (and hence new features). Thus an assembler which was written in 1985 can take advantage of a CMD drive that was built in 199x.

Note also that devices can be programmed. There are usually other channels as well, e.g. disk drives have a data communication channel.

To give you an example of the types of commands that are implemented on a device, here is a list of 1541 commands:

N New (format)
R Rename file
C Copy file
I Initialize
S Scratch
V Validate disk
B-R Block Read (read a sector)
B-W Block Write
B-A Block Allocate
B-F Block Free
B-P Buffer-pointer
USER1/2 Special version of B-R and B-W
Un User (jump to location in drive memory)
P Position

B-E Block-Execute (load block into drive RAM and run)
M-R Memory-Read
M-W Memory-Write
M-E Memory Execute

Note that these commands are separate from the normal OPEN GETIN etc.
commands.

>You need one of those RS232 cartridges.Speaking of which:how do term programmes
>use a MODEM connected to anything other than the user-port?
>Does it actually add a device number like you explained?
>OR do you have to have a term programme specially made for that type of
>non-user port interface?
>(I've always wondered!)

In general you program specifically for cartridge hardware like Swiftlink/
Turbo-232. You don't have to -- it is certainly feasible to extend
OPEN and CHROUT and whatnot. There's just very little point, so nobody
has ever bothered. Writing your own code is quite trivial (the ACIA has
three registers), is _much_ more efficient (like 115kps efficient
on a 128!), and there just isn't a demand to run outdated term programs
at high modem speeds.

If you want to see what's involved in programming an ACIA cartridge
take a look at C=Hacking issue #10.

evetS-

1526. XIO (was Re: Atari vs CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6c309o$dg6@news.acns.nwu.edu>
Source record: 66035
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <6bv4ja$4b@examiner.concentric.net>,
Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
>dklugh@iwaynet.net writes:
>
>>Well there you go.At least Commodore took a little after the Atari.But the
>>whole single byte access thing still bothers me.And no IOCTL capability.
>>(i.e.no XIOs)
>
>but what's an XIO? The ioctl() I know is in sections 2 and 5 of the HP/UX
>system manual :-), allowing nonblocking and asychronous I/O.

Remember that the Atari idea is "load the command, and then call the
device"* whereas the C64 kernal strategy is "load the device, and call
the command".

The normal CIO commands are things like GET, PUT, PRINT, etc. Any commands
above 13 are special commands, i.e. device-specific. So the disk device
has things like rename (command 32) format (254) etc. XIO is the
way of accessing these commands from BASIC (much like OPEN 15,8,15).

On the 64 this isn't part of the kernal, but is of course part of
the device.

>The 'RS232 cartridge' you refer to is the Turbo232, aka SwiftLink. Note that
>the Commodore user port is NOT a RS-232 port.

And the Turbo232 does not plug into the user port :). The ACIA signals
an interrupt when bytes are received, so it needs the cartridge port.

evetS-

* Actually it's "load the command, and the device, and the data, and the
other stuff, and call the CIO", but close enough.

1527. Re: RAM requirements for Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd3912$f57c4ac0$0201010a@Fernando.SOFTWAREKITCHEN>
Source record: 66036

Those games were originally cartridge games programmed to run in the 40-48k
ram area. When the cartridge was inserted in the Atari, the 40-48k of
memory was replaced with the ROM space of the cartridge.

Since you have those games on disk, you will need more RAM because they
must still load into the 40-48k RAM area.

To summarize, if you had those games on cartridge, then you could run them
on 16k machines. Since you have them on diskette, you need a full 48k RAM.

PBjurman <pbjurman@aol.com> wrote in article
<19980214045600.XAA04177@ladder02.news.aol.com>...
> I recently acquired some Atari 8-bit games on disk for my Atari 400. The
> problem is, I only have 32K RAM, and some of the games won't run.
However,
> shouldn't all the older games like Defender, Moon Patrol, and Ms. Pac-Man
run
> in 32K RAM? If so, then is it probably a disk error? Thanks.
>
> -Sam
>
> S a m H a r t m a n n p b j u r m a n @ a o l . c o m
>

> -------
> AgentQ on #rgvc - Visit the Video Game High Score Page:
> http://members.aol.com/pbjurman/highscores.html
>

1528. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: jrr7@cornell.edu
Message-ID: <jrr7-1402980205020001@jrr7.resnet.cornell.edu>
Source record: 66037
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

In article <34E4D4FA.61A@megsinet.net>, clifto@megsinet.net wrote:

> Leave out the loophole next time. We all know you don't have any of that.

C'mon, cut him a break. Even if he is a troll he's entitled to a little
compassion.

--
"Ethical Relativity: The exact same universal laws are always true,
and apply to you no matter what your frame of reference is."

1529. WTB Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19980214080901.DAA05809@ladder03.news.aol.com>
Source record: 66038

Hi, looking for any Ultima games. Also the box for Ultima II, big box, about 8x11. Will consider buying the rest of the game too :) Need the box and manual for Ultima I also, again will consider buying the rest of the game. Also need Infocom text adventures in the big folders/funny boxes. Originals only please :)

Thanks,
Tom

1530. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Marcel DeVoe <mdevoe@shore.net>
Message-ID: <6c3lsq$nmm@fridge.shore.net>
Source record: 66039
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

Why? Is the PC a NEW floppy format? ;)

--
Marcel DeVoe
A4000/060/50 CSMKII CV64 44megs
Emplant/FUSION CDROM M1764 17" monitor

1531. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Richard Kanarek <RKanarek@Sprintmail.com>
Message-ID: <34E5981B.B75@Sprintmail.com>
Source record: 66040
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

Gee... An apparent "SPAM"er using "die-spammer-die@127.0.0.1" as an (apparently) phoney e-mail address. What won't they think of next???

For the uninitiated IBM PC user:
a. "THE" floppy drive controller for max. disk drive compatibility (yes, that could have been worded better) was the Compati-Card (Sp???) by Micro Solutions (http://www.micro-solutions.com/), since discontinued but possibly still available used.
b. "THE" file conversion utility is Sybex's (http://www.sydex.com/) shareware (NOT FREEWARE but reasonably priced) "22DISK". It supports a large number of disk formats. A fully functioning copy is available from their web site (though the free version does not intrinsically support as many disk types as the registered version.
22DISK does not require a special controller to work though one may be needed depending upon the original disk type.

(Note: for everything but pure ASCII files, copying them off a non-IBM disk is only half the problem; you will then be left with having to find some way of accessing them!)

BTW the above is correct AFAIK!

Cordially,
Richard Kanarek

1532. 3.5 inch drive on a 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6c3hundie1@newsd-122.bryant.webtv.net>
Source record: 66041

How would I put a 3.5 inch floppy on a 800xl?

1533. Re: Fun with DOS 3 (or can your DOS do this? XIO commands)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Feb14100119@co.umist.ac.uk>
Source record: 66042

In article <34E482D6.41C67EA6@geocities.com> Wes Hinsley <wes-at-wct@geocities.com>
writes:
> > Actually, all of those except binary load work under DOS 2.5, and I
> That's right, DOS 2.5 has almost hall of them. You could also do a
> binary load from basic by opening the file, and then calling USR(5576) -
> this worked for DOS 2.5 - not sure for 2.0.
A bit of a hack really.. makes me wonder why a binary load/run option
wasn't included as an XIO call in DOS 2.5. After all DOS needs to
have the binary load code built in to load the files anyway, so the
extra overhead of adding the XIO interface is minimal. And if DOS 3
predates DOS 2.5, and DOS 3 had it...

--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html

1534. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <26340.otter@oz.net>
Source record: 66043

On Fri, 13 Feb 1998 01:59:59 -0800,
dwmoar <dwmoar@teleport.com> wrote:

>The power supply for the 400 computer is the same one that works on the
>800/810/822/850/1200XL/1010/1027/1050/and the XF551 it is a 9 volt AC
>adaptor rated at 1.95 amp. this is the one from Atari. The outside sleve is
>the negative and the inside being positive. You should be able to get this
>from B&C ComputerVision or Brad at Best Electronics. B&C's web address is
>http://www.myatari.com
>Best Electronic can be reached at (408) 243-6950 for $15.00 part number
>CO17945 or CA017964. Hope that this helps you out
>

Instead of shelling out that kind of $$ for a power supply, I could
pick one up for you. Alot of Atari stuff has been showing up at the
thrift stores here and power supplies are pretty cheap (don't remember
the actual prices, but I think they were well under $3.00)

If you are interested, just leave me an email.

--Otter

1535. FS: 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: lsell@pilot.msu.edu
Message-ID: <lsell-1402981407360001@pm335-13.dialip.mich.net>
Source record: 66044

Cleaning out a closet before I move. Don't know what's in the box for sure. I know an 800XL. Maybe a few cartridges.

Make an offer.

email only, please. lsell@pilot.msu.edu

1536. Re: WTT for XF511 5 1/4 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6c4pjk$gmb@usenet41.supernews.com>
Source record: 66045

In article <6bvksk$jng@usenet43.supernews.com>, tom_cody@one.net (tom cody) wrote:
>Here is some of the stuff I have and i'm willing to trade some of it for a
>working XF511 working floppy:
>
>atari 850 interface (untested)
>atari 830 modem (untested)
>2 410 tape drive (working)
>1 410 tape drviw (this one does not work I'll through it in)
>atari 2600 system (working)
> atari 5200 system (working has one working control and one almost working
> (one fire button does not work)
>25 carts for 5200 email for list
>
>Microsoft SideWinder 3D Pro (works)
>logitech Scanman COLOR with interfase card (works)
>
>ATARI 400/800/xe CARTS:(all work)
>BASIC
>Pacman (2 copies)
>Asteroids
>Cintipede
>Galaxian
>Qix
>
the 5200 stuff is now gon, but i'm still looking for another xf511 drive

1537. 410 and 1010 Cassette Peripherals

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6c4p3ufcp1@newsd-122.bryant.webtv.net>
Source record: 66046

For nostalgic reasons I recently picked up an Atari 800 system. I couldn't get the 410 cassette player to work and figured it was broken. So I purchased a 1010 (the newer cassette peripheral) but it won't work either.

Neither deck will play, or rewind or anything. I tried the CLOAD command and nothing happened. On the 1010 the light comes on when I plug in the power supply, but rewind/fast forward/whatever don't work at all. I am interchanging the standard atari power supply freely, do the cassette players take a different voltage than the disk-drive or 800?

Thanks in advance if anyone can help me.

vs

1538. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E5FF14.78CF7C22@teleport.com>
Source record: 66047
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

What did you miss the boat? The point that he was trying to make is
that this plug in board for the PC would allow it to read non native
disk formats. IE... Apple / Commodore / Atari and such. Actually this
is good for alot of folks out there who have hugh hard drive and would
want to use it for storage. It sure beats the hell out of those darn
image files. I for one can think of many uses for it. Example direct
reading of my Atari ST disks when using the emulator PaCifiST

Marcel DeVoe wrote:

> Why? Is the PC a NEW floppy format? ;)
>
> --
> Marcel DeVoe
> A4000/060/50 CSMKII CV64 44megs
> Emplant/FUSION CDROM M1764 17" monitor

1539. Re: RAM requirements for Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E5FD40.CDB45A05@teleport.com>
Source record: 66048

Could also be that some of thos games we written for the newer version of the
OS and will not run on the older machine without the use of a translator disk

> PBjurman <pbjurman@aol.com> wrote in article
>
> > I recently acquired some Atari 8-bit games on disk for my Atari 400. The
> > problem is, I only have 32K RAM, and some of the games won't run. However,
> > shouldn't all the older games like Defender, Moon Patrol, and Ms. Pac-Man
> run
> > in 32K RAM? If so, then is it probably a disk error? Thanks.
> >
> > -Sam
> >

1540. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E600B3.DA7361F6@teleport.com>
Source record: 66049

Cool, If you can get a good one at that price. I was assuming that he may of already tried to find one locally with no luck. The suppliers that I listed were an idea of where he could get such an item and what the prices for the said item would be. less shipping of course. I do assume that most people would look for a used one befor shelling out the $$$$ as you put it. But than again ?????? I wouldn't want to buy anything second hand that I couldn't make sure that was in working order. That to me would be a waste of time and money if it didn't work

Atari*Dave
The Hardware Man

Otter wrote:

> On Fri, 13 Feb 1998 01:59:59 -0800,
> dwmoar <dwmoar@teleport.com> wrote:
>
> >The power supply for the 400 computer is the same one that works on the
> >800/810/822/850/1200XL/1010/1027/1050/and the XF551 it is a 9 volt AC
> >adaptor rated at 1.95 amp. this is the one from Atari. The outside sleve is
> >the negative and the inside being positive. You should be able to get this
> >from B&C ComputerVision or Brad at Best Electronics. B&C's web address is
> >http://www.myatari.com
> >Best Electronic can be reached at (408) 243-6950 for $15.00 part number
> >CO17945 or CA017964. Hope that this helps you out
> >
>
> Instead of shelling out that kind of $$ for a power supply, I could
> pick one up for you. Alot of Atari stuff has been showing up at the
> thrift stores here and power supplies are pretty cheap (don't remember
> the actual prices, but I think they were well under $3.00)
>
> If you are interested, just leave me an email.
>
> --Otter

1541. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E6080D.43F8FEC9@teleport.com>
Source record: 66050

```
>>
>
>> Sorry I had to repost this
>>
>> > Clifton, He man give the rest of us a break! Drop the f*cking
>> > subject. It is
>> > something that most of us are tired of by now. Anyway what does it
>> > have to do
>> > with information on this newsgroup. If you and your friends feel
>> > that they are
>> > obliged to put people down, or carry on as such take it to a
>> > newsgroup where it
>> > can be debated. The rest of us, I am sure are more interested in
>> > our computers
>> > than in listing to you and the lot carry on about "Junk E-mail".
>> > The fact of
>> > the matter is, it is life here on the internet, get over it! The
>> > rest of us
>> > have enough of it to deal with without having to deal with this
>> > .......
>> >
>> > David
>> >
>> > Clifton T. Sharp Jr. wrote:
>> >
>> > > The Shadow wrote:
>> > > > I've never claimed to be a saint, but I fight for what I
>> > beleive in, and
>> > > > no-one can ever justly accuse me of doing anything which isn't
>> > honorable
>> > > > and above board to the best of my knowledge.
>> > > ^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> > > Leave out the loophole next time. We all know you don't have any
>> > of that.
>>
>> BTW - who is the WE in your statement? Do you have a mouse in
>> your pocket? Or doesn't your friends have names? Where are all your
>> facts... Lets see hard evidence not some internet hearsay bull.
>> GOD only know how much I hate this Junk e-mail bull, but the name
>> calling and bashing isn't going to fix the problem of junk e-mail.
>> Maybe just maybe, it would be better to ask what can YOU do
>> (suggestion) to make junk e-mail a lessor problem on the net?
>> Haven't thought of that? Try it, you might get somewhere by doing
>> it this away. What is there to lose? What most of you have been
```

>> doing is not getting you closer to a cure or the a solution. It is
>> just making the rest of us a little madder at you for doing it.
>

1542. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34e5faa5.1022139@news.i-2000.com>
Source record: 66051

On Fri, 13 Feb 1998 20:45:32 -0600, Burlingames@worldnet.att.net (The Burlingames) wrote:

-What! There are only 20 available on the site now.
-How many were there?
-

It's up to 23. It's an ongoing project, but noone has come forward with anything for a LOOOOOOONNNNNNNNGGGGGGG time...

1543. Re: XIO (was Re: Atari vs CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6c518q$apd@examiner.concentric.net>
Source record: 66052
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

judd@merle.acns.nwu.edu (Stephen Judd) writes:

>The normal CIO commands are things like GET, PUT, PRINT, etc. Any commands
>above 13 are special commands, i.e. device-specific. So the disk device
>has things like rename (command 32) format (254) etc. XIO is the
>way of accessing these commands from BASIC (much like OPEN 15,8,15).

Hmm, okay, call me stupid, but how do these differ from each other then?
It seems like the same thing is going on (but just in a different calling
convention).

>And the Turbo232 does not plug into the user port :). The ACIA signals
>an interrupt when bytes are received, so it needs the cartridge port.

Yeah, yeah, Jason Compton already clipped me ;-) I wasn't thinking very
lucidly that day :-)

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

1544. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <Pine.GSO.3.96.980214223014.16774D-100000@top>
Source record: 66053
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

The problem here is, CompatiCard (I think) and 22disk (that one's for sure) can read only standard MFM disks and, if you're lucky, FM. No GCR.

The catweasel card, on the other hand, can read everything that just uses a standard track distance, so except for some real oddballs like the Commodore SFD-1001 (which would store 1MB on a standard 360K disk using lots of evil, but relatively reliable, hacks.) it can (or could if you programmed it to) read everything, including Apple and Commodore GCR disks and the infamous constant-linear-velocity (?) Macintosh 800K disks, all in standard PC drives. Oh allright it might not work with 3" disks unless you can find a 3" drive with standard Shugart bus.

Linards Ticmanis

Important: If your mail to me bounces, you might have hit a spam filter. Please resend it to: mailto:liti0000@stud.uni-sb.de Please only do so if the mail really bounces.

On Sat, 14 Feb 1998, Richard Kanarek wrote:

> Gee... An apparent "SPAM"er using "die-spammer-die@127.0.0.1" as an
> (apparently) phoney e-mail address. What won't they think of next???
>
> For the uninitiated IBM PC user:
> a. "THE" floppy drive controller for max. disk drive compatibility (yes,
> that could have been worded better) was the Compati-Card (Sp???) by
> Micro Solutions (http://www.micro-solutions.com/), since discontinued
> but possibly still available used.
> b. "THE" file conversion utility is Sybex's (http://www.sydex.com/)
> shareware (NOT FREEWARE but reasonably priced) "22DISK". It supports a
> large number of disk formats. A fully functioning copy is available from
> their web site (though the free version does not intrinsically support
> as many disk types as the registered version.
> 22DISK does not require a special controller to work though one may be
> needed depending upon the original disk type.
>
> (Note: for everything but pure ASCII files, copying them off a non-IBM
> disk is only half the problem; you will then be left with having to find
> some way of accessing them!)
>
> BTW the above is correct AFAIK!
>
>
> Cordially,

> Richard Kanarek
>
>

1545. Re: 410 and 1010 Cassette Peripherals

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6c574p$4rb$1@usenet45.supernews.com>
Source record: 66054

In article <6c4p3ufcp1@newsd-122.bryant.webtv.net>, velcro_spy@webtv.net wrote:
>For nostalgic reasons I recently picked up an Atari 800 system. I
>couldn't get the 410 cassette player to work and figured it was broken.
>So I purchased a 1010 (the newer cassette peripheral) but it won't work
>either.
>
>Neither deck will play, or rewind or anything. I tried the CLOAD command
>and nothing happened. On the 1010 the light comes on when I plug in the
>power supply, but rewind/fast forward/whatever don't work at all. I am
>interchanging the standard atari power supply freely, do the cassette
>players take a different voltage than the disk-drive or 800?
>
>Thanks in advance if anyone can help me.
>
>vs
the 1010 take a much smaller power supply but it is still 9 volts

PART # c061515
9v 500MA

try pressing start while powering up
then press play then hit enter, alot of my tapes will not work with a basic
cart(you were tring cload with basic right not memo pad, it will not do
anything in memo pad)

1546. Re: 410 and 1010 Cassette Peripherals

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34E622AE.A7DED40C@sisna.com>
Source record: 66055

The 1010 Recorder takes a different power supply. Smaller telephone type
output 9 vac at 500ma. Says right on it for use with model 1010 program
recorder part no: CO61516

bob

1547. Atari Manual For Sale On Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: DJ Herison <djh@itol.com>
Message-ID: <6c5mt3lfi1@news.inc.net>
Source record: 66056

I have the following 2 item of Atari Interest on ebay:

Atari Computer 400/800 Guide
Atari 1050 Disk Drive Manual w/ Master Disk

follow the following link to view all the items I have for sale:

http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=djh@itol.
com

Thanks

1548. Re: WTB Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: "John N. Stewart" <jonart@mail.wgn.net>
Message-ID: <34E661FA.6664@mail.wgn.net>
Source record: 66057

To the Atari Group:

I have some Atari 8-bit related things auctioning at Ebay Auction:
http://komodo.ebay.com/aw-cgi/UserISAPI.dll?MfcISAPICommand=ViewListedItems&userid=jonart@wgn.net&since=-1&sort=2
--
Thanks,

John

1549. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Marko.Makela@HUT.FI
Message-ID: <87d8gqxtdh.fsf@sranje.tky.hut.fi>
Source record: 66058
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

>>>>> "Richard" == Richard Kanarek <RKanarek@Sprintmail.com> writes:

Richard> Gee... An apparent "SPAM"er using "die-spammer-die@127.0.0.1"
Richard> as an (apparently) phoney e-mail address. What won't they
Richard> think of next???

Yes, that posting probably hurt Jens Schï¿½nefeld's Catweasel card more
than it advertised it. But on the other hand, also negative publicity
is publicity.

Richard> For the uninitiated IBM PC user: a. "THE" floppy drive
Richard> controller for max. disk drive compatibility (yes, that could
Richard> have been worded better) was the Compati-Card (Sp???) by
Richard> Micro Solutions (http://www.micro-solutions.com/), since
Richard> discontinued but possibly still available used.

Catweasel is a relatively new product, I think that the PC version
become available approximately one year ago. I don't have anything
else to do with it than that I met Jens Schï¿½nefeld in January 1997,
and he told me about the system.

Richard> b. "THE" file conversion utility is Sybex's
Richard> (http://www.sydex.com/) shareware (NOT FREEWARE but
Richard> reasonably priced) "22DISK". It supports a large number of
Richard> disk formats.

So does the floppy driver in the Linux kernel, and it is freely
available. You just have to use setfdprm to set the parameters for
unsupported MFM disk formats. E.g. the Commodore 1581 disk format can
be supported with the following parameters in /etc/fdprm:

cbm1581 1600 10 2 80 2 0x2A 0x02 0xDF 0x2E

Richard> (Note: for everything but pure ASCII files, copying them off
Richard> a non-IBM disk is only half the problem; you will then be
Richard> left with having to find some way of accessing them!)

True, and with Commodore machines you also have to convert text files
either from screencodes or from PETSCII to ASCII.

I have gathered some transfer solutions for Commodore 8-bitters on the
page <URL:http://www.hut.fi/Misc/cbm/xfer/>.
--
Marko Mï¿½kelï¿½ <Marko.Makela@HUT.FI>, http://www.hut.fi/home/msmakela/
Helsinki University of Technology, dept. of Computer Science

1550. Game Manuals/documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-14 00:00:00 UTC
From: Ron Strom <l.h8.spam@dont-even-try.com>
Message-ID: <yddnxxlsqmmek.pminews@spk-61.cet.com>
Source record: 66059

I just aquired an 800XL, 1050 drive, various other hardware, software, carts,
etc., but am lacking documentation.

Anyone know of of any sites or vendors where I can get game manuals, etc.

Thanks.

Ron

1551. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6c7buvpge1@alexander.INS.CWRU.Edu>
Source record: 65883

DOS 3? When I first got my 1050 (for Christmas, I paid half for
it), I booted DOS 3, read the manual, messed around with it
for a while, then got turned off and promptly went to a friend's
house for a copy of DOS 2.5... DOS 3 IMHO was really inefficient
in the way it used blocks instead of sectors. Of course, now,
for me it's either Sparta 3.2g or X, with DOS 2.5 only if I
ABSOLUTELY have to use it. What advantages were to be had in
DOS 3 over 2? DOS 2.5 was released when Atari realized that
few people really liked 3.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1552. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34E76869.14208780@mail.bcpl.lib.md.us>
Source record: 65884

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 800 Computer w/ power supply $25
(1) Atari 850 Interface - untested $25
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

1553. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19980215194201.OAA08543@ladder02.news.aol.com>
Source record: 65885

>>You mean DISTILLED right? you dilute things with water not water itself

<6bte0v$qh@examiner.concentric.net>, kf6ddt@pop3.concentric.net wrote:
>> >
>>

>Actually, this works fine as long as you rinse with DILUTED water before
>drying. You don't want icky minerals getting into your keyboard, do you?
>
>DSolimano
>Have an Atari Day

1554. Re: Xf551 vs indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: "Konrad M.Kokoszkiewicz" <draco@piwo.bl.pg.gda.pl>
Message-ID: <34E6768B.5B1D8967@piwo.bl.pg.gda.pl>
Source record: 65886

tom cody wrote:

> can someone please tell me the difference between the two, I saww reading in
> the june 1988 antic and I could not see any. What an I missing?

You're actually missing a detail: these two drives are completely different.
:)))) Indus GT was produced by LDW, while XF551 is Atari Corp. Indus is single
sided while XF551 is double sided. Indus has burst mode at 67000 baud while
XF551 is 38400 at most. Indus is based on Zilog Z80, while XF551 has Intel 8050
as a CPU. Etc. etc. etc.

1555. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6c7msv$6q7$1@alexander.INS.CWRU.Edu>
Source record: 65887

Whoops, then the fact that my 130XE is working must be an
illusion. A few months ago, I got tired of the grubby and dust-
filled state of my 130XE, so I cleaned the plastic case
(upper part) in warm water with dish washing liquid. I also
ran the keyboard (minus the circuit array and metal case)
under warm soapy water. I let them dry for a few days, put
it all together, and it was showroom clean again.

No problem.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1556. Re: Can you recognize an Atarian when you see one?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6c7njd$8q7$1@alexander.INS.CWRU.Edu>
Source record: 65888

Or maybe when he was looking for Atarians, _HIS_ eyes were
rather pink in color? HMMMM..... ;-)

--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1557. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6c7oi3$e02$1@alexander.INS.CWRU.Edu>
Source record: 65889
Cross-posted to:
comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,comp.emulators.misc

```
Perhaps the CatWeasel people could make themselves useful on
C.S.A.8. and write Device routines for SpartaDOS X to allow
reading/writing of PC, MAC, Amiga, Apple ][, C64, etc.
This is something I'd really like to see. When used in
conjunction with SDX's PATH command, it could be implemented.
Any ideas?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \
```

1558. Re: 3.5 inch drive on a 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6c7p8h$gd9$1@alexander.INS.CWRU.Edu>
Source record: 65890

Bob Puff currently has no Floppy boards to sell. However,
anytime someone calls that wants one, he puts them on a list.
When he has 50 names, he'll do another batch. I am on that list.
If you are considering getting one, it would behoove you to
call and add your name to the list (so I can get mine faster,
HA HA!!!!) Seriously, If you want one, you'll have to get on
the list. The number for CSS is (716) 429-5639.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1559. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6c7pqn$i69$1@alexander.INS.CWRU.Edu>
Source record: 65891

How do you DILUTE water? Is it some alchemical process I'm not
aware of?
Reminds me of something that Steven Wright once said -
"I once had some powdered water, but I didn't know what to add
to it." =)
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1560. Atari 130XE: Where is Memory Chip U26?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f5128dcae7e4546989691@news.midwest.net>
Source record: 65892

Where in the 130XE is this chip located? (and for that matter
where are chips U27 thru U33?) I want to install my Newell 1meg
board that i've had for a long time, but i don't want to de-solder
all the memory chips if i don't have to... Thanks!

--
Ron
rlaski@midwest.net

1561. Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6c7uro$hc8@news.acns.nwu.edu>
Source record: 65893
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <34e5cf02.187742@megsnews.megsinet.net>,
Bryan Edewaard <bryede@emi.net> wrote:
>On 14 Feb 1998 02:15:15 GMT, judd@merle.acns.nwu.edu (Stephen Judd)
>wrote:
>
>>Commodore devices are "intelligent". The 1541 disk drive for instance
>>has its own 6502, 2K of RAM, 16K of ROM, two 6522 I/O chips, etc.
>>In general, any device-specific commands are implemented on the device
>>itself. And there is always a way of sending commands to a device
>>(on a disk drive there is a "command channel").
>
>Gee, kinda like all Atari SIO devices which contain a CPU (usually a
>6507) RAM, ROM, etc... This was done in both cases to keep the main
>computer cost down, but it meant each drive needed redundant
>controller hardware.

Quite right, but this sidesteps the important point.

Remember that only the low-level routines like get sector, write sector,
etc. are in the Atari ROMs, so the ROMs are generally 2k-4k (or 8k if
you're feeling really brave) and there's like 256 bytes of RAM.

On the other hand, 64 devices have the entire DOS, and all the device
commands (like format and scratch and change directory), contained
entirely on the device ROMs (along with all the really low-level
routines). Each device has its own DOS, and adding a new hardware
device adds a new DOS automatically.

To think of it another way: the 64 can run a program while a disk is being
formatted or a file scratched. The drive is doing the work, not the
main computer.

This scheme has its advantages and disadvantages, of course.

Now, some programs (e.g. GEOS, some fastloading or copy-protection
schemes, etc.) will reprogram a device to use a custom file (or even
disk) format, and so act more like an Atari DOS.

evetS-

1562. ATARI 130 XE languishing at a thrift store

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Warren Postma <wpostma_NOPINKPORK@julian.uwo.ca>
Message-ID: <6c80v3$t63@falcon.ccs.uwo.ca>
Source record: 65894

Found an atari 8 bit game system at a thrift store. It's the 130 XE game system,
with externally attachable keyboard and a power supply, but no cartridges.
What is it worth? I pick it up about $20 canadian. If anyone wants it,
let me know.

Warren Postma

1563. Re: Ack! Darn the luck!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6c88o0$l77$1@newsd-121.bryant.webtv.net>
Source record: 65895

You should have bought the TI 99/4a. Hellacious things are happening
with that antique platform.

vs

1564. update: i am joining the bandwagon of f.s. items

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6c8kjv$4nf$1@nnrp2.dejanews.com>
Source record: 65896

Here is my updated list of things I have left for sale (or trade if you have some goodies :)

> I have the following stuff I want to get rid of. I am taking best
> offer/any worthwhile offer on the items. Best deal would be for
> someone to buy it all as a package (but this isn't an ideal world,
> now, is it?). I am located just outside Austin, Texas, Usa.
>
> Reply to slycy@geocities.com
> ==========
> Modems:
> MPP 1000C 300 Baud modem
> Avatex 1200 Baud modem
> 2400 Desktalk II modem
> 12/2400? (ADC Phone-modem)
> Atari 830 Acoustic Modem
>
> Joysticks/Input Devices:
> 5 PointMaster Rapid Fire adapters
> Archer Rapid fire joystick (table-top mount)
> Wico 'Boss' Joystick
> QuickShot Joystick
> 1 x CX85 Numeric Keypad
> Misc Paddles/Joysticks
>
> Peripherals:
> 410 Program Recorder (unknown functionality)
> Percom Disk Drive (unknown functionality)
>
> Hardware:
> Several Atari Power supplies (tell me what you need).
>
> Other
> Plastic 5.25" disk holders (each holds roughly 10 disks)
> Video switching center (switches cable/antenna/vcr/game/other tv).
> Sony Remote Control Power Supply
> Electronic timer (ac outlet timer/switch)
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1565. Re: Atari 130XE: Where is Memory Chip U26?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E7CDF1.AD987CC8@teleport.com>
Source record: 65897

The chip numbers are under the chips on the board itself. Hopefully some one out there has the 130XE schematics than can answer these questions for you.

Ronald A. Laski, Jr. wrote:

> Where in the 130XE is this chip located? (and for that matter
> where are chips U27 thru U33?) I want to install my Newell 1meg
> board that i've had for a long time, but i don't want to de-solder
> all the memory chips if i don't have to... Thanks!
>
> --
> Ron
> rlaski@midwest.net

1566. Re: DOS 3 buggy? Well, no.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6c8pnn$b2m$1@newsd-199.bryant.webtv.net>
Source record: 65898

Incompatible? No, all the programs that I wrote, typed in from Antic and COMPUTE! all worked.

Incompatible with DOS 2? No, I just did a *.* conversion and went from 88k to 127k, or 130k without the FMS.SYS. Gained at least 39k per disk without having to buy another DOS.

Slow? How? With a 6502 running at less than 2 MHz, it loaded programs as fast as 2.0 ever did, and since I always altered the INIT values when I formatted another system disk, it certainly wrote to the disk faster.

Ah, slow to those who could not understand, or even try to understand how DOS 3 worked... Or since the user interface was different, and people being unwilling to learn, staying within their "comfort zone", well yes, I would suppose it would be slow to them.

Clunky? Well, if one went to BASIC, then realized there was something they had to do with the DOS menu, when you typed "DOS", DOS 3 did not have to reload the DUP.SYS, the menu popped up instantly. You didn't even need to load DOS to format disks, a simple BASIC command, or a short three line or so program would do it for you.

I always wondered what the rationale was, opposing DOS 3, but I suppose I mentioned a few already.

I'm not here to advocate DOS 3 over any other DOS (comp.sys.atari.dos3.advocacy? comp.sys.atari.dos3.die.die.die? heh heh), but to stimulate conversation.

1567. Microsoft BASIC- incompatible

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6c8r90$b5p$1@newsd-199.bryant.webtv.net>
Source record: 65899

I liked having the extra commands that Atari BASIC did not, but once you write programs, no one else could use them, unless they also had Microsoft BASIC. What a drag. There was no run-time program for it, you could compile it, but that was a drag, too.

Interesting to have, but of limited usefulness.

1568. IDE Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <6cg14j$23c@dfw-ixnews5.ix.netcom.com>
Source record: 65900

How do I connect my Atari 800XL to my IDE Hard Drive?

1569. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980215020601.VAA01982@ladder03.news.aol.com>
Source record: 66060

In article <34E416E0.A3EA939A@teleport.com>, dwmoar <dwmoar@teleport.com>
writes:

>GOD I am glad that you are not trying to help fix my broken computer. First
>no tech in
>their right mind would ever advise someone to "RINSE" their
>keyboard under warm
>running water.(but than maybe you were never a tech)
>DUMB DUMB DUMB. This is great
>if you want to do this to your own equipment,
>but please don't suggest that anyone
>should take this approach to working on
>theirs. Water and keyboards are not a good
>mix. Neither is soda for that
>matter.

Secret Master of the Internet Cabal wrote:

> In article
><6bte0v$qh@examiner.concentric.net>, kf6ddt@pop3.concentric.net wrote:
> >
>
>>Greetings fellow Atarians,
> >
> >A while back, some of you gave me some
>very good advice about how to clean
> >my good ol' 800 keyboard out.
>Unfortunately someone spilled some soda on it
> >when it was being moved.
>The machine still works fine other than the fact
> >that quite a few of the
>keys now of course stick.
>
> Believe it or don't: If you'll simply remove
>the keyboard from the 'puter and
> wash it down with hot water, then shake as
>much as possible out of it anbd
> hang it up to dry, it will work fine after.
>I advise against soap or
> detergents, and the water should be hot to the
>touch but not too hot to stand.
>

Actually, this works fine as long as you rinse with DILUTED water before
drying. You don't want icky minerals getting into your keyboard, do you?

DSolimano
Have an Atari Day

1570. Re: RAM requirements for Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19980215035100.WAA06290@ladder02.news.aol.com>
Source record: 66061

As I remember it, the translator disk was only required so that newer machines could run the older programs, not the other way around.

1571. Wanted: 800XL and 1050

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: The GANG at LIVE Multimedia <mail@livideo.com>
Message-ID: <34E6A904.2FFB@livideo.com>
Source record: 66062

I am looking for an 800XL and 1050 Disk Drive.

No real hurry, I'm just wondering what was available for purchase.

Thanks,
Bob.

1572. XMO Conversion to Atari File?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: DAFELDMAN <DAFELDMAN@prodigy.net>
Message-ID: <34E68CA6.3520@prodigy.net>
Source record: 66063

Greetings to all fellow Atari 8-bit users,
Does anyone have a suggestion how to convert some old Compuserve-type
"XMO" files to the corresponding ATASCII format? I purchased the
XFORMER CD-ROM disk last year and I found several files that were
archived from the old Compuserve Atari Forum (from early-mid 80's ?).

Is there some simple binary-load or BASIC program that will convert
these to a useable form?

Thanks for your help,
Doug Feldman, in Ann Arbor, MI

1573. WTB: Disk Drive for my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: mfe@fast.net
Message-ID: <6c65jh$ns2$2@news1.fast.net>
Source record: 66064

I am looking for a functioning disk drive for my Atari 800, with power supply, and all cables to make it work. I would like one in nice condition.
If you have one, let me know what you want for it.
Mike

1574. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <18743.otter@oz.net>
Source record: 66065

Oops. I must have looked at the headers wrong. I thought I had
emailed the original poster... Anyway, I went ahead and picked up
that power supply today. It works fine, and it was only $1.00 If he
has already found another one elsewhere, that's okay. I can always
use more power supplies as my collection of "stuff" grows...
Something else I bring home frequently are Atari SIO cables. I keep
hearing about how hard they are to find, but there seems to be an
abundance of them here, so I grab them just in case anyone might be
interested... (I do the same with Commodore serial cables as well...)

--Otter

On Sat, 14 Feb 1998 12:38:11 -0800,
dwmoar <dwmoar@teleport.com> wrote:

>Cool, If you can get a good one at that price. I was assuming that he may of
>already tried to find one locally with no luck. The suppliers that I listed were
>an idea of where he could get such an item and what the prices for the said item
>would be. less shipping of course. I do assume that most people would look for
>a used one befor shelling out the $$$$ as you put it. But than again ?????? I
>wouldn't want to buy anything second hand that I couldn't make sure that was in
>working order. That to me would be a waste of time and money if it didn't work
>
>Atari*Dave
>The Hardware Man
>
>Otter wrote:
>
>> On Fri, 13 Feb 1998 01:59:59 -0800,
>> dwmoar <dwmoar@teleport.com> wrote:
>>
>> >The power supply for the 400 computer is the same one that works on the
>> >800/810/822/850/1200XL/1010/1027/1050/and the XF551 it is a 9 volt AC
>> >adaptor rated at 1.95 amp. this is the one from Atari. The outside sleve is
>> >the negative and the inside being positive. You should be able to get this
>> >from B&C ComputerVision or Brad at Best Electronics. B&C's web address is
>> >http://www.myatari.com
>> >Best Electronic can be reached at (408) 243-6950 for $15.00 part number
>> >CO17945 or CA017964. Hope that this helps you out
>> >
>>
>> Instead of shelling out that kind of $$ for a power supply, I could
>> pick one up for you. Alot of Atari stuff has been showing up at the
>> thrift stores here and power supplies are pretty cheap (don't remember
>> the actual prices, but I think they were well under $3.00)

>>
>> If you are interested, just leave me an email.
>>
>> --Otter
>
>
>
>

1575. Re: File transfer question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c6akb$233$1@news.chatlink.com>
Source record: 66066

> On 1998-01-23 arickett@kent.edu said:
> >Well, after playing with lots of 8-bit emulators this
past year, I
> >finally got my hands on a real 800 XL with 1050
drive! I had an
> >800 for years that finally gave out, so it's nice to
join the Atari
> >world once again. I have a few questions that maybe
someone can
> >help me with:
> >1) I now have lots of ATR and EXE files on my PC
hard drive. Is
>
> There called COM (and OBJ & SYS) files on the
Atari.There's no such thing as a
> EXE file on the Atari.
>
> >there a simple way to transfer them onto Atari
floppies that can be
> >read on the 1050? I noticed that A.P.E. can do this,
but this
> >program seems a bit more elaborate than what I need.
>
> You can do this with the IBM's own floppy drive.(check
the FAQ for software)
> But you can only use the first side of the disk.
> (You can only put the disk in one way on IBM
drives.That's why they invented
> double-head drives)
>
> >2) What's the best way to connect to the web using my
8-bit? I
> >have a University account. Maybe instead of
transferring files,
> >could I just download them again right onto the 1050?
>
> Just use FlickerTerm-80 (faster) or IceT (better looking)
to FTP the files and
> then use A-Tar-Zee to download them via Z-modem.(it has a
built-in term)
> Try to see if the University has NCFTP instead.It's
better than "ftp".
> BobTerm can be used to Y-Modem.But NEVER (!!!) use
X-modem to download COM

> (OBJ) files.OR anything for that matter.It's SLOW and
adds garbage to the end
> of files.This didn't matter with CP/M (where X-modem came
from) since CP/M
> (which has it's own DOS built in)
> doesn't keep track of how long files are so that
programmes must keep track of
> it themselves.Since Atari's DOS keeps track of the exact
length of a file
> programmes just rely on DOS to tell it that there's no
more data left in a file.
> (There's no way for a programme to tell how long a file
is but to read through
> it to the end)
> So programmes don't know to just ignore the extra bytes
at the end of X-modemed
> files.In the case of OBJ/COM files,this is fatal!
>
> So just use Y-modem and Z-modem.(and Kermit)
>
> Net-Tamer V 1.09 - Test Drive

I hate to be argumentative, but BobTerm will strip off any extra characters if I remember right, and I have yet to see any file, Basic or Binary, which wouldn't run just fine even with the added bytes, with the exception of if someone was using Sparta-Dos. The Binary files contain the length of each segment within the file, so any program which is using a good loader, shouldn't have any problem, and a simple Basic Load command will load any basic files too.

The Shadow

1576. Re: Xf551 vs indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2pvkpyz8m.fsf@caligula.srv.net>
Source record: 66067

tom_cody@one.net (tom cody) writes:

> can someone please tell me the difference between the two, I saww reading in
> the june 1988 antic and I could not see any. What an I missing?

The XF551 was made by Atari and is relatively poorly constructed.
The Indus was made by Indus and has a reputation for being reliable.

The XF551 is double sided, double density.
The Indus is single sided, double density.

They use different schemes for high-speed operation that are mutually
incompatible and that are incompatible with the USpeed Doubler for
1050 drives.

I forget which DOSes support the high-speed mode for the XF551. (that
late Atari DOS whose name I forget --- DOS XE?, some SpartaDOSes, I
forget which). On the Indus you're pretty much stuck with DOS XL and
SpartaDOS X. Bob Puff of CSS has a ROM upgrade for the XF551 that
fixes some bugs it has and gives it USpeed compatibility.

Brent

1577. Re: RAM requirements for Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6c69j7$920$1@newsd-199.bryant.webtv.net>
Source record: 66068

Whoops.... Did someone get some cracked games??? As I remember, the games were on cartridges, and the computer did not need the "extra" RAM...

In any case, it would probably be cheaper to find an old 800 or 800XL than to try to find a memory upgrade for a computer that is almost 20 years old.

1578. Atari 815 dual disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6c6ak3$92v$1@newsd-199.bryant.webtv.net>
Source record: 66069

The Atari 815 WAS released, but was discontinued almost as soon as it came out. In the days when 810 drives were $500, spending over $1000 for an 815 was almost ludicrous.

Atari had DOS 2.0D for the drives, they were double density (hence the "D").

Back then, it was planned that you could connect four 815 drives, and there were switches on them that could configure up to eight individual drives (D1: to D8:)

By the way, DOS 3 also had support for eight drives- that is why I think the XLD drives were to be D1: on one side and D2: on the other. So, four XLD drives would make eight individual devices.

Now it just kills me that I had an 815 within my grasp, and I couldn't snag it!!! A friend was running an Atari Service Center, and he had one on his bench. When he closed his shop, I kept bugging him if I could have it, but he said it was in some box somewhere. Well, he never did find it. Rats!

1579. Re: 3.5 inch drive on a 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2oh09yz20.fsf@caligula.srv.net>
Source record: 66070

Mknzy@webtv.net (Lorne Hunsberger) writes:

> How would I put a 3.5 inch floppy on a 800xl?

Get an XF551 and get Bob Puff's upgrade for it.

Or buy a Black Box and get a floppy board for it (also from Bob Puff).

Brent

1580. Re: Need program to make backup of games from atari floppy to atari floppy

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: jb490@cleveland.Freenet.Edu
Message-ID: <6c6lgl$2mv$1@alexander.INS.CWRU.Edu>
Source record: 66071

In a previous article, rlaski@midwest.net (Ronald A. Laski, Jr.) says:

>In article <34d66fbb.0@news.one.net>, tom_cody@one.net says...
>> I have some old and some new games(still old but new to me) I would like to
>> make backups of these programs using a atari 800 and a indus drive
>>
>For non-copy protected disks, i use SCOPY (sector copier), or Disk Wizard
>II. i have one disk that i notched to use both sides and have both pgms
>on the same disk. SCOPY is only about 7 sectors long. (i think) and boots
>real quick even on the slowest drive/computer combo... (as opposed to a
>warp-speed-type boot disk)
>
>--
>Ron
>rlaski@midwest.net
>

for copy protected disks I have used a program called Chipmunk and
I think it can be purchased from B&C Computervisions
Jim
jb490@po.cwru.edu
--
C:\
C:\ DOS
C:\ DOS\ RUN

1581. Caverns of Mars

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: bammike@aol.com
Message-ID: <19980215150200.KAA09518@ladder03.news.aol.com>
Source record: 66072

Hi,

Caverns of Mars was my all-time favorite Atari game. Anyone know if it was released for pc as many other Atari games were. Havethe 8-bit version you could send me?

Peace,
Mike

1582. Re: WTT for XF551 5 1/4 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6c6vvd$iiu@usenet46.supernews.com>
Source record: 66073

In article <6c4pjk$gmb@usenet41.supernews.com>, tom_cody@one.net (tom cody) wrote:
>In article <6bvksk$jng@usenet43.supernews.com>, tom_cody@one.net (tom cody)
> wrote:
>>Here is some of the stuff I have and i'm willing to trade some of it for a
>>working XF511 working floppy:
>>
>>atari 850 interface (untested)
>>atari 830 modem (untested)
>>2 410 tape drive (working)
>>1 410 tape drviw (this one does not work I'll through it in)
>>atari 2600 system (working)
>> atari 5200 system (working has one working control and one almost working
>> (one fire button does not work)
>>25 carts for 5200 email for list
>>
>>Microsoft SideWinder 3D Pro (works)
>>logitech Scanman COLOR with interfase card (works)
>>
>>ATARI 400/800/xe CARTS:(all work)
>>BASIC
>>Pacman (2 copies)
>>Asteroids
>>Cintipede
>>Galaxian
>>Qix
>>
>the 5200 stuff is now gon, but i'm still looking for another xf511 drive

1583. Atari SC 1224

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6c6tfbjfu1@newsd-123.bryant.webtv.net>
Source record: 66074

I'm wanting to purchase a color monitor with RCA jacks. Years ago I had the standard Amiga monitor and it was nice because it had the RCA jacks so you could hook it up to a VCR.

I've seen a couple SC 1224's for sale, do they have the RCA (audio/video) jacks?

1584. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Atar Eightbitter <erasmus@Atari.world>
Message-ID: <Pine.GSO.3.96.980215094646.2802C-100000@iglou2>
Source record: 66075

On 20 Jan 1998 Bostone1 (bostone1 att aol dott com) said:
->> The masses were never interested in BASIC any more than they
->> are interested in getting under the hood of the car.

That's especially true in the Yuppie Age!

But then, on 10 Feb 1998, D. Klugh (dklugh att iwaynet dott net)
posted this reply to Bostone1:
->And hence we have WINDOWS! <sneer>

Even in the heyday of the 8-bits in the early to mid-80s, when
there were hundreds of thousands of Atari 8-bitters who *were*
using BASIC, most of them were gung-ho on using lazyloaders. It
was obvious that something like Windoze was inevitable and would
be a big success. When somebody puts out computers like those on
the Startrek TV shows, which you only have to talk to and which
do everything for you from flying spaceships to creating your food
for you, they too will sell like hotcakes and make all older
operating systems obsolete.

->I still can't believe that people can't set their VCR clock or
->programme it. I just always take it as "urban legend".

No, it's not legend; it's true. There are still many people
like that out there. Nowadays they're saved from the ignominy
of flashing clocks because of automatic VCR programming and the
elimination of the flashing displays by the manufacturers. But
there've been times when I've come across flashing displays and
reset them -- feeling like a "Spock" or "Data" character from
Star Trek, applying the principles used by one brand (or civili-
zation!?) to another one ("Can you figure out the aliens' system?"
Kirk/Picard says to Spock/Data. "I think so, Captain! Their
markings are similar to those on the Planet Panasonic!"). When
you do that, the people who don't have a clue think you're a
magician.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

1585. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Atar Eightbitter <erasmus@Atari.world>
Message-ID: <Pine.GSO.3.96.980215102553.2802E-100000@iglou2>
Source record: 66076

Alan Sharkis (asharkis att erols dott com) wrote:
->> It is possible to format an HD diskette with DOS 3, then go
->>over the format with another DOS ...

To which, on 11 Feb 1998, Raphael James Espino (rje att co dott
umist dott ac dott uk) replied:
->Interesting, any one know why that might be?

This trick was mentioned in the Atari magazines back in the
'80s as a way of salvaging a disk that had become unformattable
with one of the regular DOSes. I tried it once but gave up on
the idea when the clunky, slow DOS 3 just about burned up the
drive. Disks are cheap. It's not worth tearing up a good disk
drive to save a disk worth five cents (or less).

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1586. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Atar Eightbitter <erasmus@Atari.world>
Message-ID: <Pine.GSO.3.96.980215103755.2802F-100000@iglou2>
Source record: 66077

On Wed, 11 Feb 1998, dwmoar (dwmoar att teleport dott com) wrote:
->I have been thinking about building a power supply ... If I get
->enough feedback I will see what they can be built for.

ATV says they have power supplies for everything for four bucks.
Contact them at: rmax99 att ix dott netcom dott com.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Draw no dray a yard onward *

1587. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Atar Eightbitter <erasmus@Atari.world>
Message-ID: <Pine.GSO.3.96.980215104400.2802G-100000@iglou2>
Source record: 66078

On Wed, 11 Feb 1998, Jon D. Melbo (jmelbo att pressenter dott
com) wrote:
-> Data that isn't reliable is worthless.

Absolutely right!

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1588. what dos's support the 360k format for the XF551?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6c75el$i7l@usenet44.supernews.com>
Source record: 66079

I think ADOS does but do any others?

1589. Re: DOS 3 buggy? Well, no.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: Atar Eightbitter <erasmus@Atari.world>
Message-ID: <Pine.GSO.3.96.980215104716.2802H-100000@iglou2>
Source record: 66080

On Thu, 12 Feb 1998, Mark Newton-John (marknewtonjohn att webtv dott net) wrote:
->... people have said that DOS 3 is buggy. But no one has ever ->been able to tell me what those bugs are.

The issue wasn't that Dos 3 was buggy; it was that Dos 3 was *not* compatible with what had become the standard, namely Dos 2.0s (the "s" standing for single density). This was meaningful at a time when there were large numbers of Atari 8-bitters, and they had no interest in copying their entire disk collections to disks formatted with a different DOS which was 1) incompatible; 2) slow and clunky; 3) organized strangely at best, clumsily and badly at worst; and 4) which offered no advantages to overcome these negatives.

Compatibility with Atari Dos 2.0s mattered back in the '80s, just as compatibility with Windoze matters today. Back then there were thousands of 8-bitters in organized Atari circles in every city, either as members of clubs, modemers registered with BBSes, subscribers to magazines, or friends and associates of those who were. Clubs had disk libraries, and magazines had type-in and other programs available on disk. There was overwhelming reason for having a "standard" DOS used by everybody. An incompatible DOS was as out of place as an automobile with square tires.

Today, on the other hand, at a time when in my city, for example, there's one active 8-bitter for approximately each one million people, it doesn't matter anymore. If you want to use DOS 3, you're free to do so. But if you pick up somebody's old 500-disk collection for a song at some flea market, you may regret not having switched to a DOS 2.0-compatible a decade ago!

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

1590. Re: what dos's support the 360k format for the XF551?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-dcvCHc5zpToq@DRACO>
Source record: 66081

On Sun, 15 Feb 1998 16:27:20, tom_cody@one.net (tom cody) wrote:

> I think ADOS does but do any others?

yea, Spartados any 3.x version, MyDOS, DOSXE from atari, I think
topdos does too, most of these are available on the university of
michigan ftp archive...

Ken

1591. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-15 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6c7766$p4t$1@dartvax.dartmouth.edu>
Source record: 66082
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

In Marko.Makela@HUT.FI writes:

>>>>>> "Richard" == Richard Kanarek <RKanarek@Sprintmail.com> writes:

>Richard> Gee... An apparent "SPAM"er using "die-spammer-die@127.0.0.1"
>Richard> as an (apparently) phoney e-mail address. What won't they
>Richard> think of next???

>Yes, that posting probably hurt Jens Schnefeld's Catweasel card more
>than it advertised it. But on the other hand, also negative publicity
>is publicity.

It may have been an advertisement, but it seemed pretty relevant to
this group, so I wouldn't call it spam. If he only posted that to
groups for computer systems that his device is designed to read the
disks of, then I don't see the problem. (Looking at the crossposting
list, that looks like what he did.)

>Richard> b. "THE" file conversion utility is Sybex's
>Richard> (http://www.sydex.com/) shareware (NOT FREEWARE but
>Richard> reasonably priced) "22DISK". It supports a large number of
>Richard> disk formats.

>So does the floppy driver in the Linux kernel, and it is freely
>available. You just have to use setfdprm to set the parameters for
>unsupported MFM disk formats. E.g. the Commodore 1581 disk format can
>be supported with the following parameters in /etc/fdprm:

>cbm1581 1600 10 2 80 2 0x2A 0x02 0xDF 0x2E

Wow! Any clue as to how to set it up to read Atari 1050
enhanced-density disks? (I'm reading this in comp.sys.atari.8bit.)

--PC
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

1592. Menus

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980216000601.TAA20160@ladder02.news.aol.com>
Source record: 65901

Hi!

I'm looking for a menu program that would allow me to write full program names
for files I want to load.
I do have Speed Start Initializer and NDOS, but these won't let you do certain
things;
in the case of a graphics viewer asking you for the directory, for example,
you'll get nowhere...
I believe this has to do with the boot procedure; neither uses DOS.
There was a program called Master Program Directory (Barteck Software) in 1984
(see page 97 of Antic's July issue) that would let you autorun your programs
while displaying full titles; anybody have it?

Thanks for any help!

1593. Ack! Darn the luck!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19980216001401.TAA02335@ladder03.news.aol.com>
Source record: 65902

I went to the local thrift today to try to find an Atari 800xl (I'm looking for an Atari 800 or 800xl with at least 48K RAM) and I found a box with a black box that appeared to be an Atari computer power supply. Could it be? I opened the box more, and a keyboard appeared...it looked like one of the newer Atari computers if it was one at all. Then I looked at the nameplate, and it said "TI-99/4A". What a disappointment! I like the TI-99/4A but I am not looking for one...oh well, maybe I'll find what I'm looking for soon.

1594. Re: XIO (was Re: Atari vs CBM - Why?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6c7vs0$ht0@news.acns.nwu.edu>
Source record: 65903
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <6c518q$apd@examiner.concentric.net>,
Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
>judd@merle.acns.nwu.edu (Stephen Judd) writes:
>
>>The normal CIO commands are things like GET, PUT, PRINT, etc. Any commands
>>above 13 are special commands, i.e. device-specific. So the disk device
>>has things like rename (command 32) format (254) etc. XIO is the
>>way of accessing these commands from BASIC (much like OPEN 15,8,15).
>
>Hmm, okay, call me stupid, but how do these differ from each other then?
>It seems like the same thing is going on (but just in a different calling
>convention).

They are similar. Remember that to do I/O on the Atari you fill out a
form and send it to the CIO, which then processes it. XIO lets you
call _all_ CIO functions directly, including standard functions like OPEN
(XIO 3 #1,0,0,"D:BLAH" -- 3 is the CIO "OPEN" command).

The other main difference is that on the 64 commands like scratch are
performed by the device itself; the Atari has no DOS until you load it
into the computer off a boot disk. PRINT #15 sends commands to the
disk drive; XIO sends commands to the DOS (the CIO really).

Finally, XIO is really a BASIC command; OPEN is a 64 kernal command.
You wouldn't use XIO from an ML program.

From a user perspective, though, there just ain't much of a difference.

evetS-

1595. H: on XL-it 0.20 file loaders available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <6c84bv$n1g$1@enyo.uwa.edu.au>
Source record: 65904

I recently got the H: device going on xl-it. I just made one directory
in my xl-it directory. I noticed the following using atari DOS 2.5
Only files with an extension showed up in the directory!
ie bluemax was "invivible" but blue.max showed up?
Also has anyone written a file loader for the H: device, sort of like
yogi's loader for his mega 1MB disk images? That would be really handy!
All your file games in one directory, cool!

Darrin.

--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
----------------------PORSCHE- There is no substitute-----------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

1596. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8a6r$8hj$1@news.chatlink.com>
Source record: 65905
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

No, the only reason you popped in here at all is an attempt
to run me out of news.admin.net-abuse.email, because I am a
huge threat to your net-abuse. You continue your net abuse
here, go away, and stay away.

The Shadow

> In article <34E235A7.EA7FFACB@spnt.com>,
The_Shadow@spnt.com wrote:
> >The Shadow
> >President, Portland Atari Club, trying to pick up the
few pieces left by
> >the anti-spammers.
>
> Gosh, I forgot to mention that the only reason I popped
in here at all was
> because YOU, David Hunt, decided to go start spouting
your lies and fraudulent
> "remove" list advertisements in
news.admin.net-abuse.email - I would strongly
> advise those who are interested in the truth to visit
Deja News and see
> exactly what "Donna" has been up to.
>
> And I note that you completely failed to address the
issue of having your
> ARACNET.COM account cancelled - for running the same
fraudulmnet "remove list"
> scam over there. Shall we have the admins at Aracnet
talk to the admins at
> SPNT and make sure they understand what kind of a scam
you're running? Or
> would you rather just slink off and disappear off my
radar?
>
> Followups set. You ahve been warned.

1597. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8aig$9do$1@news.chatlink.com>
Source record: 65906

I could blast you and your ideals to kingdom come here, just like I'm doing in news.admin.net-abuse.email, but since this thread doesn't belong here, I am not going to respond to it here. If anyone here is interested in this thread, and seeing the whole truth, rather than what Rich's warped view of the truth is, they can find this discussion in news.admin.net-abuse.email where it belongs.

The Shadow

> In article <34E37E1D.BF95E6E2@spnt.com>,
The_Shadow@spnt.com wrote:
> >
> >While my views on just exactly what net-abuse is may be
in direct
> >opposition with many people here,
>
> And every legitimate and ethical ISP on the Internet...
>
> >the solutions which I advocate are
> >equally as valid as anyone else's,
>
> Assuming that "everyone else" includes only spammers...
>
> >and I find it extremely distasteful
> >when people try to muddy the waters with unsubstanciated
propaganda
>
> Well, then why do you keep doing it? Do you think that
peopel are too stupid
> to see that the "survey" you posted on your Web page as
"Donna Troy" had the
> results hard-wired into it?
>
> >rather than just facing a problem head on.
>
> *YOU* are the problem, David Hunt.
>
> >I've never claimed to be a saint,
>
> Au contraire, that's precisely what you've claimed.
>
> >but I fight for what I beleive in, and
>
> You "believe in" stealing from people in order to deliver

advertising, and
> defrauding people who are desperate for a means of making
others stop stealing
> from them in order to deliver advertising. *THAT'S* what
you've been fighting
> for in news.admin.net-abuse.email - where I keep
directing followups, and you
> keep putting them back into the Atari newsgroup where
they don't belong.
>
> >no-one can ever justly accuse me of doing anything which
isn't honorable
> >and above board to the best of my knowledge.
>
> J'accuse, David Hunt. You are running a fraudulent
"remove" list at the
> "donna troy" Web site, you are using "Donna Troy's"
account to get your email,
> you have posted articles in support of your position
purporting to be from
> other people (who don't even exist), AND you failed to
respond to my challenge
> to PROVE that your "remove" scam works.
>
> On top of all that, *I'm* putting my money where my mouth
is, and filing suit
> against several spammers under existing law. I assure
you that, when I
> prevail in court, the case number and complete text of
the decision will be
> made availabe on the Internet - and at that point, you're
out of business.
>
> >The Shadow
>
> You've spelled "Shallow" very badly. Again.
>
> Followups set. Yet again.
>
> --
> Secret Master of the Cabal (There Is Now a Cabal)
> "NOBODY expects the SPAMMISH INQUISITION!" - James Cooley

1598. Re: DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8blmaub1@news.chatlink.com>
Source record: 65907

> Hey Mark,
>
> Ummm, where on Earth did you get that info about the
1450XLD disk
> drives??? I own a few 1450's and no, they don't work
like that and yes
> DOS 4 (Quad DOS) was for the 1450XLD disk drives. The
drives are
> ds/dd and no the backside of the disk is NOT D2: as for
DOS 3.0 it was
> simply a HUGE mistake of a DOS from Atari, best left in
the box and
> never used.
>
>
> Curt
> www.atari.nu

He may be partially right, on my 600xld, using Dos 3, you can make it think it is 2 drives, one on each side, or it will also act as a regular DS/DD drive. If the 1450 drives were the same, they may do both as well. Some of the Astra drives could work this way too as I recall...

The Shadow

1599. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8d1pben1@news.chatlink.com>
Source record: 65908

> Well ALL devices have to go through HATAB (handler
table).
> HATAB is a list of device names (one letter each) and the
location of a set of
> vectors,one per CIO operation plus a "XIO" vector for
special device specific
> functions.
> You have:
> OPEN
> CLOSE
> STATUS
> READ
> WRITE
> XIO
>
> If the CIO doesn't understand the function code you give
it it assumes that
> it's a XIO (like UNIX's IOCTL) and hands it over to the
XIO vector,in which
> case the handler totaly handles the job for the CIO.
> (all standard CIO function have some involvement from the
CIO)

Actually it would only need HATABS if you wanted other programs to be able to access it. If it is program specific, such as my MiGraph scanner software, which isn't designed for use by anything else, the device table for it actually resdies within the program.

The Shadow

1600. Re: Fun with DOS 3 (or can your DOS do this? XIO commands)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8f0jejf1@news.chatlink.com>
Source record: 65909

> Okay, let's get a little tongue in cheek. Yeah, I'll even
say that DOS 3
> isn't the best in the world, but I was wondering if other
DOSes can do
> certain DOS menu functions WITHOUT going to DOS. In other
words, in
> BASIC, can one say, format a disk?
>
> And for those who are wondering, here are some XIO
commands...
>
> Rename: XIO 32, #1, 0, 0, "D:OLD,NEW"
> Erase: XIO 33, #1, 0, 0, "D:JUNK.BAS"
> Protect: XIO 35, #1, 0, 0, "D:PRECIOUS"
> Unprotect: XIO 36, #1, 0, 0, "D:OKWRITE.FIL"
> Load binary: XIO 41, #1, 0, 0, "D:LOAD.FIL"
> Format: XIO 254, #1, 0, 0, "D2:"
> XIO 253, #1, 33, 87, "D2:"
> single density
> XIO 253, #1, 33, 127, "D2:"
> enhanced density
>
> Now I'm assuming that there are probably FORMAT or RENAME
commands in
> say, SpartaDOS, but does having the DOS commands
available decrease free
> program memory?

All of the ccommands are available in all of the Atari Dos's
as far as I know, they are a part of the Dos itself rather
than the Dup part. The DUP.SYS is merely a menu driven
interface to the Dos commands, and all can be executed
independently. (If the Dos supports the command, like no ED
format in Dos 2.0s...)

The Shadow

1601. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8en3eiq1@news.chatlink.com>
Source record: 65910

I think the important part to note here is the obvious and
necessary extra steps you took in the process, such as
removing the mylar etc. Without these extra steps you are
courting with disaster!

The Shadow

> Whoops, then the fact that my 130XE is working must be an
> illusion. A few months ago, I got tired of the grubby and
dust-
> filled state of my 130XE, so I cleaned the plastic case
> (upper part) in warm water with dish washing liquid. I
also
> ran the keyboard (minus the circuit array and metal case)
> under warm soapy water. I let them dry for a few days,
put
> it all together, and it was showroom clean again.
>
> No problem.
> --
>
> ||| ////Pakrat
|||
> / | \ Discover Atari - and discover how far you can go!
/ | \

1602. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8hmk$h6r$1@news.chatlink.com>
Source record: 65911

> One of the reasons Atari computers did so poorly was
because they were a
> cross between a game machine and a business machine. The
Apple II was so
> successfull because you could get an 80 column board for
it, use it as a
> real business machine, and also a game machine. Also
software developers
> took the Apple seriously, as well as the IBM PC. Using a
TV screen is not
> anyones idea of a business machine.

The TV screen was seen by many, myself included as an added feature, and to this day, even though I use monitors on my Atari's, my TV is directly above them, so that I can watch it when I'm not working.

Atari wasn't short on software developers either. The problem was that Tramiel had a nasty habit of alienating them, so they moved on to other platforms. There were many excellent business programs available, many of which I still support today, and businesses are still running to this day.

As for a cross between a game machine and a business machine, until the internet came along, the main reason people had home PC's was still to play games.

> I personally didn't want expansion boxes ad-nauseum just
to install
> additional cards. Both the Apple II and the PC had the
expansion within
> the case, instead of an external box. People obviously
liked that.

It is very easy to make an Atari look like a clone wiith an Atari keyboard. I have several systems with everything mounted in a flip-top PC-XT case. The fact is that it is a very expandable system, and that is preferrable.

> The death nell for our company was Atari choosing to go
through department
> stores (Sears, Ann & Hope etc.) for sales, instead of the
thousands of
> computer dealers that were selling Ataris one month
before... It was very
> difficult to get your producets in to these stores, plus,

they really
> didn't have any expertise in the products, like the local
computer stores
> did.

Actually that wasn't much of a problem either. The problem
was Tramiel thought he could blackmail the loyal Atarian's
into buying an ST, and he quickly found out that we weren't
the sheep he thought we were. Other than that, lack of
marketing of any kind is what hurt the most. The ST lost
most of it's credibility on the open market when it came out
and there wasn't sufficient software to support it.

> In my opinion why the PC beat out the MAC as the
predominant computer of
> today is because the MACs were not expandable internally.
Cute, but not
> expandable. The expandable MAC came too little too late,
and was still way
> too proprietary. Whether people really need
expandability or not, they
> psychologically really like to have it.
>
> Austin Franklin
> darkroom@ix.netcom.com

Again, the Atari IS extremely expandable, and it CAN all be
placed in an IBM style case. The reason Atari didn't win
the battle is because of short sightedness, greediness, and
lack of marketing, together which made for an insurmountable
problem.

The Shadow

1603. Re: XMO Conversion to Atari File?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8jhr$j09$1@news.chatlink.com>
Source record: 65912

> Greetings to all fellow Atari 8-bit users,
> Does anyone have a suggestion how to convert some old
Compuserve-type
> "XMO" files to the corresponding ATASCII format? I
purchased the
> XFORMER CD-ROM disk last year and I found several files
that were
> archived from the old Compuserve Atari Forum (from
early-mid 80's ?).
>
> Is there some simple binary-load or BASIC program that
will convert
> these to a useable form?
>
>
> Thanks for your help,
> Doug Feldman, in Ann Arbor, MI

As a general rule the .XMO extender meant only that is was sent via X-Modem. If you are using a real Atari, you could just try using a RUN, or ENTER command, if those fail, try a Binary Load. If all else fails, load them into TextPro and look at the actual file to determine what it is. If it starts out with two chr$(255)'s, then it's a Binary/Object/COM file. Anyway, most shouldn't need any conversion at all if they weren't compressed.

If they were compressed, or maybe just plain the easiest way for you, would be to run WHATIS on them. This should tell you the file type, and if it is a compressed file, hopefully what compression method was used. If you don't have access to a WHATIS program you can run, let me know and I can send you one in Atari Basic attached to an E-Mail.

The Shadow

PS: In case you're interested, this WHATIS program I'm referring to is the same one I wrote for Carina BBS, and it will work on nearly ALL types of files, not just Atari files, and it will list the contents of compressed files as well.

1604. Re: Atari SC 1224

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8jra$j27$1@news.chatlink.com>
Source record: 65913

> I'm wanting to purchase a color monitor with RCA jacks.
Years ago I had
> the standard Amiga monitor and it was nice because it had
the RCA jacks
> so you could hook it up to a VCR.
>
> I've seen a couple SC 1224's for sale, do they have the
RCA
> (audio/video) jacks?

No, the SC1224 is an Atari ST Color Monitor. A good choice
for the 8-Bit would be either a Magnavox, Nec, or Commodore
1702, 1802, or 1902. The C= ones ae probably the easiest
and cheapest to find.

The Shadow

1605. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6c8ivf$io9$1@news.chatlink.com>
Source record: 65914

> On Fri, 13 Feb 1998 01:59:59 -0800,
> dwmoar <dwmoar@teleport.com> wrote:
>
> >The power supply for the 400 computer is the same one
that works on the
> >800/810/822/850/1200XL/1010/1027/1050/and the XF551 it
is a 9 volt AC
> >adaptor rated at 1.95 amp. this is the one from Atari.
The outside sleve is
> >the negative and the inside being positive. You should
be able to get this
> >from B&C ComputerVision or Brad at Best Electronics.
B&C's web address is
> >http://www.myatari.com
> >Best Electronic can be reached at (408) 243-6950 for
$15.00 part number
> >CO17945 or CA017964. Hope that this helps you out
> >
>
> Instead of shelling out that kind of $$ for a power
supply, I could
> pick one up for you. Alot of Atari stuff has been
showing up at the
> thrift stores here and power supplies are pretty cheap
(don't remember
> the actual prices, but I think they were well under
$3.00)
>
> If you are interested, just leave me an email.
>
> --Otter

That may well be true, but considering the possible life span difference between a NEW one, vs. the unknowing lifespan of a used one, the new one could be much cheaper in the long run.

The Shadow

1606. WTB: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: yn001@hotmail.com
Message-ID: <6c8vbpahc1@nnrp2.dejanews.com>
Source record: 65915
Cross-posted to: comp.sys.palmtops,comp.sys.handhelds,comp.sys.atari.8bit,comp.sys.tandy

I want a Atari Portfolio with many accessories.
Email me with details and asking price.

yn001@hotmail.com

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1607. Re: RAM requirements for Atari 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <xLeEW01.rldetlefsen@delphi.com>
Source record: 65916

Actually, since the system already has 32K in it, all that is needed is another 16K ram card, and those are not hard to find. For a 400, then a more special 48K or 64K card is needed. And instructions for several upgrades are available.
Rick D.

1608. Re: Atari 130XE: Where is Memory Chip U26?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <xJfkO21.rldetlefsen@delphi.com>
Source record: 65917

Where is U26? With the board setup so the 16 ram chips are to the LEFT, U26 is the front most chip of the second(inside row). U27 to U33 follow in the row to the rear of the board. When removing these chips, be extremely careful. Atari put all of the really fine traces on top.
Rick D.

1609. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6c8pk2$sss@freenet-news.carleton.ca>
Source record: 65918

Bill R. Core (he110@cleveland.Freenet.Edu) writes:
> How do you DILUTE water? Is it some alchemical process I'm not
> aware of?

Start adding instand coffee till you reach the desired consistancy.

Drink.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1610. Re: Xf551 vs indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6c8pn7$t04@freenet-news.carleton.ca>
Source record: 65919

Bryan Edewaard (bryede@emi.net) writes:
> On Sun, 15 Feb 1998 06:01:00 +0100, "Konrad M.Kokoszkiewicz"
> <draco@piwo.bl.pg.gda.pl> wrote:
>
>>You're actually missing a detail: these two drives are completely different.
>>:)))) Indus GT was produced by LDW, while XF551 is Atari Corp. Indus is single
>>sided while XF551 is double sided. Indus has burst mode at 67000 baud while
>>XF551 is 38400 at most. Indus is based on Zilog Z80, while XF551 has Intel 8050
>>as a CPU. Etc. etc. etc.
>
> I wasn't aware any SIO device could burst at a rate higher than
> 19,200.

I dont know about the 67k figure for the Indus. I have 2 versions of the
Syncromesh loader, and both operate at 38k.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1611. XL-it.. has developement been stopped?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6c8tt6$jgg@bgtnsc03.worldnet.att.net>
Source record: 65920

The last version of this was from last summer, if I remember right.. has the author given up?

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1612. Re: Xf551 vs indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980216084901.DAA13311@ladder03.news.aol.com>
Source record: 65921

In article <6c2pms$1d3@usenet43.supernews.com>, tom_cody@one.net (tom cody)
writes:

>can someone please tell me the difference between the two, I saww reading in
>the june 1988 antic and I could not see any. What an I missing?

The XF551 is double-sided, and the Indus GT is only single-sided.

Spammers and other obnoxious morons cheerfully ignored.

1613. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Feb16114857@co.umist.ac.uk>
Source record: 65922

In article <Pine.GSO.3.96.980215102553.2802E-100000@iglou2> Atar Eightbitter
<erasmus@Atari.world> writes:

> Alan Sharkis (asharkis att erols dott com) wrote:
> ->> It is possible to format an HD diskette with DOS 3, then go
> ->>over the format with another DOS ...

> To which, on 11 Feb 1998, Raphael James Espino (rje att co dott
> umist dott ac dott uk) replied:
> ->Interesting, any one know why that might be?
>
> This trick was mentioned in the Atari magazines back in the
> '80s as a way of salvaging a disk that had become unformattable
> with one of the regular DOSes. I tried it once but gave up on
> the idea when the clunky, slow DOS 3 just about burned up the
> drive. Disks are cheap. It's not worth tearing up a good disk
> drive to save a disk worth five cents (or less).

So if I understood that right, DOS 3 manages to format the disk because
it just keeps on repeating the format until either it succeeds or you
stop it, where as other DOS's will only try to format a disk a limited
number of times (i.e. twice in MyDOS) before giving up and returning
an error.
--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html

1614. Re: More DOS 3 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34E85508.4A2EA41A@atari.nu>
Source record: 65923

One HUGE problem (bug, feature, whatever you choose to call it) was the fact that once you created a DOS 3 disk, it didn't matter if you had a D/S D/D drive or any other drive you couldn't read that disk using any other DOS, even on a 1050 drive booted up with DOS 2.5 or My Dos, SpartaDOS, it didn't matter, there was a conversion utility I can't remember the name something like d3conv2 or something that would convert files back but it was a nuisance and not worth the time or trouble. Actually Atari did have a couple of dealer announcements for a Double Desnity 1050 along side with the Enhanced Density 1050, why they opted for 127K while everyone else was having no problems selling 180K drives it beyond me, it was a waste of time and money.

Curt

1615. Re: Teletext/Videotext/Ceefax

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34E85B45.F5B8EF02@kaa.bbn.hp.com>
Source record: 65924

> Frank Schimanzky said to somebody who
^^^^^^^^^^

Erm, Szymanski, please. :-)

> wanted to know how much DM 50 was,
> something like "don't you have a TV".
> What you're probably talking about
> Frank, is called either Teletext,
> VideoText or Ceefax or something like
> that.

No, no, no. I meant TV nothing more, nothing less.

Just watch the news and watch out for current exchange rates.

Tschuess,
Frank

1616. 8-Bit game programmers - Check this!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Larry Serflaten <serflaten@mail.usinternet.com>
Message-ID: <34E85340.795C@mail.usinternet.com>
Source record: 65925
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Are you still programming your old 8-bit? Do you specialize in
writing games?

Lots of people (well, say several at least) still want new software
for their old Atari 8-bit (400-800 XL/XE) computer systems. A certain
national distributor I know (Video 61 / Atari Sales) wants to fashon
cartridge games from new software. His deal with me is (X amount) per
cartridge which he pays when he makes them up. No, Im not getting
rich, but I do have a place to go to get some cash, while helping
the Atari community (who else will?)

I have to supply the software formatted for his E-Prom burner (not
difficult) along with the instructions on how to play. He gets to
decide how many to make (usually 6 at a time) and sells them to his
customers.

If you can write games that are 16K or less, and want to get in on this
action, click on the link below (or reply E-mail) for more information.

By the way, games may sell better, but anything that would be useful
on a cartridge might be acceptable!!!

Again, THIS IS NOT A GET RICH QUICK SCHEME (scam) :)

What I plan to do is to compile a list of interested parties, (by
about March 13th) then send him the list. He indicated he wanted more
programmers, so he may contact you. Note, he is already very
busy answering the phone for orders and such so that I wont post his
voice number here, his BBS # is (612) 462-3680 (BBS Express Pro).

"Games keep people happy"

Larry Serflaten, President (Oh boy!)
ChildsPlay Software

mailto:serflaten@usinternet.com

1617. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Richard H S Kim <pelladon@sprintmail.com>
Message-ID: <34E85D31.17A00DB4@sprintmail.com>
Source record: 65926

Don't forget, a lot of the dos utilities were written for 2.0 and didn't work with
DOS 3.

Bill R. Core wrote:

> DOS 3? When I first got my 1050 (for Christmas, I paid half for
> it), I booted DOS 3, read the manual, messed around with it
> for a while, then got turned off and promptly went to a friend's
> house for a copy of DOS 2.5... DOS 3 IMHO was really inefficient
> in the way it used blocks instead of sectors. Of course, now,
> for me it's either Sparta 3.2g or X, with DOS 2.5 only if I
> ABSOLUTELY have to use it. What advantages were to be had in
> DOS 3 over 2? DOS 2.5 was released when Atari realized that
> few people really liked 3.
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \

1618. Re: 8-Bit game programmers - Check this!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34e861b0.835939@news.pipeline.com>
Source record: 65927
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

ANYTHING involving Video 61 is probably a scam.

Larry Serflaten <serflaten@mail.usinternet.com> wrote:

>Are you still programming your old 8-bit? Do you specialize in
>writing games?
>
>Lots of people (well, say several at least) still want new software
>for their old Atari 8-bit (400-800 XL/XE) computer systems. A certain
>national distributor I know (Video 61 / Atari Sales) wants to fashon
>cartridge games from new software. His deal with me is (X amount) per
>cartridge which he pays when he makes them up. No, Im not getting
>rich, but I do have a place to go to get some cash, while helping
>the Atari community (who else will?)

>snip ---

1619. For sale list (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Mike Blenkiron <hamster@globalnet.co.uk>
Message-ID: <6c9r22pld2@heliodor.xara.net>
Source record: 65928

```
Atari 8-bit hardware & software items for sale.
Please contact hamster@globalnet.co.uk for complete list.
```

1620. hd question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <34E87510.A8E6F1B5@buffnet.net>
Source record: 65929

is it possible to hook up a harddrive to my 130xe?

1621. ATARI LINKS...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Blitz@mergetel.com
Message-ID: <6c9tuf$9ot@butler.ac.BrockU.CA>
Source record: 65930

Hi all! I'm currently designing a Emulator Page (all systems all emulators) and require some good awesome and informative
links. (Ok, don't take it personal). I look for games previews and downloads, Emulator Comparisson,
and links to best or most often updated sites. I would appreciate any help... Please email me:
blitz@mergetel.com
Thanks in advance!

1622. Re: Xf551 vs indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980216130257.20755D-100000@fissure.scar.utoronto.ca>
Source record: 65931

On Sat, 14 Feb 1998, tom cody wrote:

> can someone please tell me the difference between the two, I saww reading in
> the june 1988 antic and I could not see any. What an I missing?

You are probably indundated with e-mails from our Atarian colleagues,
but here's my 2cents (for what is it worth)

Bottom line, Indus GT, nice sleek, smaller than 1050 5.25 floppy drive.
REAL Double density 180k/side, not cheap enhanced 1050 density.
With appropriate software you can use GT Synchromesh (comparable to a US
doubled 1050). I think SDX allows this Synchromesh

Xf551, (my personal fav 8bit drive, so I am horribly biased)
TRUE DS/DD (ie 360k per disk, without flipping), sleek XE-grey drive,
built in ultraspeed, accessible via Black box, SDX or other equivalent
methods. (not as fast as other speed increased, but fast never the
less).... I have had it since 1988... no problems..good drives for BBS
backups (in the olden days)
I would like to own both actually..

Alan
University of Toronto
Computer Science, Management and Economics

1623. Re: what carts work with xe?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980216125542.20755C-100000@fissure.scar.utoronto.ca>
Source record: 65932

On Fri, 13 Feb 1998, Frank Szymanski wrote:

> > Atari back in the early-mid '80's (but that's another sad tale)--came with
> > Barnyard Blaster.
>
> > It wasn't aweful.
>
> > It wasn't good enough to be aweful...
>
> :-)
>
> The only thing I liked to do was to kill the old farmer.
>
> Tschuess,
> Frank

barnyard blaster (the XE light gun game) had pretty decent grafx (came out
in 1987 I beleive). Agreed the game play was monotonous and boring after
the initial "thrill" of shooting wore off.

Still have the Xe light gun, barnyard blaster, crossbow (VERY NICE!),
crime busters and bug hunt.

Alan
University of Toronto
Computer Science, Management and Economics

1624. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: seebs@plethora.net
Message-ID: <MC%F.7$bx.23592@ptah.visi.com>
Source record: 65933
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

In article <6c8a6r$8hj$1@news.chatlink.com>,
The Shadow <The_Shadow@spnt.com> wrote:
>No, the only reason you popped in here at all is an attempt
>to run me out of news.admin.net-abuse.email, because I am a
>huge threat to your net-abuse. You continue your net abuse
>here, go away, and stay away.

You are not a threat to anyone's net abuse but your own, David "I lie
with JavaScript" Hunt.

I still have that post archived. You may have fixed the page, but
everyone's already seen it.

-s
--
seebs@plethora.net -- I am not speaking for my employer. Copyright '97
All rights reserved. Boycott Spamazon! End Spam. C and Unix wizard -
send mail for help, or send money for a consultation. Visit my new ISP
<URL:http://www.plethora.net/> --- More Net, Less Spam! Plethora . Net

1625. 1200xl on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <34E88973.FFCFE0C@wwa.com>
Source record: 65934

I just listed a 1200xl for auction at ebay. Here is the url:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=6355644

Eric

1626. Re: DOS 4 for 1450XLD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6ca1tn$a4m$1@dartvax.dartmouth.edu>
Source record: 65935

"The Shadow" <The_Shadow@spnt.com> writes:

>He may be partially right, on my 600xld, using Dos 3, you
>can make it think it is 2 drives, one on each side, or it
>will also act as a regular DS/DD drive.

600xld???

I haven't seen anything about that one before. What all does it
include?

BTW, I remember seeing a picture in Compute! or Creative Computing
that said in the caption that it was a 1450xld, but the nameplate said
1250xld. Does anyone know about that one?

--PC

--
Q: How many Microsoft programmers does it take to upgrade a lightbulb?

1627. WTB: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Albert Yarusso <ay@ionstorm.com>
Message-ID: <6ca2dcirc1@news.onramp.net>
Source record: 65936

Long ago, I had tons of Atari 8-bit stuff, most of which I was using to run a large BBS (Phantasmal Alchemy, in Connecticut).. The BBS hardware consisted of Atari 800XL w/256K, SpartaDos X, ICD RealTime Clock, Basic Rev. C, 1MB MIO Board, Adaptec HD Controller board (don't remember model), two Seagate ST225N 20MB HDs, Atari XEP80, two Happy 1050s, two Indus GTs, Commodore 1702, some monochrome monitor (for the XEP), various modems (Avatex, Zoom, USR) and other stuff that escapes me right now.

I'm trying to put together a similar system again and am interested in finding any of the above hardware in working condition. Especially items like the MIO Board and SpartaDOS X, because I'd really like to hook hard drives up to the 8-bit. I'm also looking for other misc. 8-bit hardware and software, and even ST stuff if you have some.. So if you have anything you'd like to part with, please drop me a line..

Thanks!

..Albert Yarusso, ay@ionstorm.com

1628. Boot Atari off N64 Memory Pak

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6ca2t3$14a$1@gte2.gte.net>
Source record: 65937

The Nintendo 64 game save pak is a 32 kilobyte SRAM cartridge. It would
be interesting to see if it could be 1.PRogrammed,
(by either using the atari's bidirectional joystick ports or the SIO.)

and
2. Booted off of. (By connecting it to the SIO or cartridge port.)

1629. Re: Atari 130XE: Where is Memory Chip U26?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f5252e9b6104c7989692@news.midwest.net>
Source record: 65938

```
In article <xJfkO21.rldetlefsen@delphi.com>, rldetlefsen@delphi.com
says...
> Where is U26? With the board setup so the 16 ram chips are to the LEFT, U26 is
> the front most chip of the second(inside row). U27 to U33 follow in the row to
> the rear of the board. When removing these chips, be extremely careful. Atari
> put all of the really fine traces on top.
> Rick D.
>
Thanks! I appreciate the info!

--
Ron
rlaski@midwest.net
```

1630. Re: hd question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E8AE1C.BCD04813@teleport.com>
Source record: 65939

Of course. You will need a couple of things to make the connection.
1. you will need the PBA for the cartridge port. This takes the cartridge port and the enhanced port on the back of the 130 and combines them into a port that is the same as the 800XL. this is of course if you are running a MIO or K-Products interface only
2. you will need either a Black Box - a MIO - or a k-Products interface. This is where you will find your SCSI connection.
3. you will need a controller card if you use any ST-506 compatable hard drives outherwise you will need a scsi hard drive. You will have to find out which ones are supported by the maker of the interface that you choose to us. I do beleive that K-Products (the old Supra interface) is a SASI unit and will require a SASI interface and an older type MFM hard drive. SCSI (Small Systems Computer Interface)and SASI (Shugart Assoicates System Interface) controllers are NOT compatable.
4. some formatting software. This is usally provided be the makers of the hard disk interface.
5. You will need a DOS than can handle large capacity drives ie. SpartaDos/ MyDos etc.

Actually hooking up a hard disk to your 130XE is simple. Hope that this help you out. If you have any other questions about your computer and connecting a harddisk to it feel free to e-mail me.

william honecker wrote:

> is it possible to hook up a harddrive to my 130xe?

1631. Atari Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Fred Meijer <fmeijer@mailhost.dsv.nl>
Message-ID: <887668451.21624.0.rover.c29fe69a@news.demon.nl>
Source record: 65940

Check out this site:

http://www.meijer.demon.nl/atari

See You Soon !

Fred Meijer

1632. WTB: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Ron Strom <l.h8.spam@dont-even-try.com>
Message-ID: <vbwcwctgcetas.pminews@spk-107.cet.com>
Source record: 65941
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Anyone know where one could buy a "Bounty Bob Strikes Back" cart by
Big Five Software for the Atari 8-bit (800XL)?

Thanks

Ron

1633. Atari 8bit game manuals

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Ron Strom <l.h8.spam@dont-even-try.com>
Message-ID: <gfiremoqxmjqa.pminews@spk-107.cet.com>
Source record: 65942
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

I just aquired an 800XL, 1050 drive, various other hardware, software,
carts,
etc., but am lacking documentation.

Anyone know of of any sites or vendors where I can get game manuals,
etc.

Thanks.

Ron

1634. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd3b31$6ab62480$d3c2accf@asharkis.erols.com>
Source record: 65943

Steve Tucker says add instant coffee; I say dig up Ben Poehland if you want alchemy.

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article <6c7pqn$i69$1@alexander.INS.CWRU.Edu>...
>
> How do you DILUTE water? Is it some alchemical process I'm not
> aware of?
> Reminds me of something that Steven Wright once said -
> "I once had some powdered water, but I didn't know what to add
> to it." =)
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \
>

1635. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd3b31$ac517de0$d3c2accf@asharkis.erols.com>
Source record: 65944

We used to have a guy who did preventative maintenance on disk drives
(XF4551s, 1050s, etc.) One of the things he did was to wash out the cases.
I thought that was a nice touch.

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article
<6c7msv$6q7$1@alexander.INS.CWRU.Edu>...
>
> Whoops, then the fact that my 130XE is working must be an
> illusion. A few months ago, I got tired of the grubby and dust-
> filled state of my 130XE, so I cleaned the plastic case
> (upper part) in warm water with dish washing liquid. I also
> ran the keyboard (minus the circuit array and metal case)
> under warm soapy water. I let them dry for a few days, put
> it all together, and it was showroom clean again.
>
> No problem.
> --

1636. More Good Atari Stuff ForSale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <887655706_OASIS_@eastky.net>
Source record: 65945
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Greetings Atari Users,

Here is an update to our Good Atari Stuff ForSale List.
More items added to list.

ATARI 2600 Cartridges

These cartridges have no boxes or manuals.
Price for each cartridge is $2.50 or take all 9 cartridges for $18.00.

Boxing
Space Invaders
Pac-Man
PitFall
Warlords
Donkey Kong
Defender
Freeway
Combat

ATARI 7800 Cartridges

These cartridges have no boxes or manuals.
Price for each cartridge is $4.00 or take all 7 cartridges for $20.00.

Food Fight
Hat Trick
Alien Brigade
RoboTron 2084
Mean 18 Golf
Pole Position II (We have 2 of this cartridge)

ATARI 8-bit items
---
3. Eleven Atari 8-bit software titles---------PRICE REDUCED*
MRCA Mach 2 / original disk and manual.
Wayout / original disk and manual.
Mad Magazine's Official Spy vs. Spy / original disk and manual.
Asteroid Miners / original disk and manual.
Round About / original disk and manual.
Micro Shuttle / original disk and instruction card.
Bill Budge PinBall Construction Set / original disk and manual.
Raid over Moscow / original disk and manual.
Menu Writer / original disk, manual and box.

Cut and Paste / 2 original disks, manuals and folder box.
Music Construction Set / original disk, manuals and folder box.
*Price for each title is $5.00. Or take all 11 games for $30.00.

7. PQ The Party Quiz Game
4 push button controllers, Interface, 2 original game disks,
4 sets of extra game disks, Original manual and box
Like new. Price-$20.00

8. Animation Station
Drawing Pad and Pen, Original disk and manual.
Like new. Price-$20.00

Atari ST Game Software
---
9. SuperCars II / Original Disk, manual and box.
Price-$7.00

10. RamPart / Original Disk, manual and box.
Price-$7.00

11. StormBall / Original Disk, manual and box.
Price-$7.00

12. Tetra Quest / Original Disk, manual and box.
Price-$7.00

13. Wanderer / Original Disk, manual, 3D glasses, and box.
Price-$7.00

14. MindWheel / Original Disk and Book.
Price-$7.00

15. Essex / Original Disk and Book.
Price-$7.00

16. Total Recall / Original Disks, manual and box.
Price-$7.00

17. Last Ninja 2 / Original Disks, manual and box.
Price-$7.00

18. R.B.I. Two BaseBall / Original Disk, manual and box.
Price-$8.00

19. Jewels of Darkness / Original Disk, manual and box.
Price-$6.00

20. Damocles / Original Disk, manual and box.
Price-$7.00

21. The Sentry / Original Disk, manual and box.
Price-$6.00

22. Q-Ball / Original Disk, manual and folder box.
Price-$7.00

23. Mortville Manor / Original Disks, manual and folder box.
Price-$7.00

24. Into the Eagles Nest / Original Disk, manual and folder box.
Price-$6.00

25. Cloud Kingdoms / Original disk, Poster instructions and box.
Price-$7.00

26. Monster Pack Volume 1 (includes 3 games)
Shadow of the Beast 1.
Infestation.
Nitro.
All original disks, manual covering all games, and box.
Price-$10.00

27. Zork II / Original disk, manual, box, and etc.
Price-$6.00

30. Beyond Zork / Original disk, manual, box, and etc.
Price-$7.00

31. A Mind Forever Voyaging / Original disk, manual, box and etc.
Price-$7.00

33. SpellBreaker / Original disk, manual, box and etc.
Price-$8.00

34. Perry Mason
The Case of the Mandarin Murder / Original disks, manual and box.
Price-$7.00

35. High Roller / Original disks, manual and box.
Price-$7.00

Atari ST Applications and Utilities

A1. Easy Draw Package
SuperCharged Easy-Draw version 2.24.
Super Charger version 1.01.
Easy Draw Font Pack 1.
Easy Draw Personal Draw-Art 1.
All Original Disks and Manuals in the Original NoteBook.
Price-$15.00

A2. Partner ST / Original Disks and NoteBook Manual.
Price-$8.00

A3. PayRoll Master / Original Disk and NoteBook Manual.
Price-$7.00

A4. Scholastic Series Biology Package
For Grades 8-9

Volume 1 Original disks, manual, and plastic folder box.
Volume 2 Original disks, manual, and plastic folder box.
Volume 3 Original disks, manual, and plastic folder box.
Volume 4 Original disks, manual, and plastic folder box.
Price-$12.00

A5. Photo Show Plus version 1.01 / Original disks, and manual.
Price-$6.00

A6. Slicctop / Original disks and manual.
Price-$9.00

A7. Michtron Package
The Juggler / Original disk, manual, and box.
Michtron Utilities / Original disk and manual.
M-Cache / Original disk and manual.
Tune Up! / Original disk and manual.
PinBall Factory / Original disk and manual.
Price-$15.00

A8. Metacomo Make / Original disk, manual and box.
Price-$5.00

A9. Quick ST II version 2.21 / Original disk and manual.
Price-$5.00

A10. PaintWorks version 1.5 / Original disk, manual and reference card.
Price-$7.00

A11. AutoProgram database / Original disk, manual and container.
Price-$5.00

A12. HelpMate / Original disk and manual.
Price-$7.00

A13. Abbreviator ST version 1.1 / Original disk and manual.
Price-$5.00

A14. AND Fast-Key Shell / Original disk and manual.
Price-$6.00

A15. AND Cash_Register / Original disk and manual.
Price-$6.00

A16. ZoomRacks / Original disk and manual.
Price-$6.00

A17. Thunder! version 1.31 / Original disk and manual.
Price-$6.00

A18. ColorWriter version 1.2 / Original disk and manual.
Price-$5.00

End of list.

DISCOUNT

*Any order which totals $30.00 or more will receive a automatic $5.00 off.

*Any order which totals $60.00 or more will receive a automatic $10.00 off.

To place a order for any item contact us at the address below.
Have a question about a item? Then feel free to ask.

Thanks,

--

E-Mail Address phantomm@eastky.net
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1637. Atari 800XL For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: johnskis@earthlink.net
Message-ID: <johnskis-ya02408000R1602982015290001@news.earthlink.net>
Source record: 65946

It's been so long, I hope I remember all the stuff I have!!!!

800XL loaded to the gills with ram
Dot Matrix Printer
Ton's & Tons of software
40 Meg HD
Black Box
Joy Sticks
13 maybe 14 inch color monitor can't remember which
All manuals and most docs
etc......many more things I'm sure I don't remember

Prefer to sell in the Buffalo, NY area as you will have to pick up.....

My wife is bugging me to get rid of it, make an offer for the whole shot. I don't really want to break this up. I would prefer to sell as a package.

John Chmielewski

1638. ATARI Equipment MUST SELL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: terry ortman <Use-Author-Address-Header@[127.1]>
Message-ID: <19980216.200059.4567.1.ortman3@juno.com>
Source record: 65947

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

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You don't need to buy Internet access to use free Internet e-mail.
Get completely free e-mail from Juno at http://www.juno.com
Or call Juno at (800) 654-JUNO [654-5866]

1639. Atari XE - mint in original box - for auction - ends 2/21

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6caul0$8uc$1@usenet48.supernews.com>
Source record: 65948

Check it out at:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=6385634

1640. Re: ATARI Equipment MUST SELL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-16 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E91191.3633368E@teleport.com>
Source record: 65949

Do you think that this is really going to tell us something new that we don't already know about ? Why are you
doing this? Please reply to me using my e-mail. You might also take note that this is my actual e-mail address

Secret Master of the Internet Cabal wrote:

> In article <19980216.200059.4567.1.ortman3@juno.com>, terry ortman
<Use-Author-Address-Header@[127.1]> wrote:
> >
> >Send orders to:
> >
> > STARFLEET SOFTWARE Company
> > 1037 West Leafland Avenue
> > Decatur, Illinois 62522-1537
>
> It is highly recommended that anyone considering sending money to Terry Ortman
> contact the Better Business Bureau in Decatur, IL and (1) ask if there is any
> such business as "STARFLEET SOFTWARE" licensed to do business there, and (2)
> ask if there are any complaints outstanding.
>

1641. FS: Atari Software, printers

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EoIDAx.zo.0.bloor@torfree.net>
Source record: 65950

I have the following items for sale:

Print Shop, original box and manual. $5

Print Shop Companion, original box and manual. $5

Print Shop, no box or manual, $3

Print Shop Companion, no box or manual. $3

Synfile+, box and manual. $5

Print Shop Graphics Library Disk 1. $3

Print Shop Graphics Library Disk 2 $3

Print Shop Graphics Library Disk 3. $3

Christian Scenes & Symbols, graphics disk for Print Shop. $3

Bank Street Writer. $3

Partyware (2 disks). $3

Atari Timewise. $3

Atari Silent Butler (2 disks). $3

Compute Magazine Disks, $8 for all:

Jan-Mar '86
Apr-Jun '86
Jul-Sep '86
Oct-Dec '86
Jan-Mar '87
Apr-Jun '87
Jul-Sep '87
Oct-Dec '87
Jan-Mar '88
April '88

Atari BASIC cartridge (Revision A) $3

Flight Simulator II Cartidge $5

Printers:

Panasonic KXP2123 24pin dot matrix printer with color option installed.
Includes manual and several new black and color ribbons. $25

Epson LX86 9 pin dot matrix printer. Works great. $20

Prices do not include shipping. I am located in Dayton, Ohio. Please reply
to an422@mvcn.dayton.oh.us.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

1642. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980217072801.CAA26982@ladder02.news.aol.com>
Source record: 65951

In article <19980215194201.OAA08543@ladder02.news.aol.com>, euskara@aol.com (Euskara) writes:

>>>You mean DISTILLED right? you dilute things with water not water itself

Yes sorry I got carried away
DSolimano
Have an Atari Day

1643. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34e942c1.8237212@news.pressenter.com>
Source record: 65952

On Fri, 13 Feb 1998 01:48:16 -0800, dwmoar <dwmoar@teleport.com>
wrote:

>GOD I am glad that you are not trying to help fix my broken computer. First no tech in
>their right mind would ever advise someone to "RINSE" their keyboard under warm
>running water.(but than maybe you were never a tech) DUMB DUMB DUMB. This is great

Actully it isn't dumb. I have also read this suggestion by a highly
respected guru in the industry. I'll take his opinion over yours any
time. No offense,

*** Please make sure responses are also sent via email.

1644. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ea434d.8377514@news.pressenter.com>
Source record: 65953

On 15 Feb 1998 02:06:32 GMT, dsolimano@aol.com (DSolimano) wrote:

>In article <34E416E0.A3EA939A@teleport.com>, dwmoar <dwmoar@teleport.com>
>writes:

>Actually, this works fine as long as you rinse with DILUTED water before
>drying. You don't want icky minerals getting into your keyboard, do you?

Diluted water? What would you dilute it with? You miean DISTILLED
water I imagine...

*** Please make sure responses are also sent via email.

1645. Re: what carts work with xe?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34E93AA3.4D490C69@kaa.bbn.hp.com>
Source record: 65954

> in 1987 I beleive). Agreed the game play was monotonous and boring after
> the initial "thrill" of shooting wore off.

Yep.

> Still have the Xe light gun, barnyard blaster, crossbow (VERY NICE!),
> crime busters and bug hunt.

I still have the light gun, too but for me it is of more use for my 7800. I have never seen a greater game on a classics console than Alien Brigade. :-)

Tschuess,
Frank

1646. Atari 8 Bit Fair Schreiersgruen 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <6cbu5cega1@villon.fh-worms.de>
Source record: 65955

Hi there,

it is time for the next Atari 8 Bit fair in schreiergruen East-Germany.

This year on Sa. the 21th of March 98. The fair is on the second floor
of the only pub in Schreiersgruen.

Hallo,

Es ist wieder einmal der Zeitpunkt f�r die Atari 8 Bit Messe in Schreiersgruen.
Diese Jahr findet die Messe am Samstag den 21.03.1998 statt. Der Ort ist der
gleiche wie jedes Jahr, das Wirtshaus in Schreiersguen (1 Obergeschoss).

Wer noch Interesse an einem eigenen Stand hat, kann sich an den Organisator Helmut
Weidner wenden. Hier die Telefon Nr. und Adresse von Helmut:

Helmut Weidner
Postfach 22
08481 Lengenfeld

oder ueber mich:

Torsten Schall
Eckenbertstr. 47
67549 Worms

Die Reihenfolge ergibt sich aus der Zeit bis ich eine Nachricht ueber das
jeweilige Medium erhalte. Oben = schnell, unten etwas langsamer

E-Mail: schallt@fh-worms.de
Fax: 06241 592687
TeL: 06241 53070 (Eltern)
Internet: http://www.fh-worms.de/~schallt

Greetings

Schallt/King kong

1647. Re: ATARI Equipment MUST SELL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <34ee7f3e.3266939@news.supernews.com>
Source record: 65956

terry ortman <Use-Author-Address-Header@[127.1]> wrote:

>Also have a non-working 1027, can be fixed at any Atari service center,

Uhhhh....

This post does seem like its been around since the days of Atari
service centers.

See ya, Joe

1648. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6cc18t$1gj$1@nets3.rz.RWTH-Aachen.DE>
Source record: 65957

In article <34E1F2D1.FA993BA8@teleport.com>, dwmoar <dwmoar@teleport.com> says:
>
>I have been thinking about building a power supply that could power my 8-bit/the hard disk/the MIO/ and several other units all from the same box. Of cour
>it have plug in cables for each item that I wanted to power. i.e. din connector for the 130XE - plug for the disk drive/MIO/hard drive or perhaps a genera
>145 watts of power. This way one could always build their own cables as needed for their system. Do you guys think that there is a need for this type of
>supplies that you have to have to power all the accessories. What a wire jungle that leads to. With this idea, you would have a single power unit that cou
>the like). Let me know what you think about my idea. If I get enough feedback I will see what they can be built for. Drop me e-mail at dwmoar@teleport.co

This might be interesting. Is it gonna be linear or switching?

CU Mathy Van Nisselroy

PS you message was a bit hard to read. The lines are a bit long and I don't know how to tell NetScape how to show me everything.�
And saving the message to disk sdidn't help either. It just chopped of the last words of every line.

PPS Anybody know if the Tramiels ever made an Atari product that had a case that'll hold a 5.25" and a 3.5" drive mech. (and an HD inside).
I lie the look of the Mega ST's and the harddrives and such. They look a bit like the XE. And a lot better than most PC towers.

1649. Re: Menus

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <34E9833C.4132B98F@hrz.tu-chemnitz.de>
Source record: 65958

hi,

i am not sure if i have the right thing for you. but have a look at my
atari pages, in the 'demos-section'. you can find there a menu loader
which is using a DESCRIPT.ION file for the long names. grab some info on
those pages.

bye, sven.
--
==
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari

Im Feuer der Schlachten werden Menschen zu
Kriegern. Aber Helden findet man auch dort,
wo man sie nicht erwartet ... -OuterLimitS-
==

1650. Re: ED Disks?!?!? Oh my god!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6cc1ss$1gj$2@nets3.rz.RWTH-Aachen.DE>
Source record: 65959

In article <6bugkc$2i6$1@newsd-199.bryant.webtv.net>, marknewtonjohn@webtv.net (Mark Newton-John) says:
>
>Oh geez. ED disks are expensive, and DD disks are cheap. ED disks will
>just NOT format in an Atari.
>
>Too bad that no one could adapt an ED disk drive, 130k vs. 2.4 Mb? Gee,
>with an Atari, who needs a hard drive? One box of ED disks would be
>plenty for most users- (24 Mb was huge back then in 1978)
>
>Anyway, remember-
>
>DS/DD disks. Not HD, especially not ED. And notch those disks to format
>the back sides.

The ED folks are talking about here is Enhanced, Medium, Dual density. It used 128 byte sectors, like Single density but MFM (this is a methode to record
data on a disk (floppy, hard) just like Double density. Some folks (especially ATARI themselves) called Medium density "Double Density". The ED you're refering
is something totally different. HD floppies have a maximum of 1.44 MB, while ED floppies (look the same) will max out at 2.88 MB. The "Atari 8
bit kinda" ED format gets you approximately (sp?) 130 KILObytes.

CU Mathy Van Nisselroy

1651. Re: Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6cc2sv$1gj$3@nets3.rz.RWTH-Aachen.DE>
Source record: 65960

In article <01bd3836$001c8360$4491d9ce@drt2>, "Austin Franklin" <dark9room@ix.netcom.com> says:
>
>>
>> Has anybody ever try the Austin 80 on an XL/XE?
>
>Won't work, it goes in the last slot of an 800 only.

Have you tried it out, or did you conclude that. (I really, REALLY, REEEEEEAAAAALLLLLYYYYYY wanna be sure. :-)

>I finally got a monitor and all the stuff to test some of them out, so if
>you're interested in buying one, I believe I may have a few by spring that
>I can sell for $75.
>
>Austin Franklin
>darkroom@ix.netcom.com

Dambed, I'm: a) a student
b) Dutch
c) XE owner/lover

So I aint got the money or the computer.

CU Mathy Van Nisselroy

But I'm willing to receive the stuff you scanned

1652. Re: Ivo's MOD player

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6cc3h4$1gj$4@nets3.rz.RWTH-Aachen.DE>
Source record: 65961

In article <19980213072701.CAA18726@ladder02.news.aol.com>, guy1015@aol.com (GUY1015) says:
>
>>
>>From: mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy)
>>
>>So now I want the INERTIA MOD PLAYER.
>>
>>CU Mathy Van Nisselroy
>>
>>E-mail me at:
>>nisse-ma AT reze-1 DOT rz DOT
>>rwth-aachen DOT de

> Inertia is the BEST mod player for the 8bit, It will play them in true stereo
>if you have the Pokey Gumby upgrade. It will use up to 256k ram They
>sound GREAT, it also plays in mono to.
>If you cant find it on the internet Ill send it Email, Let me know.
> <<Star>>
> Star NET BBS Orlando FL Pro Node 449 Multi-line
> 500 megs 24hrs 7days 407-737-8704

Finding it isn't the problem. I don't seem to be able to get beyond the intro. I've looked through the file
using a sector editor and have seen words that indicate that I do have the write software, but I just don't seem
to be able to get beyond the intro screen. No menu, no nothing.

Do you have a doc. file to the Inertia MOD player? BTW my 130XE is "Gumby-ed".
Tried the BBS you mention. Coudn't download anything yet. Damb, I hate validation on International calls.

CU Mathy Van Nisselroy

1653. Re: CO 25953

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6cc3sr$1gj$5@nets3.rz.RWTH-Aachen.DE>
Source record: 65962

Re: Bob Puff burning his own co 25953's

>Why would he burn his own?? No reason why it wouldn't work just fine,
>though. I have done the XL PAL with no problems....
>
>Bob

I guess because they where not available or too expensive.
He says he has the logic, but it still didn't work. If you wanna ask him yourself, here's his address 76702.1076@compuserve.com

My schematics (some bad copy of some manual, I guess it's ATARI's service manual) mentions a
74ls958 which you need when using a PAL instead of a co 25953. Maybe he didn't use that one.
It might be hard to find, because it's in none of the catalogs I looked at.

CU Mathy Van Nisselroy

PS XL PAL doesn't spell XE PAL does it??? :-)

1654. Re: 8-Bit game programmers - Check this!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd3baa$821475e0$b0f7c9c7@dangermouse>
Source record: 65963
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

John Hardie <jhardie@pipeline.com> wrote in article
<34e861b0.835939@news.pipeline.com>...
> ANYTHING involving Video 61 is probably a scam.
>
>
Who are Video 61??

Graham.

1655. To: Mathy VN

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Austin Franklin <darkroo7m@ix.netcom.com>
Message-ID: <01bd3bae$c6b486f0$8cc220cc@drt2>
Source record: 65964

Mathy, your file is sent.

1656. Re: what carts work with xe?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <34e9abd0.645420@news.aatech.com>
Source record: 65965

On Mon, 16 Feb 1998 12:56:56 -0500, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>On Fri, 13 Feb 1998, Frank Szymanski wrote:

>> > Atari back in the early-mid '80's (but that's another sad tale)--came with
>> > Barnyard Blaster.

>> > It wasn't aweful.
>> > It wasn't good enough to be aweful...

>> The only thing I liked to do was to kill the old farmer.

>barnyard blaster (the XE light gun game) had pretty decent grafx (came out
>in 1987 I beleive). Agreed the game play was monotonous and boring after
>the initial "thrill" of shooting wore off.

>Still have the Xe light gun, barnyard blaster, crossbow (VERY NICE!),
>crime busters and bug hunt.

That same light gun was also sold by Actionware(?) for games
on the Amiga (a long time ago). (It has the Atari logo on the
plug.) The Capone game they had was much easier to play with
the light gun than with the mouse. I'm not sure if they had
any more Amiga games that used the light gun.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1657. Re: ATARI Equipment MUST SELL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980217172301.MAA08661@ladder02.news.aol.com>
Source record: 65966

Terry, you've been hawking this same crap for the last 7 or 8 YEARS!

When are you going to learn?

Spammers and other obnoxious morons cheerfully ignored.

1658. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_887712178@rtfm.mit.edu>
Source record: 65967
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1659. [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <htn20iAjtd60EwPe@valeofdreams.demon.co.uk>
Source record: 65968

Not had a chance to get back to Cash Converters recently,
but thought you other UK 8 bitters might be interested in taking a
look at www.loot.com which has -all- the regional issues of LOOT online.
Heap loads of ST's for sale, and also a large pile of diskdrives.
If people are interested, and there's no objections, I'll post
interesting/relevant bits from it from my work account to save peoples
phone bills and browsing time...

Unfortunately, no disk drives were for sale last time I checked :(

Later,
--
Mark Ormerod

1660. Re: cleaning an 800 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34E9E02E.8EEEA2CA@teleport.com>
Source record: 65969

Yes I do agree that cleaning out the case is a nice touch. But one should be careful on telling someone to hold the keyboard under warm running water. I read this to mean the keyboard not the case striped down. One should never assume that the reader will make the connection. Just a thought.

Alan Sharkis wrote:

> We used to have a guy who did preventative maintenance on disk drives
> (XF4551s, 1050s, etc.) One of the things he did was to wash out the cases.
> I thought that was a nice touch.

1661. MIDI player

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: mcheca@li.urp.edu.pe
Message-ID: <34ea1cbd.560399@news.unired.net.pe>
Source record: 65970

Hi, folks... good news: I recently found a MIDI player for the PC that
plays the files through the speaker, and it included C and assembly
source code! So now, together with the MIDI docs, I think I've got
enough material to start working on a MIDI player for our beloved
ATARI 8-bit computers... if I find the time (yes, I know I've promised
it REALLY LONG ago...)
That PC program, of course, plays only one channel of the 16... but
it lets you specify WHICH one. I think our ATARIs (with 4 voices)
will definitely sound much better...

```
__--___ ,++----------------------====---,
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. /|| "-... . |_|.L\ Marco Antonio
-+)| =<=== ."...,-' Checa Funcke
' \||______,--' mailto:JTKirk@usa.net
mailto:JTKirk@HoTMaiL.com
mailto:mcheca@li.urp.edu.pe
http://www.GeoCities.com/Hollywood/2645
```

1662. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Fungus - F4CG/Carcass <fungus@c64.org>
Message-ID: <Pine.SUN.3.96.980217200603.14418B-100000@eskimo.com>
Source record: 65971
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 14 Feb 1998, Bryan Edewaard wrote:

|On 14 Feb 1998 02:15:15 GMT, judd@merle.acns.nwu.edu (Stephen Judd)
|wrote:
|
|>Commodore devices are "intelligent". The 1541 disk drive for instance
|>has its own 6502, 2K of RAM, 16K of ROM, two 6522 I/O chips, etc.
|>In general, any device-specific commands are implemented on the device
|>itself. And there is always a way of sending commands to a device
|>(on a disk drive there is a "command channel").
|
|Gee, kinda like all Atari SIO devices which contain a CPU (usually a
|6507) RAM, ROM, etc... This was done in both cases to keep the main
|computer cost down, but it meant each drive needed redundant
|controller hardware.
|
| -Bry
|

Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3 processors 8k ram and many other things. Atari didn't even exist at that time. So who's copying who? :)

Oh and Atari mechanics are very poor quality.

____
____/ /_____________ _____ ____________ ______
/ / / /___ \/ ___/__/ / / _/___ Fungus F4CG / CCS
/ /___/ / / / / /__ / / /___ / fungus@c64.org
/ __/ / / / / / / / / / / / --------------
/ / / _/ / / / _/ / _/ / _/ /
/ / /__\ /___/ /__\ /__\ /__\ / "A waste is a terrible
/___/ /___/ /___/ /___/ /___/ /___/ thing to mind."

--

____
____/ /_____________ _____ ____________ ______
/ / / /___ \/ ___/__/ / / _/___ Fungus F4CG / CCS
/ /___/ / / / / /__ / / /___ / fungus@c64.org

1663. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JFXG+RX.tandrews16@delphi.com>
Source record: 65972

Atar Eightbitter <erasmus@Atari.world> writes:

>On Wed, 11 Feb 1998, dwmoar (dwmoar att teleport dott com) wrote:
>->I have been thinking about building a power supply ... If I get
>->enough feedback I will see what they can be built for.
>

You could always try this...

Take a ventilated box of the appropriate size, and mount a power strip (surge protected, of course!) inside, with the plug and cord leading outside. Then put the power supplies for each piece of your equipment inside the box, and plug them into the power strip. Label each of the equipment power leads, run them out through 1 or 2 holes in the box, and take great care to connect to the proper pieces of equipment. Plug in the power strip, and you're in business!

Crude, but it'll get the job done, and it's cheap. Fewer cables, less tangle - isn't that what you were looking for?

TJ

1664. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: peterk@combo.ganesha.com
Message-ID: <peterk.1d7x@combo.ganesha.com>
Source record: 65973
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

In article <Pine.GSO.3.96.980214223014.16774D-100000@top> Linards Ticmanis <ticmanis@coli.uni-sb.de> writes:
>
>The catweasel card, on the other hand, can read everything that just uses
>a standard track distance, so except for some real oddballs like the
>Commodore SFD-1001 (which would store 1MB on a standard 360K disk using
>lots of evil, but relatively reliable, hacks.)

The "hack" which makes this format unreadable for today's floppy drives and thus for Catweasel, is that it used a different floppy drive, which differed in its physical track density. It used 100 tracks per inch instead of the 96 tpi used by other drives. So you can read one or the other track, but other drives are physically unable to locate many of the existing tracks.

--
Best Regards, Dr. Peter Kittel // http://www.pios.de of PIOS
Private Site in Frankfurt, Germany \X/ office: peterk @ pios.de

1665. Spekunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: Anthony Rudzki <Arudzki@m3.sprynet.com>
Message-ID: <34EA6986.37A7@m3.sprynet.com>
Source record: 65974

Does anyone have any screenshots of Spelunker, or the game itself that works with xformer? Thanks. I want to do an ST version and can't quite remember it exactly.

tony

1666. Runtime Error

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <888018652@stackbbs.xs4all.nl>
Source record: 65975

Last week I gave APE 1.16D a try...

A few questions:

Savings to image's are giving very weird results with the
Highspeed-mode-feature of my Black-Box enabled...
I configured APE to 2*SIO since 3*SIO doesn't work anyway with the
unregistered version.

Sometimes I get a Runtime-ERROR 103 at 0000:198D, and will be throwed to
the commandline...

The APETIME.COM is working, but only when used with the 3.2G version.
Since I run a BBS which must be used with version X3.3a or X3.3b, how can
I patch ApeTime to let it work with these versions ?
In the code I saw you did a Sparta-Dos version-check for 3.2, but what
does it suppose to do when another DOS is used ? I got a message saying:
Download-Faillure or something...

The setup I'm using:

AT 386SX 40 Mhz, 2Mb,
VGA 256Kb,
MFM harddrives at Cashed controller,
SCSI harddrive at Adaptec 1542CZ controller,
MS-DOS 6.22NL,
SIO2PC One-Chip interface (7400LS),
Atari 130XE,
Some 1050's w/ Happy/Speedy etc.
Some XF551 40/80 tracks,
CSS Black-Box.

A whole other question:

Is it possible to configurate APE to use the modem thru a non- R: device ?
I mean, the Black-Box has it's own resident R: handler, and no matter what
device-number for R: is choosen, it's always communicating with the one on
the Black-Box.
In the past I was thinking to make a patch for the Atari 850 interface, to
burn another EPROM which uses M: as device in stead of the standard R:.
This way I maybe can connect multiple serial RS232 devices to the same
Atari and using them at the same time.
Of course not any terminal or something will support this feature,
however, I think there are some drivers for modems directly connected to
the Atari SIO-con. which uses also M: as device. But since I wrote my own
little terminal using MAC/65, it isn't a big task to replace the R: with
M:...

Sysop Fox-1

Email address in NOT valid. For personal mail, use:
fox-1 AT fatima DOT dds DOT nl

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1667. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34EAF828.9939FB26@erols.comX>
Source record: 65833

Well,

Since someone had to bring it up. During the early 80's it was well known that Atari had better quality control on their items vs C=. I worked at a Sears store that sold C64's and 1541 drives. We had to sent back ALOT of 1541 drives(in fact we had to ship a complete batch of 30 back once). They were painfully slow but some 3rd party products sped things up.

I have 4 1050 drives(1 with a Happy enhancement) and all work fine today. I had an 810 drive that ran great for 10 years but in now out of alignment.

Atari's big problem was with software development. Anyone remember DOS 3.0?
--
Later,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html
Ronald J. Hall wrote:

> On 17 Feb 1998 20:07:39, Fungus - F4CG/Carcass wrote:
>
>]- Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
>]-processors 8k ram and many other things. Atari didn't even exist at that time.
>]-So who's copying who? :)
>]-
>]- Oh and Atari mechanics are very poor quality.
>
> 'Bout that "poor quality" statement...I strongly disagree. I've got the same
> drive mechs. that I bought in 1983 for my 800XL (its a 1050) and it still is
> working just fine, and has never been touched. I know for a fact that I'm not
> the only one who has original "good as new" Atari equipment either!
>
> Hmm...thought I read in several (early) mags. that the Commodore 8-Bit drives
> were notoriously unreliable and S-L-O-W... ;-)
>
>
> ____
> / / / / /\
> / --T-- / Sysop of The DarkForce! BBS / /\ / /
> / -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
> / --G-- / The Fuji -still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/

1668. Re: XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34EAF9F6.739AEE88@teleport.com>
Source record: 65834

That's cool. but even with vents think about the heat that will be created with all them power supplies in the same unit. I would prefer tho have a single power source that had many different voltages from the same unit and would have power to spare for any future additions that one might add. Most power supplies that come with your unit are just fine to supply it, but what happens when you make a modification to the unit. Such as adding memory to a 130XE. In most cases you may slide by with a stock power supply, but you are courting failure, by increasing its load. The problem they were designed in most cases to supply just enough power to computer itself. I can tell you from experience that a 130 power supply will quickly fail if you upgrade the memory stock to the 1088K (1 meg) upgrade. Even doing a 576L (1/2 meg) is pushing it.

Thomas J. Andrews wrote:

> Atar Eightbitter <erasmus@Atari.world> writes:
>
> >On Wed, 11 Feb 1998, dwmoar (dwmoar att teleport dott com) wrote:
> >->I have been thinking about building a power supply ... If I get
> >->enough feedback I will see what they can be built for.
> > >
>
> You could always try this...
>
> Take a ventilated box of the appropriate size, and mount a power strip
> (surge protected, of course!) inside, with the plug and cord leading
> outside. Then put the power supplies for each piece of your equipment
> inside the box, and plug them into the power strip. Label each of the
> equipment power leads, run them out through 1 or 2 holes in the box, and
> take great care to connect to the proper pieces of equipment. Plug in the
> power strip, and you're in business!
>
> Crude, but it'll get the job done, and it's cheap. Fewer cables, less
> tangle - isn't that what you were looking for?
>
> TJ

1669. Anybody completed Zeppelin?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Anders Skelander <Anders.Skelander@uab.ericsson.se>
Message-ID: <34EB12CE.1805@uab.ericsson.se>
Source record: 65835

I remember Synapse Software's Zeppelin game as a
a very impressive item from the early 80s Atari
400/800/XL gaming world. It was probably the first
>16K game I owned.

I really enjoyed playing the first level and the
beginning of the second one, where I always failed.

Has anybody completed the game? How many levels are
there? Are there new types of enemies or backgrounds
in level two or later?

Anders

1670. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6cf4b1$aat@news.acns.nwu.edu>
Source record: 65836
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <Pine.SUN.3.96.980217200603.14418B-100000@eskimo.com>,
Fungus - F4CG/Carcass <fungus@c64.org> wrote:
>On Sat, 14 Feb 1998, Bryan Edewaard wrote:
>
>|Gee, kinda like all Atari SIO devices which contain a CPU (usually a
>|6507) RAM, ROM, etc... This was done in both cases to keep the main
>|computer cost down, but it meant each drive needed redundant
>|controller hardware.
>|
>| -Bry
>|
>
> Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
>processors 8k ram and many other things. Atari didn't even exist at that time.
>So who's copying who? :)

A brief Atari timeline:

1972 Atari Inc. formed (think 'Pong') (incorporated on June 27)
1977 Atari releases VCS (Atari 2600)
1978 400 and 800 announced
1979 400 and 800 debut at January CES, start shipping in November
1981 GTIA chip (more colors, new graphics modes)
1982 1200XL released (64k, etc.)

And, a brief Commodore computer chronology:

1975 65xx chips by Rockwell and MOS
1976 Commodore takes over MOS
1977 KIM
1978 2001-8 8K RAM, built-in casette, small keyboard, small white monitor
1979 2001-16, 2001-32 16/32K RAM, large keyboard, no casette
2040 disk drives (DOS 1, SEQ files only)
3040 disk drives (Shugart, DOS 1.2)
6510 processor developed
1980 4008, 4016, 4032, 8032 -- more ram, 80 columns, etc.
4040 disk drives (DOS 2.1, relative files, etc.)
8050 disk drives (DOS 2.5, Micropolis)
1981 4008, 4016, 4032 -- bigger screen (12" instead of 8")
VIC-20 (22 columns, etc.)
MMF (extra memory, 6502/6809, RS232, etc.)
C= begins design of 5um graphics chip to make "the world's best video game"
in January; finished in November.
1982 C64 debuts at Januray CES ("All we saw at our booth were Atari people

with their mouths dropping open, saying, 'How can you do that for
$595?'")
C64 design finalized and begins volume shipping in August 1982

So, not quite first. In fact, last. Clearly, Commodore had nothing to
even compare with the Atari computers, let alone beat them, until the 64
(although the PETs have a lot of nice software, and other features).

> Oh and Atari mechanics are very poor quality.

Not like those super-reliable never-fail 64 disk drives, eh? :)

-S

1671. Re: Anybody completed Zeppelin?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd3c93$251c1b60$41374382@vidar>
Source record: 65837

Isn't it seven levels ? The start says level 7 (if I remember correctly)
and I played it to level 1, but couldn't complete it. Nowadays, I am too
slow :-(Getting old I guess. I agree, the game is excellent!

BTW : Hi, Anders Skelander, long time no hear! Take Atarian care

Anders Skelander <Anders.Skelander@uab.ericsson.se> wrote in article
<34EB12CE.1805@uab.ericsson.se>...
> I remember Synapse Software's Zeppelin game as a
> a very impressive item from the early 80s Atari
> 400/800/XL gaming world. It was probably the first
> >16K game I owned.
>
> I really enjoyed playing the first level and the
> beginning of the second one, where I always failed.
>
> Has anybody completed the game? How many levels are
> there? Are there new types of enemies or backgrounds
> in level two or later?
>
> Anders
>

1672. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd3c93$ac066040$41374382@vidar>
Source record: 65838

Well, Atari must have existed in 76-77, since they released Pong in 72 (???) or so! And Atari's chipset isn't a copy of PET, more like Amiga chips beeing copies of Antic (Created by the same man I think, Jay Miner (???))

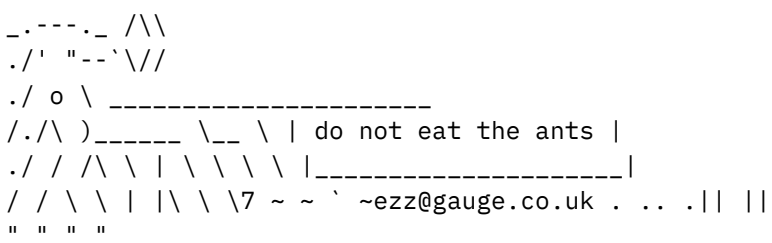
And most importantly Atari's has soul, Commodore's are just ... decent computers, but not great as Atari computers are. I love all my Atari's and always will. Take Atarian care

Ronald J. Hall <thechyld@pcc-uky.campus.mci.net> wrote in article <6cet55nqq1@news.campus.mci.net>...
> On 17 Feb 1998 20:07:39, Fungus - F4CG/Carcass wrote:
>
>]- Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
>]-processors 8k ram and many other things. Atari didn't even exist at that time.
>]-So who's copying who? :)
>]-
>]- Oh and Atari mechanics are very poor quality.
>
> 'Bout that "poor quality" statement...I strongly disagree. I've got the same
> drive mechs. that I bought in 1983 for my 800XL (its a 1050) and it still is
> working just fine, and has never been touched. I know for a fact that I'm not
> the only one who has original "good as new" Atari equipment either!
>
> Hmm...thought I read in several (early) mags. that the Commodore 8-Bit drives
> were notoriously unreliable and S-L-O-W... ;-)
>
>
> ____
> / / / /
/\
> / --T-- / Sysop of The DarkForce! BBS / /\ /
/
> / -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
> / --G-- / The Fuji -still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
>

1673. Re: [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Ejber Ozkan <ezz@gauge.co.uk>
Message-ID: <34EB1C92.91A6D21B@gauge.co.uk>
Source record: 65839

Paul Irvine wrote:
>
> The other Day Mark Ormerod
> <atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:
>
> >Not had a chance to get back to Cash Converters recently,
> >but thought you other UK 8 bitters might be interested in taking a
> >look at www.loot.com which has -all- the regional issues of LOOT online.
> >Heap loads of ST's for sale, and also a large pile of diskdrives.
> >If people are interested, and there's no objections, I'll post
> >interesting/relevant bits from it from my work account to save peoples
> >phone bills and browsing time...
> >
> Im game :)
>
> >Unfortunately, no disk drives were for sale last time I checked :(
> >
> Got 3, want a 130XE :)
>
> >Later,
>
>
> --
> .... Paul
>
> www.dellos.demon.co.uk
>
> I wonder if Arthur C. Clarke applies for child allowance
me also matey ;)



1674. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6cf7po$c4u@news.acns.nwu.edu>
Source record: 65840

In article <6cet55nqq1@news.campus.mci.net>,
Ronald J. Hall <thechyld@pcc-uky.campus.mci.net> wrote:
>On 17 Feb 1998 20:07:39, Fungus - F4CG/Carcass wrote:
>
>]- Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
>]-processors 8k ram and many other things. Atari didn't even exist at that time.
>]-So who's copying who? :)
>]-
>]- Oh and Atari mechanics are very poor quality.
>
> 'Bout that "poor quality" statement...I strongly disagree. I've got the same
> drive mechs. that I bought in 1983 for my 800XL (its a 1050) and it still is
> working just fine, and has never been touched. I know for a fact that I'm not
> the only one who has original "good as new" Atari equipment either!

It was of course a silly statement. Lots of both kinds of drives are still
around, and working fine.

Some will also point out quality control -- C= had pretty slack quality
control for many years. The 1541 itself is a tank, but has a problem
with heat (which leads to misalignment) and has a cheap-ass full-wave
rectifier on it which can blow (too low of a power rating).

> Hmm...thought I read in several (early) mags. that the Commodore 8-Bit drives
> were notoriously unreliable and S-L-O-W... ;-)

Not unreliable, but they are dog slow. This was the one area where marketing
was allowed to make design input -- they insisted on compatibility with
the VIC-20.

When the VIC-20 was designed, though, there was a small bug in the 6522 I/O
chip they were using. The net effect was that instead of being a "byte
catcher" the I/O chip was a "bit catcher". The bug in the original chip
was fixed very shortly after the VIC-20 began being produced, but too late!
So data is sent one bit at a time, and the 64 had to do this too.

What's worse is that the VIC-20 doesn't halt the CPU for DMA fetches
like the 64 does -- so the drive had to be slowed down even further,
to avoid timing glitches.

And the final irony: the 64 isn't compatible with the VIC disk drives :).

The moral: a) errors have a way of propagating, and b) never let marketing
make a design decision! :)

On the plus side, a little bit of software magic can speed up disk
transfers tremendously (like factors of 10-15 or even 25). So as a

practical matter, most 1541 disk access is actually pretty zippy. The standard software reads a 256 byte sector every 2.5 revolutions -- 512 bytes per second (really around 420 bytes/sec to load a file). JiffyDOS will up that to around 4300 bytes/sec. An Action Replay cartridge can up that to around 5700 bytes/sec (and systems like Warp 25 can _really_ up that, but are totally incompatible with normal files).

Comapre with 1000 bytes/sec on the Atari 810 (and 15,000 bytes/sec on the Apple II).

Now You Know. :)

-S

1675. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6cf92b$cp0@news.acns.nwu.edu>
Source record: 65841

In article <34EAF771.7ED9FA5B@teleport.com>,
dwmoar <dwmoar@teleport.com> wrote:
>> Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
>> processors 8k ram and many other things. Atari didn't even exist at that time.
>> So who's copying who? :)
>>
>> Oh and Atari mechanics are very poor quality.
>
>I wouldn't go that far and say that. Atari did come up with many inovative ideas
>for its time.

Yep.

>Also using the same processor Atari was faster than the Commodore
>ever thought about being.

Sort-of. Although they use the same core, the 6502 and 6510 really are
different (minor point). The 64 also does certain things in hardware,
of course, which would otherwise eat up cycles.

Memory interleave is the main reason that the 64's CPU is clocked at 1MHz,
so a relevant question to ask is: how many cycles are available to the CPU
on each scan line in, say, Antic mode E or F?

And I've no doubt that C= thought about being faster :).

>Atari did use multi processors in addition to the main
>CPU such as the Antic chip.

>Atari has always had a well buffered system, as compaired to the C=.

?

>I have repaired both. Yes I wish Atari would of done
>something different, but couldn't we all say this about our computer systems?

Yep :)

I
>still do have my first Atari. A whole 16K memory when purchased, and I might add
>it still works as good as it did the day it was purchased. Mine is neither better
>or worse than the C=, but it is what I chose to buy.

-S

1676. Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: bitbrker@www.ionet.net
Message-ID: <887823500mnewsbitbrker@www.ionet.net>
Source record: 65842

Hi there!

I own an Atari 1200XL (192k RAM) and a happy-enhanced 1050 drive.
Although I primarily use my Amiga 1200/030-50MHz and an Atari Falcon
these days (and a couple of languishing PC's, one a 486 and one a P90),
I still like my (fully-functional) Atari 8-bit!

I've heard about the 1400XL, 1450XLD, and rumors that there once was
an Atari 8-bit portable prototype.

Can anyone give me the features/specifications of the above?
And would anyone be interested in selling one? I live in the USA, in
Oklahoma.

Thanks!

Tm2

1677. Re: Spekunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: tatata@noway.com
Message-ID: <34eb3a72.26103667@207.97.159.250>
Source record: 65843

On Tue, 17 Feb 1998 23:54:30 -0500, Anthony Rudzki
<Arudzki@m3.sprynet.com> wrote:

>Does anyone have any screenshots of Spelunker, or the game itself that
>works with xformer? Thanks. I want to do an ST version and can't
>quite remember it exactly.
>
>
>tony

Spelunker is at ftp.hackerz.com and will run on xlit and atari800m

1678. WTB: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: yn001@hotmail.com
Message-ID: <6cflsb$55t$1@nnrp1.dejanews.com>
Source record: 65844
Cross-posted to: comp.sys.palmtops,comp.sys.handhelds,comp.sys.atari.8bit,comp.sys.tandy

I want a Atari Portfolio with accessories
(memory cards, cable port etc.).
Email me with details and asking price.

yn001@hotmail.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1679. Re: Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34eb5182.1400323@news.pipeline.com>
Source record: 65845

bitbrker@www.ionet.net (^_^) wrote:

> I've heard about the 1400XL, 1450XLD, and rumors that there once was
>an Atari 8-bit portable prototype.

Correct

> Can anyone give me the features/specifications of the above?

1400XL - 64K, internal 300 baud modem, internal voice synth.

1450XLD - same as above with the addition of 1 or 2 DS/DD disk drives.

65XEP - 64K, 3 1/2 inch disk drive, 5 inch B/W monitor, detachable
keyboard. Basically a 65XE in a giant case with extra goodies.

>And would anyone be interested in selling one? I live in the USA, in
>Oklahoma.

I don't have any spares.

John
jhardie@pipeline.com
www.atarihq.com

1680. re: 1050

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: khenrich@worldnet.att.net
Message-ID: <6cfo91$e2h@bgtnsc02.worldnet.att.net>
Source record: 65846

I am looking for the code to upgrade a 1050 to read double density. I can take it in ROM, or as a binary file which I can burn into ROM. If you can help, please contact me at khenrich@worldnet.att.net

tia.

Ken

1681. US Doubler Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34EB91D8.2B522EAD@sisna.com>
Source record: 65847

I not ICD ect am going to try and hide what they did with the Ram Chips
if you have an old set and the Ram has gone out not a problem..either
order the new stuff or write me e-mail. This item comes with a ROM that
has to have the jumpers changed from 1 to 2 and from 3 to 4, only one
Issue not like ICD..either you have to be able to solder or have someone
available to solder. I am not hiding what was dont with the Ram chips
you if have a problem here duplicate the chips and be up and running
again. Feel this is the best way to apporch a dieing item?
bob

1682. Atari US Doubler!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34EB9025.67108A7F@sisna.com>
Source record: 65848

I just completed my taxes and when researching my old Records I found an Item from FTe. I had the rights to produce the US Doubler in 1994 without any problems. My mistake I filed this stuff where I thought it would be readily available. Well to my sorry eyes here it is we K-Products does have the right to distribute the US Doubler since 1994 and have done nothing with those rights. I did attempt to contact Mike Hohman of FTe this month while I was in Phoenix but to no avail.

With the documentation I have the item if available at not ICD's price of
$49.95 plus shipping but $29.00 including shipping. Gurantees are in place along with installation manual. (which I have the rights to distribute)..If anyone is still intrested in this product they can send a check or money order to K-Products P.O. Box 22122 A.M.F Salt Lake City, Ut. 84122, or if you don't like P.O.Boxes not a problem..K-Products 4267 W. Midway Dr. Salt Lake City, Ut 84120..P.O. box saves 2 days mailing from my end.

bob

1683. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34EBD669.21B90315@erols.com>
Source record: 65849
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Fungus - F4CG/Carcass wrote:

> On Sat, 14 Feb 1998, Bryan Edewaard wrote:
>
> |On 14 Feb 1998 02:15:15 GMT, judd@merle.acns.nwu.edu (Stephen Judd)
> |wrote:
> |
> |>Commodore devices are "intelligent". The 1541 disk drive for
> instance
> |>has its own 6502, 2K of RAM, 16K of ROM, two 6522 I/O chips, etc.
> |>In general, any device-specific commands are implemented on the
> device
> |>itself. And there is always a way of sending commands to a device
> |>(on a disk drive there is a "command channel").
> |
> |Gee, kinda like all Atari SIO devices which contain a CPU (usually a
> |6507) RAM, ROM, etc... This was done in both cases to keep the main
> |computer cost down, but it meant each drive needed redundant
> |controller hardware.
> |
> | -Bry
> |
>
> Oh boy, but remember C= came up with it first (PET 4040 1976-77)
> Which had 3
> processors 8k ram and many other things. Atari didn't even exist at
> that time.
> So who's copying who? :)
>
> Oh and Atari mechanics are very poor quality.
>

Most Atari BBS sysops know about your "poor quality" statement.
Typically an 800XLor 130XE sees 5-7 years of 24 hour a day continuous
operation before failure. Very much
the way a florescent lamp lasts compared to the C64 which seemed to
always be crashing,
like having to change incandescent bulbs every few months.
Most 8 bits worked fine right out the box. (I personally never saw a bad
one and I worked for
Electronics Boutique for about 4 years.) You would get about 2 WORKING
out of 10 for the 64

Patrick Mulvey...

> ____
> ____/ /_____________ _____ ____________ ______
> / / / /___ \/ ___/__/ / / _/___ Fungus F4CG /
> CCS
> / /___/ / / / / /__ / / /___ / fungus@c64.org
> / __/ / / / / / / / / / / / --------------
> / / / _/ / / / _/ / _/ / _/ /
> / / /__\ /___/ /__\ /__\ /__\ / "A waste is a
> terrible
> /___/ /___/ /___/ /___/ /___/ /___/ thing to
> mind."
>
> --
> ____
> ____/ /_____________ _____ ____________ ______
> / / / /___ \/ ___/__/ / / _/___ Fungus F4CG /
> CCS
> / /___/ / / / / /__ / / /___ / fungus@c64.org

1684. Re: Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: bitbrker@www.ionet.net
Message-ID: <887861250mnewsbitbrker@www.ionet.net>
Source record: 65850

>> I've heard about the 1400XL, 1450XLD, and rumors that there once was
>>an Atari 8-bit portable prototype.

> Correct

>> Can anyone give me the features/specifications of the above?

> 1400XL - 64K, internal 300 baud modem, internal voice synth.

That's cool! Does it come with software to access to voice synth?

> 1450XLD - same as above with the addition of 1 or 2 DS/DD disk drives.

I've also heard that these drives use a parallel rather than serial
interface. If that's true, I'll bet they are a lot faster than 1050's!
Also, how about the expansion bus that was on the 600/800XL. Is it still
present on those machines?

> 65XEP - 64K, 3 1/2 inch disk drive, 5 inch B/W monitor, detachable
> keyboard. Basically a 65XE in a giant case with extra goodies.

Kind of sounds like an Atari version of an SX-64, except with a 3.5"
drive. I assume it still ran off of AC power though, right?

>> And would anyone be interested in selling one? I live in the USA, in
>> Oklahoma.

> I don't have any spares.

Heh, I don't blame you at all for not wanting to part with them.
Let me know if you ever get bored with them though. ;)

Laters.

Tm2

P.S. I'm also on the lookout for a C-65!

1685. Re: Spekunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <6cge21$gug@bgtnsc03.worldnet.att.net>
Source record: 65851

In article <34eb3a72.26103667@207.97.159.250>, tatata@noway.com says...
> On Tue, 17 Feb 1998 23:54:30 -0500, Anthony Rudzki
> <Arudzki@m3.sprynet.com> wrote:
>
> >Does anyone have any screenshots of Spelunker, or the game itself that
> >works with xformer? Thanks. I want to do an ST version and can't
> >quite remember it exactly.
> >
> >
> >tony
>
> Spelunker is at ftp.hackerz.com and will run on xlit and atari800m
>
>
Speaking of, the version I got off of one of the archives mentions
an "unlimited lives" version. Now, I've been playing for a week
and just can't get past level one. Has anyone seen the unlimited
lives version, or a patch? If it's simple enough I could even try
Disk Wiz II. Help me out here.

Rusty

1686. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34EBDACD.BE410E04@erols.com>
Source record: 65852

Austin Franklin wrote:

> One of the reasons Atari computers did so poorly was because they were
> a
> cross between a game machine and a business machine. The Apple II was
> so
> successfull because you could get an 80 column board for it, use it as
> a
> real business machine, and also a game machine. Also software
> developers
> took the Apple seriously, as well as the IBM PC. Using a TV screen is
> not
> anyones idea of a business machine.
>
> I personally didn't want expansion boxes ad-nauseum just to install
> additional cards. Both the Apple II and the PC had the expansion
> within
> the case, instead of an external box. People obviously liked that.
>
> The death nell for our company was Atari choosing to go through
> department
> stores (Sears, Ann & Hope etc.) for sales, instead of the thousands of
>
> computer dealers that were selling Ataris one month before... It was
> very
> difficult to get your producets in to these stores, plus, they really
> didn't have any expertise in the products, like the local computer
> stores
> did.
>
> In my opinion why the PC beat out the MAC as the predominant computer
> of
> today is because the MACs were not expandable internally. Cute, but
> not
> expandable. The expandable MAC came too little too late, and was
> still way
> too proprietary. Whether people really need expandability or not,
> they
> psychologically really like to have it.

I have stated this before. IBM supported their equipment with on-site
service.
no one else did (or could afford to) The IBM was available years before
the
MAC and IBM targeted their equipment to business. Add the on-site

service,
and the IBM was a no-lose situation for corporations.

>
>
> Austin Franklin
> darkroom@ix.netcom.com

1687. Add IDE HD

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <6clcgu$ji5@dfw-ixnews10.ix.netcom.com>
Source record: 65853

How do I add an IDE hard drive to a 800XL?

1688. Re: [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34f59588.2071552@news.demon.co.uk>
Source record: 65976

The other Day Mark Ormerod
<atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:

>Not had a chance to get back to Cash Converters recently,
>but thought you other UK 8 bitters might be interested in taking a
>look at www.loot.com which has -all- the regional issues of LOOT online.
>Heap loads of ST's for sale, and also a large pile of diskdrives.
>If people are interested, and there's no objections, I'll post
>interesting/relevant bits from it from my work account to save peoples
>phone bills and browsing time...
>
Im game :)

>Unfortunately, no disk drives were for sale last time I checked :(
>
Got 3, want a 130XE :)

>Later,

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1689. APE prosystem cable help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6ce193$rhd@usenet44.supernews.com>
Source record: 65977

I put together a sio2pc cable in about 25 mintues, Every thing worked great, I started to feel preaty good. I made an APE pro cable and have had nothing but problems. It will not "sync" I have checked and checked over and over and can not find a mistake in contruction. I busy light on my 1050 turns on when it tries to init the drive but then fails does anyone have a clue?

One question I ordered 3 14c89 chips and was sent SN75C189AN as a replacement is the correct replacement chip for the 14C89 IC?

1690. Re: [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Mark Ormerod <atari@valeofdreams-dot-demon-dot-co-dot.uk>
Message-ID: <5nsbstAkvi60Ew8b@valeofdreams.demon.co.uk>
Source record: 65978

<SNIP>

>Got 3, want a 130XE :)

<SNIPPETY SNIP>

SULK!

--
Mark Ormerod

1691. Re: APE prosystem cable help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34EAD15C.B0BAC21F@ix.netcom.com>
Source record: 65979

tom cody wrote:

> I put together a sio2pc cable in about 25 mintues, Every thing worked great, I
> started to feel preaty good. I made an APE pro cable and have had nothing but
> problems. It will not "sync" I have checked and checked over and over and can
> not find a mistake in contruction. I busy light on my 1050 turns on when it
> tries to init the drive but then fails does anyone have a clue?
>
> One question I ordered 3 14c89 chips and was sent SN75C189AN as a replacement
> is the correct replacement chip for the 14C89 IC?

Tom,
1) Be sure the 1050 is selected as the proper drive ID on the switches on the back of the drive. It must match the Drive ID APE thinks it should be.
2) Be sure nay other cables in the chain are good.
3) Check the 1050 by itself to be sure it is fully functional and can be use by the Atari computer directly (NO other devices in the chain).
4) Check all software to be sure it is configured properly for what you are doing and that your DOS works properly with APE. (This shouldn't be a problem. I believe all major DOSes work fine with APE.)

Just a few thoughts that might help.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1692. Re: Spekunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: matt <moses@cybercomm.net>
Message-ID: <34EAEC0E.4825@cybercomm.net>
Source record: 65980

Anthony Rudzki wrote:
>
> Does anyone have any screenshots of Spelunker, or the game itself that
> works with xformer? Thanks. I want to do an ST version and can't
> quite remember it exactly.
>
> tony

It works with the most recent version of "XL-it"... I've also
played the C-64 version of it on "PC-64", it's nearly identical
to the Atari version.

matt r
--
http://www.cybercomm.net/~moses

1693. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6cet55nqq1@news.campus.mci.net>
Source record: 65981

On 17 Feb 1998 20:07:39, Fungus - F4CG/Carcass wrote:

]- Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
]-processors 8k ram and many other things. Atari didn't even exist at that time.
]-So who's copying who? :)
]-
]- Oh and Atari mechanics are very poor quality.

'Bout that "poor quality" statement...I strongly disagree. I've got the same drive mechs. that I bought in 1983 for my 800XL (its a 1050) and it still is working just fine, and has never been touched. I know for a fact that I'm not the only one who has original "good as new" Atari equipment either!

Hmm...thought I read in several (early) mags. that the Commodore 8-Bit drives were notoriously unreliable and S-L-O-W... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1694. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-18 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34EAF771.7ED9FA5B@teleport.com>
Source record: 65982

> Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
> processors 8k ram and many other things. Atari didn't even exist at that time.
> So who's copying who? :)
>
> Oh and Atari mechanics are very poor quality.

I wouldn't go that far and say that. Atari did come up with many inovative ideas for its time. Also using the same processor Atari was faster than the Commodore ever thought about being. Atari did use multi processors in addition to the main CPU such as the Antic chip. Atari has always had a well buffered system, as compaired to the C=. I have repaired both. Yes I wish Atari would of done something different, but couldn't we all say this about our computer systems? I still do have my first Atari. A whole 16K memory when purchased, and I might add it still works as good as it did the day it was purchased. Mine is neither better or worse than the C=, but it is what I chose to buy.

1695. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34edc05a.4143394@news.pressenter.com>
Source record: 65733

On Thu, 19 Feb 98 10:16:03 GMT, "The Shadow" <The_Shadow@spnt.com>
wrote:

>
> > A plea to those who can't resist feeding the troll: READ
>THE HEADERS. If
> > you're following-up to a crosspost in the Atari
>newsgroups, and the topic is
> > NOT Atari stuff, PLEASE set followups to NANAE.
> >
> > It's bad enough that we have to see Hunt's woefully
>disinformative posts
> > about net-abuse (his desired source of profit) in NANAE;
>the Atarians don't
> > need to be included unless they *want* to join us in
> > news.admin.net-abuse.email
> >
> >
> > --
> > Secret Master of the Cabal (There Is Now a Cabal)
> > "NOBODY expects the SPAMMISH INQUISITION!" - James Cooley
>
>Oh good Rich, first you bring this thread here where it
>doesn't belong, and now you're trying to weasel out of it
>and shift the blame.
>
>The blame is yours, and you are the troll, now get lost, and
>leave us happy, and loyal Atarians alone.
>
>The Shadow
>
>PS: I made sure this reply is only going here to
>comp.sys.atari.8bit, so please nobody respond to this. This
>whole thread is off topic and had no business being brought
>here.

What does the NANAE in the follow-up field do?

*** Please make sure responses are also sent via email.

1696. WTB: Early Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34ECD708.4CD4@wwa.com>
Source record: 65734

Looking for ANTIC mags from the start of publication up to Nov 83.

Please email me if you have any for sale.

Thanks

1697. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <6cjbck$7j5$1@user2.teleport.com>
Source record: 65735
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

PLEASE NOTE: My Internet address above may of been scrambled by my ISP.
When responding, edit it so my E-Mail address is bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

1698. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <34EC4F55.96A9E525@sprynet.com>
Source record: 65736
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

Linards Ticmanis wrote:
>
> The problem here is, CompatiCard (I think) and 22disk (that one's for
> sure) can read only standard MFM disks and, if you're lucky, FM. No GCR.

Another problem with 22DISK is that it doesn't work worth a flip on my computer...a 686-P200+...worked fine on my 486...I think the faster machine screwed it up.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
Kernal = Keyboard Entry Read Network and Link
http://home.sprynet.com/sprynet/geoff

1699. Re: Spekunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34f56df5.8873645@news.demon.co.uk>
Source record: 65854

The other Day matt <moses@cybercomm.net> wrote:

>Anthony Rudzki wrote:
>>
>> Does anyone have any screenshots of Spelunker, or the game itself that
>> works with xformer? Thanks. I want to do an ST version and can't
>> quite remember it exactly.
>>
>> tony
>
>It works with the most recent version of "XL-it"... I've also
>played the C-64 version of it on "PC-64", it's nearly identical
>to the Atari version.

Works a treat on Atari Win 800 as well. Can't wait for the new version
:)

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1700. Re: [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34f66e6e.8994870@news.demon.co.uk>
Source record: 65855

The other Day Mark Ormerod
<atari@valeofdreams-dot-demon-dot-co-dot.uk> wrote:

><SNIP>
>
>>Got 3, want a 130XE :)
>
><SNIPPETY SNIP>
>
>SULK!

ARgghhh...Just found out 1 is dead...Boo Hooo..:(((

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1701. Re: [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34f2bb10.2698319@news.demon.co.uk>
Source record: 65856

The other Day Ejber Ozkan <ezz@gauge.co.uk> wrote:

>> I wonder if Arthur C. Clarke applies for child allowance
>me also matey ;)

Is that in the 130XE sense or the Arthur C sense :)

Greets to fellow UK 8 bitters :)

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1702. Re: Anybody completed Zeppelin?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34f1ba35.2479081@news.demon.co.uk>
Source record: 65857

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Isn't it seven levels ? The start says level 7 (if I remember correctly)
>and I played it to level 1, but couldn't complete it. Nowadays, I am too
>slow :-(Getting old I guess. I agree, the game is excellent!

Join the club, Im from the times when all the ATari stuff was brand
new super hardware. Long nights on Defender and Miner 2049er let alone
the MANY days on Jumpman & Spelunker :)

God, I was young and nimble then :)

Ontrack tho, I never did finish it myself so would love to know the
answer...

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1703. List of non-800xl compatible software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19980219013800.UAA12134@ladder02.news.aol.com>
Source record: 65858

Could someone please forward me the list of 8-bit games that are not compatible with the 800xl system? Thank you very much.

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1704. FS: Atari 130xe & games

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: Pauldb@cris.com
Message-ID: <6cg45u$ke7@examiner.concentric.net>
Source record: 65859

For Sale:

Atari 130xe computer,power supply, Joystick and these Atari 400/800 Carts:
basic
centipede
defender
donkey kong
missile command
pac-man
space invaders
star raiders

$45 shipped or best offer

1705. WWW: Extended my 8-bit page

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6cgc69$130$1@dartvax.dartmouth.edu>
Source record: 65860

I've extended my page of Atari utilities:

http://www.cs.dartmouth.edu/~crow/atari/

It is mostly of interest to people using SIO2PC or emulators--stuff
for manipulating disk images and binary load files on a DOS or Unix
system.

There's also some stuff about using the SIO2PC cable with Linux.

Enjoy.

--PC

--
/* If UseNet were a restaurant, no one would leave tips. */
/* --Preston Crow */

1706. HD interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <01bd3cf2$6e01b600$5fe9dbcd@dev-sys>
Source record: 65861

I've got a couple of ICD MIO's stashed around here and was wondering if
there were other interfaces like that available for 8-bit machines anymore?
I remember hearing about the "black box" about the time I packed up my
8-bit stuff. Anything else? Where can I find info?

Thanks
--
Cabell Clarke
cabell@richmond.infi.net
http://www.geocities.com/nashville/8989/

1707. Re: 1050

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ebd96d.89466569@news.pressenter.com>
Source record: 65862

On Wed, 18 Feb 1998 22:44:48 GMT, khenrich@worldnet.att.net (Ken Henrich) wrote:

>I am looking for the code to upgrade a 1050 to read double density. I >can take it in ROM, or as a binary file which I can burn into ROM. If >you can help, please contact me at khenrich@worldnet.att.net

I think it needs more than ROM, like maybe more RAM? Maybe the RAM part of upgrades for the 1050 (like USD or Happy) were only for fascilitating the full track buffer I dunno. Maybe an updated ROM is all thats reqired. I would be interested in the answer myself. Anyone know?

*** Please make sure responses are also sent via email.

1708. Re: List of non-800xl compatible software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ecdd35.90434681@news.pressenter.com>
Source record: 65863

On 19 Feb 1998 01:38:26 GMT, pbjurman@aol.com (PBjurman) wrote:

>Could someone please forward me the list of 8-bit games that are not compatible
>with the 800xl system? Thank you very much.

Hmm. Not sure if there is a be all end all list. Kinda useless
considering that there are good translator type programs for the XL/XE
to help in that regard.

*** Please make sure responses are also sent via email.

1709. Re: US Doubler Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34edde2a.90679916@news.pressenter.com>
Source record: 65864

On Wed, 18 Feb 1998 17:58:48 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>I not ICD ect am going to try and hide what they did with the Ram Chips
>if you have an old set and the Ram has gone out not a problem..either
>order the new stuff or write me e-mail. This item comes with a ROM that
>has to have the jumpers changed from 1 to 2 and from 3 to 4, only one
>Issue not like ICD..either you have to be able to solder or have someone
>available to solder. I am not hiding what was dont with the Ram chips
>you if have a problem here duplicate the chips and be up and running
>again. Feel this is the best way to apporch a dieing item?

Bob, I don't mean to be rude here, but this & your prvious post here
are unclear in meaning exactly. You, not ICD etc are trying to hide
something with RAM chips? Huh? That means you are trying to hide
something. Anyway, I gathered that you meant perhaps that you are not
trying to hide something that was concealed by ICD etc. in the past?
Hope that's right.... now... WHAT exactly about the RAM chips was
hidden that we should know about?

I have a USD that I bought from ICD a long time ago. It worked fine
until the day it was put in storage.

*** Please make sure responses are also sent via email.

1710. Would appreciate response to test message

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34eeeab2.93888395@news.pressenter.com>
Source record: 65865

Hello fellow 8-bitters. Please help me understand something by responding to this message.

1) Is your reader software replying to this automatically via email, usenet, or both?

2) Are you prompted in any way for which way you wish to reply (follow-up)?

3) What newsreader software / method are you using?

Thank you very much for your help and cooperation.

Jon

*** Please make sure responses are also sent via email.

1711. Re: Would appreciate response to test message

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6ch0fi$er1$1@news.chatlink.com>
Source record: 65866

I am currently using News Rover w/Windows 95 on an IBM. It gives me the choice of replying to just newsgroup, just sender, or both when I hit reply.

This software allows you to download the newsgroups you prefer for off-line reading/replying, and I can highly recommend it. You also have the option to send the reply now, or to hold it for later if you are off-line. You can even schedule it to automatically call your dialup and retrieve messages on whatever schedule you desire.

The other newsreader I use is Netscape Communicator v4.04, it has similar options, but I have been unhappy with the off-line mode.

Hope this helps,
The Shadow

> Hello fellow 8-bitters. Please help me understand something by
> responding to this message.
>
> 1) Is your reader software replying to this automatically via email,
> usenet, or both?
>
> 2) Are you prompted in any way for which way you wish to reply
> (follow-up)?
>
> 3) What newsreader software / method are you using?
>
>
> Thank you very much for your help and cooperation.
>
> Jon
>
> *** Please make sure responses are also sent via email.

1712. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6ch0ot$g6l$1@news.chatlink.com>
Source record: 65867

> A plea to those who can't resist feeding the troll: READ THE HEADERS. If
> you're following-up to a crosspost in the Atari newsgroups, and the topic is
> NOT Atari stuff, PLEASE set followups to NANAE.
>
> It's bad enough that we have to see Hunt's woefully disinformative posts
> about net-abuse (his desired source of profit) in NANAE; the Atarians don't
> need to be included unless they *want* to join us in
> news.admin.net-abuse.email
>
>
> --
> Secret Master of the Cabal (There Is Now a Cabal)
> "NOBODY expects the SPAMMISH INQUISITION!" - James Cooley

Oh good Rich, first you bring this thread here where it doesn't belong, and now you're trying to weasel out of it and shift the blame.

The blame is yours, and you are the troll, now get lost, and leave us happy, and loyal Atarians alone.

The Shadow

PS: I made sure this reply is only going here to comp.sys.atari.8bit, so please nobody respond to this. This whole thread is off topic and had no business being brought here.

1713. DOS 3 format failure

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6ch1mnhov1@newsd-199.bryant.webtv.net>
Source record: 65868

If DOS 3 cannot format a disk, due to bad sectors, etc. it will give up and return an error. Once in a while it will format a disk, and you will see a smaller capacity (due to the bad sectors), but the disk is unreliable, and should be discarded.

1714. Not Atari ED, but IBM ED disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6ch1dehoo1@newsd-199.bryant.webtv.net>
Source record: 65869

Enhanced density? I believe he was wondering why ED labeled disks would not format on his drive. In this case, ED does not mean Atari's enhanced density, but the 5.25" disks that have a 2.4 mB capacity.

He said he bought the disks at a Staples store, and since there were no Atari formatted disks that were ever sold, they are the 2.4 Mb ED density disks.

1715. XIO commands in DOS 2?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6ch1ue$hp4$1@newsd-199.bryant.webtv.net>
Source record: 65870

Oh? So tell me, from BASIC, without going to the DOS menus, how do you format a disk? Now I'm talking about the standard Atari DOS 2.0/2.5

1716. Re: [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: Ejber Ozkan <ezz@gauge.co.uk>
Message-ID: <34EC302D.98960E16@gauge.co.uk>
Source record: 65871

```
Paul Irvine wrote:
>
> The other Day Ejber Ozkan <ezz@gauge.co.uk> wrote:
>
> >> I wonder if Arthur C. Clarke applies for child allowance
> >me also matey ;)
>
> Is that in the 130XE sense or the Arthur C sense :)
>
> Greets to fellow UK 8 bitters :)
>
> --
> .... Paul
>
> www.dellos.demon.co.uk
>
> I wonder if Arthur C. Clarke applies for child allowance

Uh.. I guess both senses now you come to mention it 8-)
--
_.---._ /\\
./' "--`\//
./ o \ _______________________
/./\ )______ \__ \ | do not eat the ants |
./ / /\ \ | \ \ \ \ |_____________________|
/ / \ \ | |\ \ \7 ~ ~ ` ~ezz@gauge.co.uk . .. .|| ||
" " " "
```

1717. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34EC57F4.E778B424@teleport.com>
Source record: 65872

Hey man I think that about all of use that use the net have seen enough of this cr*p! I really don't care if you have a hard on for David Hunt or not, but come on give the rest of us a break. This cr*p doesn't belong in the 8- bit sig, now does it? You are as much of the problem with "spamming" as who you are bitching about is or might be. If you can't play nice with the rest of us "Pick up your marbles and GO HOME" Just stop pointing fingers and and saying I told you so. There has to be a better way to deal with this type of problem, than pissing off everyone. Your bitching and pointing a finger is going to backfire on you. Please just stop the bitching. It seams to me that you and just a small handful of people are creating most of the problem here, with all this "Junk E-mail" bull. Put you cards out on the table and lets get to the point that is tugging at you, I am sure that there is a better solution that all this E-mail garbage that is going on. Act responsible and settle this argument once and for all. Name calling and finger pointing is not going to solve anything, is it? E-mail me and lets see if we can work out a settlement on this problem..... I do believe that most of us here on this sig and others would like to see an end to this and other such e-mail

dwmoar

Secret Master of the Internet Cabal wrote:

> In article <6ch0ot$g6l$1@news.chatlink.com>, The_Shadow@spnt.com wrote:
> >
> >Oh good Rich, first you bring this thread here where it
> >doesn't belong, and now you're trying to weasel out of it
> >and shift the blame.
>

Secret Master of the Internet Cabal wrote:

> "loyal" Atarians who rip people off with a phony "remove" scam, huh? Anyone
> who does that can't be trusted to do honest business in other fields, either.
> You're no different than Terry Ortman - you're just older.

1718. Rare Atari Kangaroo Prototype game

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34EC598A.FD191E43@atari.nu>
Source record: 65873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,ny.forsale,nyc.forsale,rec.games.video,rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

If you are a serious collector, then this is a MUST HAVE item for your collection, click on
the link below to view and image and pick up one of the rarest Atari collector games around:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=6548948

Curt
www.atari.nu

1719. Re: Spekunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: dfwooster@aol.com
Message-ID: <19980219181700.NAA24136@ladder02.news.aol.com>
Source record: 65874

Rusty
I have Spelunker on disk for the Atari only.
One side is the regular NAD VERY TOUGH Original version.
Side two has the Cheat, unlimited lives version.
E-mail me at
dfwooster@aaol.com

1720. how do i copy files from datasette to floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: i0iimmii0i@aol.com
Message-ID: <19980219182801.NAA06200@ladder03.news.aol.com>
Source record: 65875

Hi All !

Question : How do i copy files from datasette to floppy disk on atari 800 XL ?

1721. Re: Atari 8bit game manuals

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: dfwooster@aol.com
Message-ID: <19980219184601.NAA27921@ladder02.news.aol.com>
Source record: 65876

Ron Strom
Your e-mail address is not working
I have the manuals that you are looking for
E-mail me
dfwooster@aol.com

1722. Atari 130XE complete system FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <6ci1a8$l7p$1@nnrp1.dejanews.com>
Source record: 65877

1-130 XE Computer
1-1050 Floppy Disk Drive
1-410 Tape drive
1-Commodore 1701 composite monitor (works great with the 130 XE)
1-Single Chip SIO2PC interface (PC serial port to Atari SIO bus)
1-P:R: Connection (2 serial ports, 1 parallel port adapter to SIO bus)

a couple dozen 8 pin 256k RAM chips

I also recently inventoried the included 32 carts and they are:

Alphabet Zoo - Spinnaker
Kindercomp - Spinnaker
Kids on Keys - Spinnaker
Fraction Fever - Spinnaker
Facemaker - Spinnaker
Computer War -Thorn EMI
Jumbo Jet Pilot - Thorn EMI
Submarine Commander - Thorn EMI
Congo Bongo - Sega
Buck Rodgers - Sega
Star Trek - Sega
Pitstop - Epyx
Jumpman Junior - Epyx
Astro-Grover -CBS
Miner 2059er - Big Five
Krazy Shootout - Kbyte
Soccer
Defender
Flight Simulator II XE w/ manual & maps
Asteroids
Ms. Pacman
Centipede
Donkey Kong
Joust
Qix
Star Raiders
Microsoft Basic II w/ disk and manual
Dig Dug
Pole Position
Pacman
Tennis
Missle Command

I also have alot of floppies included, which I haven't inventoried.

How about $150.00 for everything and I'll pay shipping (within the Continental USA).

Ron

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1723. My favorite ATR - battle.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <34ec891c.163657169@news.ou.edu>
Source record: 65878

Battle Trek ATR... boot with Basic. I made this ATR from my original
floppy from Voyager Software...

1724. Re: Would appreciate response to test message

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ec8a8a.134814593@news.pressenter.com>
Source record: 65879

On Thu, 19 Feb 98 10:11:04 GMT, "The Shadow" <The_Shadow@spnt.com>
wrote:

>I am currently using News Rover w/Windows 95 on an IBM. It
>gives me the choice of replying to just newsgroup, just
>sender, or both when I hit reply.

Cool. That's what mine does too in that situation. I used a special
option that supposedly requests an email be sent as a follow-up. I
know that most software lets you choose to send both email and a
article, but when this flag is used my software pops up with a dialog
box sayng that the auythor has requested an email reply. Just
wondering what other people's stuff does. I am experimenting with
this because I do read the group, but really like an email sent as
well because that way I don't miss it. Sometimes one can miss an
article in the newsgroup.

*** Please make sure responses are also sent via email.

1725. 1200XL serial numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4487$59867660$e8374382@vidar>
Source record: 65880

Hi, I have recently bought a 1200XL with no serial number, only says "PILOT UNIT 10/28 0A000058

Is this normal on 1200XL's ? Also it's missing the "T" key, anybody got one ? Take Atarian care everybody

1726. Boston area 8-bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6ci5ah$t6j$1@dartvax.dartmouth.edu>
Source record: 65881

I thought it might be fun to get together with other Atari 8-bitters
in the Boston area. Is anyone interested? I live in Cambridge.

Reply if you might be interested.

--PC

--
Q: How many Microsoft programmers does it take to upgrade a lightbulb?

1727. Re: XIO commands in DOS 2?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-19 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34ECC04F.2CC489CE@teleport.com>
Source record: 65882

XIO 253,0,0,D?: for single density, 254 for max drive density. The D?: is
referring to the disk drive number. It is really easy to use this command.

dwmoar

Mark Newton-John wrote:

> Oh? So tell me, from BASIC, without going to the DOS menus, how do you
> format a disk? Now I'm talking about the standard Atari DOS 2.0/2.5

1728. Re: [UK]Atari bits and pieces...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34ecba1f.5485234@news.demon.co.uk>
Source record: 65737

The other Day Ejber Ozkan <ezz@gauge.co.uk> wrote:

>> >> I wonder if Arthur C. Clarke applies for child allowance
>> >me also matey ;)
>>
>> Is that in the 130XE sense or the Arthur C sense :)
>>
>Uh.. I guess both senses now you come to mention it 8-)

Just testing :)

--
.... Paul

www.dellos.demon.co.uk

I wonder if Arthur C. Clarke applies for child allowance

1729. Questions about (pm)Atari800 0.8.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: karromde@nyx10.nyx.net
Message-ID: <887892815.62430@iris.nyx.net>
Source record: 65738
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Hi, wondering if anyone can help me.... I didn't get this emulator with a whole lot of documentation.

Is there any way to use some graphics mode other than 320x200? At least 320x240, maybe 640x480 for games that use overscan.

What PC keys correspond to the start/select/option buttons? And the break key?

How do I get the emulator to recognize a joystick? (Does it do so at all?)
--
Ken Arromdee |They said it was *daft* to build a space
arromdee@inetnow.net |station in a swamp, but I showed them! It
karromde@nyx.nyx.net |sank unto the swamp. So I built a second
http://www.inetnow.net/~arromdee|space station. That sank into the swamp too.
---------------------------------+My third space station sank into the swamp.
So I built a fourth one. That fell into a time warp and _then_ sank into the
swamp. But the fifth one... stayed up! --Monty Python/Babylon 5

1730. Re: 1200XL serial numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34ecf9a0.860340@news.pipeline.com>
Source record: 65739

I have a couple of 1200 units (no XL on the label) that say Pilot
Unit. As far as I can tell, they are either prototypes or some type
of initial limited production run. Maybe someone else can help in
this area?

John
jhardie@pipeline.com
www.atarihq.com

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Hi, I have recently bought a 1200XL with no serial number, only says "PILOT
>UNIT 10/28 0A000058
>
>Is this normal on 1200XL's ? Also it's missing the "T" key, anybody got one
>? Take Atarian care everybody
>

1731. Re: Atari US Doubler!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <01bd3db7$65903120$b4e9dbcd@dev-sys>
Source record: 65740

I was wondering... I know that there were some 1050's that the USD's would
not work with even with the jumper changes outlined in the docs (I know...
I have one here). Were these problems ever resolved?

BobKlaas <bobkla19@sisna.com> wrote in article
<34EB9025.67108A7F@sisna.com>...
> I just completed my taxes and when researching my old Records I found an
> Item from FTe. I had the rights to produce the US Doubler in 1994
> without any problems. My mistake I filed this stuff where I thought it
> would be readily available. Well to my sorry eyes here it is we
> K-Products does have the right to distribute the US Doubler since 1994
> and have done nothing with those rights.

1732. Re: My favorite ATR - battle.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd3dc5$4f78a440$0201010a@fernando>
Source record: 65741

Are you trying to get c.s.a.8bit removed from servers that don't carry
binaries? DONT post this in this group...there are binary newsgroups for
this stuff.

ronwizbot@juno.com wrote in article <34ec891c.163657169@news.ou.edu>...
> Battle Trek ATR... boot with Basic. I made this ATR from my original
> floppy from Voyager Software...
>
>

1733. bounty bob stikes back question?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6cj67r$36o@usenet41.supernews.com>
Source record: 65742

has anyone gotten boutybobstrikesback.exe to work with an emulator of APE.

It says "bounty bob stikes back loading" then (with ape) the screen does black and drives stops and nothing else happens.

could it be that the game will not work on a XE system I have yet to try it with my 800

here in the file if you do not have it and want to try it
http://w3.one.net/~tom_cody/atari/exe/a-e/bountybobstikesback.exe

1734. Re: Questions about (pm)Atari800 0.8.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Petr Stehlik <pstehlik@zln.cz>
Message-ID: <6cjdlu$b1v$1@ns.felk.cvut.cz>
Source record: 65743
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

>Hi, wondering if anyone can help me.... I didn't get this emulator with a
>whole lot of documentation.
>
>Is there any way to use some graphics mode other than 320x200? At least
>320x240, maybe 640x480 for games that use overscan.
>
>What PC keys correspond to the start/select/option buttons? And the break
>key?

F4, F3, F2

>How do I get the emulator to recognize a joystick? (Does it do so at all?)

For Atari800 DOS port with joystick support and other enhancements please go
to my site and download it (at the bottom of Atari800 page).

Petr
--
E-mail: stehlik@cas3.zlin.vutbr.cz PARCP developer
WWW: http://cas3.zlin.vutbr.cz/~stehlik/ MiNTOS/Linux user
mirror: http://users.zln.cz/~pstehlik/ Atari 800XL emulation
mirror: http://www.cyberstrider.org/mirrors/stehlik/ Atari Falcon040

1735. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: david.hultgren@ffvaerotech.ffv.se
Message-ID: <6cjrg5$ph8$1@nnrp1.dejanews.com>
Source record: 65744

```
In article <6cet55$nqq$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
>
> On 17 Feb 1998 20:07:39, Fungus - F4CG/Carcass wrote:
>
> ]- Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
> ]-processors 8k ram and many other things. Atari didn't even exist at that time.
> ]-So who's copying who? :)
> ]-
> ]- Oh and Atari mechanics are very poor quality.
>
> 'Bout that "poor quality" statement...I strongly disagree. I've got the same
> drive mechs. that I bought in 1983 for my 800XL (its a 1050) and it still is
> working just fine, and has never been touched. I know for a fact that I'm not
> the only one who has original "good as new" Atari equipment either!
>
> Hmm...thought I read in several (early) mags. that the Commodore 8-Bit drives
> were notoriously unreliable and S-L-O-W... ;-)
>
```

Actually, the casettplayer for the atari were JUNK, (I own four, all break down mechanically within two months of purcase). Also, even when functioning, loading a program is unrelably itself! I think the unrelability of the atari casette played a role in commodore being the much more sold machine... Now, the Atari diskette station (from the ol 810 clunkers onwards) are marvelous, much better than the sloooow ureliable commodore stuff. but in the begining, people usually started with casettes! Now, in my experience, the casette players was a exception, the other hardware are almost indestructible! (no stupid "avoid removing cables, or the computer/equippment might be damaged/destroyed" that 64-users seems to have had) DH.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1736. Re: how do i copy files from datasette to floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34ED7946.84BCA004@ix.netcom.com>
Source record: 65745

I0IIMMII0I wrote:

> Hi All !
>
> Question : How do i copy files from datasette to floppy disk on atari 800 XL ?

I0IIMMII0I,
Your question is a little unclear. What I get from it is: How do I save data in memory to floppy(other mass storage device)? Well, that depends on on what is running on the machine. If you are using a programming language, it's easy. Create the data block in memory. I'll do this using Atari BASIC code. You'll need to know the start address of the data block and the total number of bytes it takes up. The following would read memory and capture it then put it out to the storage drvice.
1) make your data block in memory from what ever means you need to create it, then do the following:

```
100 mb= [start address of you data block]
110 close #1:open#1,8,0,"Dn:datafile.DAT"
120 for i=mb to mb+[number of bytes of your data block]
130 d=peek(i):put#1,d:n
140 next i
150 close #1
```

OR

```
100 DIM d$(1),dat$([number of bytes of your data block]):MB= [start
address of you data block]
110 close #1:open#1,8,0,"Dn:datafile.DAT"
120 for i=mb to mb+[number of bytes of your data block]
130 d=peek(i):d$=chr$(d)
140 dat$(len(dat$)+1)=d$
150 next i
160 ?#1;dat$
170 close #1
```

The second way is a bit faster even though it is longer code.

Now, if you are talking about saving data from a game... I haven't a clue. I don't do Assembler or Action!. I suppose there could be a way, especially if the game is run from a disk. Forget cart based games w/o a boot disk loaded.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1737. Spelunker to the end?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <887980278.286744@proxy.netwing.at>
Source record: 65746

```
Did anyone played through (without cheats)?

-rudi
```

1738. Re: Boston area 8-bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: eparent@reply.here.org
Message-ID: <34ed8228.570344922@news.ici.net>
Source record: 65747

I'm located in western MA so I won't be getting together, but I just
wanted you to know that there is at least one other 8-bitter is MA.
:-)

the Atari Hardware Showcase is at www.shaysnet.com/~eparent.

>I thought it might be fun to get together with other Atari 8-bitters
>in the Boston area. Is anyone interested? I live in Cambridge.
>
>Reply if you might be interested.
>
>--PC
>
>--
>Q: How many Microsoft programmers does it take to upgrade a lightbulb?

1739. Re: bounty bob stikes back question?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd3e0e$d74aa6e0$b0f7c9c7@cct-w95-gtho>
Source record: 65748

tom cody <tom_cody@one.net> wrote in article
<6cj67r$36o@usenet41.supernews.com>...
> has anyone gotten boutybobstrikesback.exe to work with an emulator of
APE.
>
> It says "bounty bob stikes back loading" then (with ape) the screen does
black
> and drives stops and nothing else happens.
>
> could it be that the game will not work on a XE system I have yet to try
it
> with my 800
>
>
> here in the file if you do not have it and want to try it
> http://w3.one.net/~tom_cody/atari/exe/a-e/bountybobstikesback.exe
>

Had lots of trouble with this one....

But after alot of fiddling about, I found that the Bounty Bob on Yogi's
megadisk 21 will work with a stock 1200XL. Not a 256K expanded machine
though.

Bounty Bob is a 64K game, so unless you have the cartridge it won't work on
an 800.

Good luck.

Graham

---
remove the .nospam from the E-mail address to reply.

1740. Re: Spelunker to the end?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Eyvind Bernhardsen <eyvind@ah.telia.no>
Message-ID: <jpbiuqab9hf.fsf@ah.telia.no>
Source record: 65749

"Rieder Rudi" <rieder@MAPSONkufgem.at> writes:

> Did anyone played through (without cheats)?

Yup. The first game I ever completed (first game I ever played long enough to complete). I think it took me over a year from the first time I ever played it to the day I completed it. The ending isn't much to look at, but just completing the game was a REAL kick.

Montezuma's Revenge, on the other hand, is a game I _never_ completed. Possibly because I only had a preliminary version which (for all I know) didn't _have_ an ending. Anybody completed that one?
--
Eyvind Bernhardsen

1741. dog daze

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34EDA800.5E1B7373@cherwell.com>
Source record: 65750

Anyone remember "dog daze"? I think that's what it was called...

Two player frantic action in a game so shit-looking it could have been launched for the Ams-cheap CPC464, but so much fun it could never have been launched for the Ams-cheap CPC464...

Adrian (where flame-retardant suit ;)

1742. Re: hd question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34EDA54A.5FC7A65B@cherwell.com>
Source record: 65751

dwmoar wrote:

> Of course. You will need a couple of things to make the connection.
> 1. you will need the PBA for the cartridge port. This takes the
> cartridge port and the enhanced port on the back of the 130 and combines
> them into a port that is the same as the 800XL. this is of course if you
> are running a MIO or K-Products interface only
> 2. you will need either a Black Box - a MIO - or a k-Products interface.
> This is where you will find your SCSI connection.

SCSI? I've been out of the *scene* since I got my first Amiga all those years ago. But you can get scsi setups? So I could scsi network between an Amiga and Atari 800xl? Are then any formats read/write -able by both machines?

Adrian

1743. Re: dog daze

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4534$443e6e40$60374382@vidar>
Source record: 65752

There was also a Dog Daze Deluxe, which sucked a little less.

Adrian Pickering <adrian@cherwell.com> wrote in article
<34EDA800.5E1B7373@cherwell.com>...
> Anyone remember "dog daze"? I think that's what it was called...
>
> Two player frantic action in a game so shit-looking it could have been
> launched for the Ams-cheap CPC464, but so much fun it could never have
> been launched for the Ams-cheap CPC464...
>
> Adrian (where flame-retardant suit ;)
>
>

1744. Re: how do i copy files from datasette to floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd3e23$84adc4c0$0201010a@fernando>
Source record: 65753

Do you mean from data cassette to floppy? Datasette is an old term for
data stored on cassettes (410 program recorder) but I haven't heard it used
in a long time and wish to clarify this is what you mean :-)

Fernando

I0IIMMII0I <i0iimmii0i@aol.com> wrote in article
<19980219182801.NAA06200@ladder03.news.aol.com>...
> Hi All !
>
> Question : How do i copy files from datasette to floppy disk on atari 800
XL ?
>

1745. Re: WTB: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6ckjaj$squ@usenet44.supernews.com>
Source record: 65754
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit
Body handling: HTML body converted to readable text

```
In article , "Ron Strom" wrote:
>Anyone know where one could buy a "Bounty Bob Strikes Back" cart by
>Big Five Software for the Atari 8-bit (800XL)?
>
>Thanks
>
>Ron
>
>
leave a real e-mail address and I will contact you about it
```

1746. wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <6cko8c$m0d$1@newsd-143.iap.bryant.webtv.net>
Source record: 65755

```
software that converts printshop graphics to atari 1020 printer/plotter
or vice a versa if there is any such animal contact me larry5@webtv.net
thank you much
```

1747. Re: FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <6ckokr$m0s$1@newsd-143.iap.bryant.webtv.net>
Source record: 65756

please post catalog for 8 bit software.im looking for some to convert
printshop graphics to atari 1020 printer plotter or the other way around
contact me at larry5@webtv.net thank you. have good weekend
RSVP-ASAP.

1748. Re: My favorite ATR - battle.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6cksuk$1j4@usenet46.supernews.com>
Source record: 65757

In article <01bd3dc5$4f78a440$0201010a@fernando>, "Fernando Ortiz"
<fernando.ortiz@mci2000.com> wrote:
>Are you trying to get c.s.a.8bit removed from servers that don't carry
>binaries? DONT post this in this group...there are binary newsgroups for
>this stuff.
>
>
>ronwizbot@juno.com wrote in article <34ec891c.163657169@news.ou.edu>...
>> Battle Trek ATR... boot with Basic. I made this ATR from my original
>> floppy from Voyager Software...
>>
>>
thanks for the ATR not all people feel the same as above. I do not check the
atari binary group because there is nothing there but SMUT ads and WAREZ ads.

once again thanks

1749. Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd3e48$f0a8be80$LocalHost@pc001>
Source record: 65758

Atari 8-bit Enthusiasts,

As you may know, I am currently working on a 'History of the Atari 8-bit' video, along with Andy Leininger who is looking after the U.S side of things. We are now working out exactly what will be in the video, and this is where we need your help. We are hoping the video will contain info you never knew about before, and/or won't have seen before. This is what we are particularly keen to get hold of:

* Photos and/or film/video of Atari shows (or of the Atari at non-specific shows)

* Photos and/or film/video of any Atari promotions (in-house stuff would really be nice)

* Press releases announcing Atari products (including the original one from late 1978 announcing the 400/800)

* Rare/unreleased press releases (esp. for the unreleased equipment or unreleased games)
* Any ex-Atari employees who could offer inside info/gossip from within Atari
corp at the time of the Atari 8-bit's reign

* Any other material which people are unlikely to know about or are unlikely
to have seen before

If you can offer any help with the above items, or have any comments/suggestions about the video and its contents, then please send E-Mail to me at this dedicated video E-Mail address: video@dgs.clara.net

To find out more about the video project, please visit:
http://www.dgs.clara.net

Thanks,
Dean Garraghty

1750. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980220222301.RAA04313@ladder03.news.aol.com>
Source record: 65759

I agree with the other guy who posted a while back suggesting that a CD-ROM would be a much better format. A CD-ROM would let you view pictures, let you hear sounds, go right to the information you want instead of fast-forwarding through half-an-hour of video, etc.
A CD-ROM is much more durable than a videotape and you could view your CD right where you get most of your other information anyway...your computer. A CD could hold books worth of text-based information and interviews, and maybe even include some emulator demos or other neat stuff. All in all, I think it's a much better way to go. A CD might even be cheaper to manufacture than videotapes. Anybody agree/disagree? That's what this group is for. If you have an opinion on this matter...please post it. I'm curious what others have to say on the matter.

1751. Archived Software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: John Smith <x@x.x>
Message-ID: <6cl2mp$b6r@sjx-ixn3.ix.netcom.com>
Source record: 65760

Greetings. I am a newcomer (once-again-comer) to the group. Last time I was here, I remember seeing a few more ftp sites containing archived games / applications than I see now. Anyone know of a site that has a bunch of games archived together ("zip"ped, e.g.) for use with the SIO2PC cable and a PC? I found a site at umichigan that has a few files, but nothing substantial, considering the established software base!

I understand one can use APE with the Atari 8bit, but is there a routine to force a PC 1.2Mb 5.25" drive to write 180K (US doubler) and thus copy the ftp-ed files to Atari disk? Is this a route worth my time or should I build the SIO2PC cable?

Now that I think of it, I know there is a switch in the DOS format command that will write single sided 180K... but is it compatible with the US Doubler on the Atari drive?

Thanks in advance!!!

1752. Re: 1200xl on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <#qaajXlP9GA.270@nih2naac.prod2.compuserve.com>
Source record: 65761

why not just post it here with a price? if it's over $50 its
over priced.
--
"You are not ready for Immortality" Kosh on Babylon 5

1753. Re: US Doubler Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34EE1238.AA7CE0FE@sisna.com>
Source record: 65762

Correction:

I had a friend heckling me on that last post and missed reading it prior to sending.

I am NOT going to hide what ICD did to the stacked Ram chips, is how it should read.

I have had a couple inquires regarding the US Doubler that individuals own and have quit on them. If you have a set that has quit and want them fixed, you can mail them to me with a check or m/o for $7.00 and I will text and fix what is wrong return postage is included.

Sorry have not been on here sooner to fix the problem.

bob

1754. Re: bounty bob stikes back question?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6cl09p$goi@freenet-news.carleton.ca>
Source record: 65763

tom cody (tom_cody@one.net) writes:
> has anyone gotten boutybobstrikesback.exe to work with an emulator of APE.
>
> It says "bounty bob stikes back loading" then (with ape) the screen does black
> and drives stops and nothing else happens.

Are you trying to load it with DOS or ApeLoader?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1755. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34EE117B.48616C61@atari.nu>
Source record: 65764

In article <6cet55nqq1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
>
> On 17 Feb 1998 20:07:39, Fungus - F4CG/Carcass wrote:
>
>]- Oh boy, but remember C= came up with it first (PET 4040 1976-77)
Which had 3
>]-processors 8k ram and many other things. Atari didn't even exist at
that time.
>]-So who's copying who? :)

Didn't exist??? Atari was around since July 1972. Atari was
interested in competing with Apple, Commodore wasn't even considered
competition at the time (poor judgement since Commodore made a cheapy
clone of the Atari with no DOS except in its tape drive speed 1541 disk
drives)
>]-
>]- Oh and Atari mechanics are very poor quality.

Poor quality? The Atari 800 was built like a sherman tank (weighed
almost as much too!) The XL line was very well built, it wasn't until
Jack stepped in with his "build it cheap" attitude and produced the XE
line with its mussy keyboard and ugly cases.

Curt

1756. Re: Looking for old games

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko53$90e$2@news.iwaynet.net>
Source record: 65765

On 1998-02-08 thorin@tamu.edu said:
>BurlingamesNOS@PAMworldnet.att.net wrote:
>> Seven Cities of Gold
>> Bandits
>> Mail Order Monsters
>I have a working rom of MOM, but the only problem is you can't do
>tournament play because it wants to save your monster's stats to a
>disk, and I don't think there is an emulator out their that will
>write a rom file. You can play it in beginner and intermediate

What does saving to disk have to do with writing to a cartridge???

Just put a DOS disk as drive#1 and if you hear/sense it booting DOS then you'll
be able to save to a disk file.
If the cartridge accesses the disk directly (never booting DOS) rather than
creating files through DOS then just put a blank non-file disk image as drive#1.
Any data saved will not be visible from any DOS.
(though you'd think that most non-DOS cartridges would either format the disk
themselves or else automaticly compensate for a DOS disk by blanking sectors
that it needed to use for itself)

>mode though, any way if you would like a copy email me and I'll
>send you it. It's two roms so you have to "virtually" flip disk
>when it ask, but that's not to difficult.

That really made no sense.The game came on TWO cartridges?

Net-Tamer V 1.10.1 - Test Drive

1757. Re: Help I have to drives and can not get them both to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko50$90e$1@news.iwaynet.net>
Source record: 65766

On 1998-02-08 tom_cody@one.net(tomcody) said:
>BTW what should the SD/DD(single/double) dip switch be on for the
>indus

It just means what density to be set at when you turn on the power.
Since the Indus GT auto-detects the density of the disk.
If you notice the Indus GT spin-up when booting DOS even though it's not the
boot drive that's because DOS is asking it it's "STATUS" so it's accessing the
disk to see what density it is.If you've accessed the disk before
(reading/writing/statusing)
then this won't happen.Anoying if there's no disk in it.

So setting the density via the little white switch seems pretty useless.
(unless the drive is getting confused about dual density (1050) disks)

Net-Tamer V 1.10.1 - Test Drive

1758. Re: 850 Interface Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko54$90e$3@news.iwaynet.net>
Source record: 65767

On 1998-02-11 jmelbo@pressenter.com said:
>On 10 Feb 1998 16:43:20 GMT, dklugh@iwaynet.net wrote:
>>Remember that you must run Kermit-65 before you run BobTerm to
>>un-lock buffered modems because BobTerm doesn't set the RS232
>>lines corectly.You actually have to use the CONNECT command to get
>Kermit to set the control lines.
>Hmm... you mean Bob Puff, both the author of Bobterm _and_ the
>designer of the BlackBox didn't himself access the R: port on the BB
>correctly from Bobterm? Wow.
>I have a BB and love it, it's just that I am actually amazed that
>Bob wouldn't know how to program his own accessory correctly.

It's nothing to do with the BB,it's just how the 850 (and clones) work.
As I remember,the BB came out after BobTerm.
The point is that old (non-buffered) modems work.It's the newer ones that
don't.

Net-Tamer V 1.10.1 - Test Drive

1759. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko56$90e$4@news.iwaynet.net>
Source record: 65768

On 1998-02-11 jmelbo@pressenter.com said:
>On 10 Feb 1998 16:43:51 GMT, dklugh@iwaynet.net wrote:
>>Why does everyone want to make "Mapping" into some format that
>>I've never even heard of?
>Sorry Dan, but I had no knowledge of what you have seen or heard of.
>_smile_ Anyway, I know that most of the people in this group use
>modern computers in addition to using/having used Atari8 computers.
>Given that, most such people are aware of Word documents or Adobe
>Acrobat PDF files. If you were not, then I appolgize.

I use a modern computer but I don't have Windows.
It's bad enough that I have to use MS-DOS.
(don't you just love it when a game crashes and the sound keeps on going
because there's no sound driver (at least Atari has the RESET button))

>>But I can't read PDF or "Word".Can't it just be text + GIFs?
>Sure it could be just text and GIFs. But then you would not be able
>to view GIF and text together. Word DOCs or PDF docs essentially
>are just text with graphical objects placed in them when
>appropriate. Just makes life eaiser and more convenient for reading
>or printing (and clearer because of illustrations being next to the
>text that relates to them). Obviously, this route is not more
>convenient for those who only use Atari8 computers who do not have
>access to viewing or printing Word or PDF documents. I would
>appoligize for this too except that the whole point of this was to
>put the information on a CD-ROM. I have NEVER heard of a CD-ROM
>drive hooked up and interfaced to an Atari8. Basically what I am
>saying, is that those who would be able to use the CD-ROM disc also
>would have no trouble handling PDF or Word files. So your concern
>here I believe is rendered moot. I suppose the only concern would
>be for an internet archive of this stuff and someone using the
>internet with only a shell account and a real Atari8. A poll
>please: how many of you actually access the net via shell account
>and Atari8, AND do so exclusively without access to more modern
>computers to do so?

Why not make it HTML.Then at least I can use Lynx to read the text.
(and Lynx will automaticly run a GIF viewer when you select a image)

Net-Tamer V 1.10.1 - Test Drive

1760. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko58$90e$5@news.iwaynet.net>
Source record: 65769

On 1998-02-11 asharkis@erols.com said:
>Not so fast. Somebody else posted a message in this ng about not
>being able to find 5 1/4", DD diskettes. He could only find HDs,
>which would not format properly.
>It is possible to format an HD diskette with DOS 3, then go over
>the format with another DOS, and have a diskette that can be used
>temporarily ON THAT DRIVE ONLY.

The Commies also had this problem.They said it had to do more voltage/power
being needed to write to the quad density "HD" disks.

Net-Tamer V 1.10.1 - Test Drive

1761. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5a$90e$6@news.iwaynet.net>
Source record: 65770

On 1998-02-11 jmelbo@pressenter.com said:
>On Tue, 10 Feb 1998 15:22:40 -0600, gmiller@iswt.com wrote:
>>Yep, I wrote a 130XE ramdisk utility for DOS 3, eliminating the
>>only significant advantage of DOS 2.5, and was quite happy from
>then on.
>Ahh, only significant advantage? How about level of compatability
>with other DOS format disks? 2.5 was compatable with 2.0s which in
>my mind is an important factor.

Who would WANT to compatible with DOS 2?
(or DOS 1,which is just a difference of file format;the disks are identical)
I think SpartaDOS's filing system is the best,even if the DOS it self is a bit
loopy.
(POINT implemented poorly (c.f.QDOS for a good method),reading a non-existent
part of a file causes a sector to be written out for that part of the file,
no end-of-file in UPDATE (4+8) mode)
It sure beats the hell out of MS-DOS.
CP/M a good base for creating a DOS? I DON'T THINK SO!

(and yes,I know that with MS-DOS v1 it became quite different than CP/M.Too bad
it was still crappy)

Net-Tamer V 1.10.1 - Test Drive

1762. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5c$90e$7@news.iwaynet.net>
Source record: 65771

On 1998-02-10 gooch@erols.comX said:
>Sorry for the antipam header. I've gotten enough 'Make Money Fast'
>and 'See Live Sex Shows' emails daily that I had enough and put an
>antispammer in.
>Thanks for the info. Its interesting that when I tried to format
>the disk and pulled it out the hub was 'wrinkled'. I know now why.

That's another thing I've heard about.Aparently newer disks don't have that white (?) plastic ring covering the hub.So the spindle (?) touches the black disk surface it self.

Net-Tamer V 1.10.1 - Test Drive

1763. Re: Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5d$90e$8@news.iwaynet.net>
Source record: 65772

On 1998-02-10 jmelbo@pressenter.com said:
>On Tue, 10 Feb 1998 08:02:41 -0500, Stephen Knox <gooch@erols.comX>
>wrote:
>>I went out to the store to buy some 5 1/4 diskettes and much to my
>>surprise NO ONE had them. I finally found some at a Staples store.
>>They were 5 1/4 DS/ED diskettes. When I tried to format one of
>>the ED diskettes in my 1050 it wouldnt work. Does anyone know
>>how/if I can format an ED disk for the 8bit or where I can get
>>some good old DS/DD diskettes?

This may sound confusing since people have taken to calling dual density disks "enhanced density",but you need double density disks to use the 1050's 130k format.

Even if you got someone to format a ED (?) disk for you,your 1050 wouldn't be powerful enough to write to them.Perhap you could use a IBM to write out a Atari format disk,but they'd be read-only.
(is this possible? The IBM floppy drives CAN do 128 bytes-per-sector)
I keep thinking that MULE (not the game!) could use 1050 disks on a IBM but I may be mis-remembering.

Net-Tamer V 1.10.1 - Test Drive

1764. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5e$90e$9@news.iwaynet.net>
Source record: 65773

```
On 1998-02-11 jmelbo@pressenter.com said:
>On 10 Feb 1998 16:41:42 GMT, dklugh@iwaynet.net wrote:
>>(why do they call it the "CON:" device?)
>It's called the CON: device because it stands for CONsole.

Well what the hell does that mean?
Why not SCR: or CRT: or something.
(I think the Atari's name for it is the best)

Net-Tamer V 1.10.1 - Test Drive
```

1765. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5g$90e$10@news.iwaynet.net>
Source record: 65774

On 1998-02-10 ReplyToBurlingamesSPAM@MEworldnet.NOTatt.net said:
>The question remains, for me, how to create a blank megaimage. My
>old 800 is no longer functional, so I need to do this completely
>with emulators. Any hints?

Just create a mega-image using APE and tell it "double density".
(which is a misnomer;you're just telling it to use "double-sized" sectors)
But remember that the last two sectors will be useless.So just create a image
with 2 more sectors than you need.
(this applies even to the new 1.16 version)

Net-Tamer V 1.10.1 - Test Drive

1766. Re: Just Played Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5j$90e$11@news.iwaynet.net>
Source record: 65775

On 1998-02-11 6br24c$16d$1@newsd-123.bryant.webtv.net said:
>On Tue, 10 Feb 1998 velcro_spy@webtv.net wrote:
>> do do do do do do da da dee do...
>> da da do da da dee da do do dee do...
>> da do dee... da-da-da do dee da da...
>> <sound of screaming man gone hopelessly insane>
>> God this game is SO BAD, a disk flipping hypnotic nightmare FROM
>>HELL! It's weird! I mean what is the object? Usually my character
>>dies off before he can buy a weapon. Other times I strategically
>>survive for a few rounds and make it to a guild where the dark
>>masters, get this, INCREASE MY ATTRIBUTE BY 1!!!
>> Yay. Excuse me if I'm not overcome with elation, but repeated
>>bouts of mindless staring at the tv screen while the game
>>rebooted have really made me a negative person.
>AR: The City and The Dungeon are for patient players.. remember
>those games were revolutionary in 1984-1985... At least with the
>Dungeon you could run the game off of up to 4 floppies and use the
>ramdisk, Which REALLY sped the game up.. I agree, the game takes a
>long time to load, but it is very playable.. an RPG is not designed

You all DO know that you can abort the opening graphics by hitting one of the
console keys.(i.e.START,SELECT or OPTION;I forget which)

>to be won in a day. Most RPGs takes weeks, months, maybe even years
>to complete. Save your character often, and you can build it up..

I don't think that any RPG has taken me years.Unless I took a year off from
playing it or something.

>access AR web sites for hints and cheats on the game. AR is one of
>the BEST games ever released for the 8bit when you consider, the
>sound/music and grafx and also, it is the best RPG for the 8bit..
>Phantasie is comparable, (maybe a little more playable) but
>Phantasie has pretty dinky sound and grafx for a newer game...

I actually liked the Wizard's Crown and Ultima games better.
I liked Ultima 2 the best.I don't like the "first-person" perspective that
much.I especially hate not being able to see monsters coming.
(a Nintendo favourite!)

Compared to my favourites,Nintendo RPGs are simple!
On the IBM I like Nethack and Vampyr.(the latter especially Ultima-like)

Net-Tamer V 1.10.1 - Test Drive

1767. Re: Running .BIN files - NOT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5l$90e$12@news.iwaynet.net>
Source record: 65776

On 1998-02-11 jmelbo@pressenter.com said:
>On 10 Feb 1998 16:42:55 GMT, dklugh@iwaynet.net wrote:
>> >ONLY the game file. (EX.: bdash.EXE). be sure the file has the
>>.EXE >as the extension. --
>>Why "EXE"?
>>It's COM for SpartaDOS and DOS XL and none for MYDOS/AtariDOS.Is
>>that for some new DOS?
>It's EXE because it's EXEcutable. COM is for COMmand file (external
>to the kernal). The practice of using a COM extension for those
>executables that are not considered external commands has become
>quite popular in the Atari8 community and also quite inappropriate.
>That didn't stop everyone from doing it. Ignorance breeds such
>situations. Not being insulting here, I was ignorant of such
>terminolgy in my old Atari8 only days as well. Later on I learned
>what that was all about, with much help to SpartaDOS documentation.

That's really very confusing!
I don't see why you could call it a EXE file instead of a COM file.
They're all executable!
And they're all external to DOS.
Plus the fact that SpartaDOS & DOS XL won't recognize EXE files,only COM.
(in MYDOS you basicly give them 11 character filenames,ignoring extentions)

I don't know what you mean by SpartaDOS's documentation.There's only one format
recognized by SpartaDOS.

Net-Tamer V 1.10.1 - Test Drive

1768. Re: WTB 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5m$90e$13@news.iwaynet.net>
Source record: 65777

On 1998-02-11 tommage@aol.com(TomMage) said:
>Looking for Ultimas 1 and 2, especially the boxes/docs. Also some
>old Infocom text adventures.

Just FTP to ftp.hackerz.com.

Net-Tamer V 1.10.1 - Test Drive

1769. Re: What carts work with XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5o$90e$14@news.iwaynet.net>
Source record: 65778

On 1998-02-12 franks@kaa.bbn.hp.com said:
>>8bit:44923 Wow. That's the first I ever heard of that. What did
>it come with? Light Gun? Which games?, etc.
>It came with a built in Missile Command game and a lightgun with
>the awful Barnyard Blaster.

Mine came with both the keyboard and BugHunt.(plug lightgun and FS2)
(no Barnyard Blaster,though)
Oh,to clarify,Missile Command was a built-in cartridge like BASIC.Not having
the keyboard pluged in or holding SELECT when powering-on activated it.
Just think,they could've put in a monitor/debugger but no,we get
MISSILE COMMAND!!!
At least give us a computer version of ADVENTURE (!) or a demo
showing/explaining each feature of the Atari,like that demo disk that
pre-buyers of the Saturn got.You know,showing the benefits of 16-bit sound and
the pass-filters and P/M graphics and smooth scrolling and 128 colours/lumnas.
(But I'd still prefer a monitor interface)

Well at least it came with Flight Simulator 2,which was kind've neat at the
time.

Net-Tamer V 1.10.1 - Test Drive

1770. Re: DOS 3 format information

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5q$90e$15@news.iwaynet.net>
Source record: 65779

```
On 1998-02-12 marknewtonjohn@webtv.net(MarkNewton-John) said:
>DOS 3 formats a disk differently than the generic DOS 2.0S format.
>The files and the directory are in a different part of the disk.
>That is why you had to use the convert function of DOS 3 to read a
>DOS 2.0S disk.
>So it seems possible because DOS 3 formats differently that DOS 2.
>0S, it could format HD disks.

It actually uses the exact same format,it just stores files and directories
differently.So you'd have the smae problems as with other DOSes.
(there's really no way for DOS to change the way a disk drive formats with
normal stock Atari drives.(c.f.Apple)

Net-Tamer V 1.10.1 - Test Drive
```

1771. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5r$90e$16@news.iwaynet.net>
Source record: 65780

On 1998-02-13 jmelbo@pressenter.com said:
>On Thu, 12 Feb 1998 01:30:27 -0800, marknewtonjohn@webtv.net (Mark
>Newton-John) wrote:
>>The 1k block size was rather large for the size of the disks back
>>then, but for those who use hard drives and have one big
>>partition- have you looked at how large the blocks are????
>Ahh yeah, I believe about 4K. I have a 2GB drive. I use FAT32.
>Not bad considering.

Isn't that rather large?
Linux uses 32-bit FATs and it only uses 1k per block.On ANY drive.
Why didn't MS-DOS just go all the way and implement a new DOS that actually
gave you 1 sector-per-block along with REAL long file names.
(instead of aliases)

Net-Tamer V 1.10.1 - Test Drive

1772. Re: Fun with DOS 3 (or can your DOS do this? XIO commands)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko60$90e$18@news.iwaynet.net>
Source record: 65781

On 1998-02-13 crow@coos.dartmouth.edu(PrestonF.Crow) said:
>BTW: Is there any advantage of DOS2.0S over DOS1 other than the
>memory savings from having DUP as a separate program?

DOS 2 can append to files.DUP 2 can also copy files with only one drive.
On the other hand DUP 1 can make aliases for devices.
(so you can re-direct P: to R: for RS232 printers)

DOS 2.5 has RAM-disk capability.And it can have 6 file/disk buffers instead of
five.This would normally be used to let you use 3 drives instead of 2.
This was so you could have the RAM disk.You'd just use the normal
3 files/2 drives set-up and then load the RAM-disk handler which would
automaticly add a D8: drive buffer.
(drive buffers are specific to a drive# so you're stuck with D1: and D2: unless
you re-configure)

And it comes with the DISKFIX programme which I really needed all those years
using DOS 2.5.(no one could just copy me the DOS master disk,it would seem)
And a programme to copy files from a DOS 3 disk.And a programme to set-up a
BASIC programme to run.And to configure drive/file buffers and write-verify.
And to auto-load the 850 handler.

Net-Tamer V 1.10.1 - Test Drive

1773. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko5s$90e$17@news.iwaynet.net>
Source record: 65782

On 1998-02-12 marknewtonjohn@webtv.net(MarkNewton-John) said:
>Hmmm. I knew I'd open a can of worms when I started this thread...
>Anyway, I've been an Atari user since 1979, and if anyone thinks
>DOS 3 sucks, then try using DOS 1. There was a reason it was
>replaced with DOS 2.0S.
>The 1k block size was rather large for the size of the disks back
>then, but for those who use hard drives and have one big partition-
>have you looked at how large the blocks are???? And who would write
>files of only 250 bytes? What in the world can you fit into 250
>bytes that isn't machine code? Even if you did have a bunch of
>little piddly files, you could still have at least 127 files on the

Actually you were limited to 63 files per disk side.

>disk (each file taking up 1 block) Now who out there has even half
>that many files on a disk? I always thought the whining about the
>block size was a red herring. The problem is that people got used
>to seeing sectors, so when you threw blocks at them, most had a
>brains lock up.

Just showing the number of kilobytes instead of sectors
(which can be different sizes)
would seem easier to me.

>One thing that would give you more room on a disk is to have a basic
>boot disk with all the DOS 3 files, and then have your files on data
>disks without the DOS 3 master files. Of course you need two drives
>to do this, but two drives are a necessity.

I don't really see how this would save room.Mixing big files with little files
on a disk would seem better.And why would you need two drives?
(this isn't TRS-DOS,after all)

>In any case, I ended up collecting other DOSes, and even
>experimenting with the so-called Atari DOS 4. Now that was rather a
>pain. And the compatibility between DOS 2 and DOS 2.5 extended
>sector was a hack.

Well I'd go for SpartaDOS as the best (better than MS-DOS,too!) if it didn't
have all those bugs.

Net-Tamer V 1.10.1 - Test Drive

1774. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko61$90e$19@news.iwaynet.net>
Source record: 65783

On 1998-02-13 noone@nowhere.com said:
>On 13 Feb 1998 01:36:55 GMT, crow@coos.dartmouth.edu (Preston F.
>Crow) wrote:
>-
>-Several of the megaimages from ftp.hackerz.com (or at least a few
>-weeks ago when the site was up) have corrupted files. I would not
>be -surprized if it was accidentally caused by direct sector
>writing for -high scores or such.
>-
>-If you're curious, the following files have errors:
>-
>-games003.atr Corrupted file (invalid sector 0): milliped.e
>-games003.atr Corrupted file (invalid sector 0): prexor
>-games008.atr Corrupted file (expected EOF, code 65, next sector
>42441): anteater
>-games018.atr Corrupted file (expected EOF, code 125, next sector
>5958): frogsnfl.ies
>-games021.atr Corrupted file (invalid sector 0): slingsho.t
>-games021.atr Corrupted file (expected EOF, code 91, next sector
>42516): burgers
>-games021.atr Corrupted file (invalid sector 0): aquatron.exe
>-
>Thats strange; however, even though the site is sort-of maintained
>by me (rather rarely, I'm afraid... not enough time) I did not post
>the initial post there. There were restored from a backup that the
>sysadmin there had to use. Maybe the errors came from there, or
>maybe he played them before posting and caused the corruptions.
>They do all work on mine, however. Not too many of the games you
>mention above are that good, but the point of the archive, of
>course, is to archive all I can get, regardless of my opinion of
>the files.

People should take the time to catalogue the games that do this so they might
be included in file form in a ARC file.Hopefuly with information about which
sector they use.
(so you don't ahve to devote a complete disk image to each and every game)

Net-Tamer V 1.10.1 - Test Drive

1775. Re: Rescue on Fractalus and Ballblazer FULL uncracked version!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6cko64$90e$20@news.iwaynet.net>
Source record: 65784

On 1998-02-13 noone@nowhere.com ("Yogi") said:
>On 12 Feb 1998 12:23:47 GMT, dklugh@iwaynet.net wrote:
>-
>-
>-
>-I don't know,the file version of Archon 2 acts kind've funny during
>the opening
>-demo when the characters run onto the screen but is fine from then
>on.
>Thats sloppy file cracking, caused probably by an improper memory
>dump, or the use of a wrong run address (most programs run anyway,
>and just mess up some initialization.... or a register needed to be
>a certain value before running, and it isnt, or when relocating
>memory from higher to lower to let load from dos, very few people
>clear out below dos, AND above the program load.)

I think that many (certainly Archon 2) file games were converted from
boot-disks.Of course boot-games assume that memory will be cleared out by the
COLD-START routines.Of course this is because they had no interest in helping
pirates copy them into disk files.

>-And that's on a real Atari and disk drive.
>- >Mostly the keys dont seem to work right on those games, its
>probably
>- >the original programmers using some kind of esoteric custom
>keyboard
>- >routine rather than the one built into the o.s. and the timing
>is - >off
>-
>-I don't quite understand what timing there would be to be off.
>Yes, i agree, but who knows what tricks and cheats they had to
>shoehorn into those games? Some kind of vlbank routines, tied to
>pokey timers, etc. Doesnt pokey have something to do with inputs
>anyway?? (or just the paddle inputs, not the keyboard?)

POKEY means "POT and KEY" as in the paddles and keyboard.Of course it does so
much more!
It at least handles the interupts generated by the keyboard and reads the key
being pressed.(from some keyboard chip or the actual keyboard I don't know)
It's pretty simple,compared to the IBM.Pressed keys generate a 6-bit code
constantly while they're pressed.
SHIFT and CONTROL keys add on two more bits for 8 total.Also one of the POKEY
status register bits constantly tells you if the SHIFT key is pressed.
The BREAK key generates no key code but triggers a special interupt.The CONSOLE
(SELECT,START and OPTION) are totaly seperate from all this.The RESET key

causes a NMI (via the ANTIC,I presume) and no key code.
From everything I've seen the HELP key is just a ordinary key that is handled specially by the keyboard interupt routine.(the K: handler)

I've seen no evidence of key-codes getting lost like they can on the IBM.
(ever had it think that you had SHIFT,CONTROL or ALT pressed when you didn't?)

Net-Tamer V 1.10.1 - Test Drive

1776. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: Fungus - F4CG/Carcass <fungus@c64.org>
Message-ID: <Pine.SUN.3.96.980220205342.17959B-100000@eskimo.com>
Source record: 65785
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 18 Feb 1998, Bryan Edewaard wrote:

|On Tue, 17 Feb 1998 20:07:39 -0800, Fungus - F4CG/Carcass
|<fungus@c64.org> wrote:
|
|
|>|Gee, kinda like all Atari SIO devices which contain a CPU (usually a
|>|6507) RAM, ROM, etc... This was done in both cases to keep the main
|>|computer cost down, but it meant each drive needed redundant
|>|controller hardware.
|>|
|>| -Bry
|>|
|>
|> Oh boy, but remember C= came up with it first (PET 4040 1976-77) Which had 3
|>processors 8k ram and many other things. Atari didn't even exist at that time.
|>So who's copying who? :)
|
|Umm... putting a CPU in something is hardly some innovation. It's the
|only way to offer the base computer unit at a reduced cost. I doubt
|Commodore was the first to think of it either. Virtually all printers
|have had CPUs so the computer didn't have to send real-time impact pin
|triggers.
|
Hahaha, no it's a way to make the disk drive smart enough to do things on
it's own without tying up the Host with menial tasks.

|Although looking at your statement again, it appears you're saying
|Commodore was the first to put a CPU in a computer. Atari existed in
|1971, so I'm not sure what your point is.

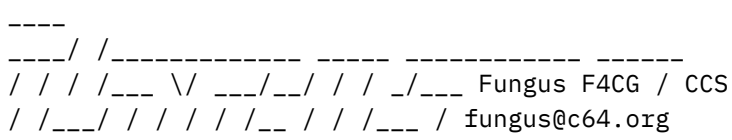
C= existed in 1960 so :P

And Analog PONG units AREN'T computers.

|
|> Oh and Atari mechanics are very poor quality.
|
|Whatever. Commodore and Atari have both built their share of lemons.
|
| -Bry
|

I have to agree there, all hail Jack Tramiel...

--


Fungus F4CG / CCS
fungus@c64.org

1777. Re: US Doubler Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-20 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34EE47C7.E748A22D@sisna.com>
Source record: 65786

Hahaha!!!!Ever have one of those days, rather several!!!

Can't hit your .... with both hands...another correction is in the mill,

Text in the last message should be TEST!..Spell checker doesn't even
know
what is going on?? Looks like I am going to have to follow an old user
suggestion, Type something one day, delay sending it the until the next
day after reading it 5 times?.. My sincere apologies for my typing
errors and lack of consideration in reading what the heck I post prior
to hitting the send button!

If all else fails one needs to keep silent! (quote from Tom Hunt!)

thanks again for your understanding..

bob

Stuff happens when you get hyped, and respond sporadically.??

1778. Re: Game Manuals/documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Darren Bramley <darren.bramley@zetnet.co.uk>
Message-ID: <6cl7jb$bg0$1@roch.zetnet.co.uk>
Source record: 65787

Try this site http://atarihq.com/5200/manuals/ I stumbled on it whilst
looking for a copy of Space Dungeon either for a PC/Atari or PC/Arcade(Mame)
Emulator.
Not had any luck with my quest yet though!
Regards
Darren

Ron Strom wrote in message ...
>I just aquired an 800XL, 1050 drive, various other hardware, software,
>carts,
>etc., but am lacking documentation.
>
>Anyone know of of any sites or vendors where I can get game manuals,
>etc.
>
>Thanks.
>
>Ron
>
>

1779. Re: Archived Software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6clap1$10m@usenet41.supernews.com>
Source record: 65788

In article <6cl2mp$b6r@sjx-ixn3.ix.netcom.com>, "John Smith" <x@x.x> wrote:
>Greetings. I am a newcomer (once-again-comer) to the group. Last time I
>was here, I remember seeing a few more ftp sites containing archived games /
>applications than I see now. Anyone know of a site that has a bunch of
>games archived together ("zip"ped, e.g.) for use with the SIO2PC cable and a
>PC? I found a site at umichigan that has a few files, but nothing
>substantial, considering the established software base!
>
>I understand one can use APE with the Atari 8bit, but is there a routine to
>force a PC 1.2Mb 5.25" drive to write 180K (US doubler) and thus copy the
>ftp-ed files to Atari disk? Is this a route worth my time or should I build
>the SIO2PC cable?
>
>Now that I think of it, I know there is a switch in the DOS format command
>that will write single sided 180K... but is it compatible with the US
>Doubler on the Atari drive?
>
>Thanks in advance!!!
>
>
>

Build the cable, I fought for about a week tring to transfer games to an atari

floppy with NO success. You need a 360k 5 1/2 floppy for the pc but that
still did not help me. as for a ftp site I can offer a http site, mine

http://w3.one.net/~tom_cody

click games for all software
click util for some sio2pc cable instructions

1780. Re: Game Manuals/documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <34ee56f5.13381063@nntp.best.com>
Source record: 65789

```
http://www.crestviewfl.com/~richard/atari-docs.htm
^--- atari 8bit docs/hints/cheats/etc.

On Sat, 21 Feb 1998 00:42:21 -0000, "Darren Bramley"
<darren.bramley@zetnet.co.uk> wrote:

>Try this site http://atarihq.com/5200/manuals/ I stumbled on it whilst
>looking for a copy of Space Dungeon either for a PC/Atari or PC/Arcade(Mame)
>Emulator.
>Not had any luck with my quest yet though!
>Regards
>Darren
>
>Ron Strom wrote in message ...
>>I just aquired an 800XL, 1050 drive, various other hardware, software,
>>carts,
>>etc., but am lacking documentation.
>>
>>Anyone know of of any sites or vendors where I can get game manuals,
>>etc.

--------------
The Morbid Guy

Anti Spam technique in place... to reply,
remove "antispam" from email address
```

1781. Re: Running .BIN files - NOT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ee6bb6.9671341@news.pressenter.com>
Source record: 65790

On 20 Feb 1998 20:13:41 GMT, dklugh@iwaynet.net wrote:

>On 1998-02-11 jmelbo@pressenter.com said:
> >On 10 Feb 1998 16:42:55 GMT, dklugh@iwaynet.net wrote:
> >> >ONLY the game file. (EX.: bdash.EXE). be sure the file has the
> >>.EXE >as the extension. --
> >>Why "EXE"?
> >>It's COM for SpartaDOS and DOS XL and none for MYDOS/AtariDOS.Is
> >>that for some new DOS?

> >It's EXE because it's EXEcutable. COM is for COMmand file (external
> >to the kernal). The practice of using a COM extension for those
> >executables that are not considered external commands has become
> >quite popular in the Atari8 community and also quite inappropriate.
> >That didn't stop everyone from doing it. Ignorance breeds such
> >situations. Not being insulting here, I was ignorant of such
> >terminolgy in my old Atari8 only days as well. Later on I learned
> >what that was all about, with much help to SpartaDOS documentation.
>
>That's really very confusing!

Not to me. Not at all.

>I don't see why you could call it a EXE file instead of a COM file.
>They're all executable!

I'll explain it again, only adding a little. A COMmand file is a
particular kind of executable. It is an executable that extends a CLI
(command line interpreter) DOS's internal commands. In other words,
they are usually files which would have been included in the DOS's
built in (memory resident) command set except for maybe the programmer
wanted to not bloat the size of the kernal (DOS) or perhaps the
program was written after the DOS was published or was made by a 3rd
party programmer. An example of an internal command is DIR. One can
simply type 'dir' at the command prompt and it executes because it is
memory resident. Now then, I once made a program for SpartaDOS called
dirw (in WDIR.ARC - check it out). It was a utility that is actually
an external (non memory resident) command. It is executable just like
say a file like PACMAN.EXE, but it has the distinguishing .com
extension for two reasons:

1) It is an external COMmand (not just any old executable)
2) as long as it's in the search path, one can simply just type the
main filename portion and exclude the extension to execute it (JUST
LIKE INTERNAL COMMANDS!!! - gee what a surprise, suppose that's done
on purpose??)

It is inappropriate to call PACMAN.EXE, PACMAN.COM because PACMAN does
not serve to enhance, service, or add functionality to the DOS.

Now then, this being said... the Atari is not really too fussy about
filename extensions. You can really name anything almost anything you
want so long as it meets the 8.3 etc. rules. I could name all my
basic files with an extension of .FUN if I wanted. But if you're
going to talk about what is proper then I have outlined it above, at
least for executables. .obj, .bin, etc. are another discussion.

>And they're all external to DOS.
>Plus the fact that SpartaDOS & DOS XL won't recognize EXE files,only COM.

Not true at all. You simply just type the WHOLE filename. You would
type in PACMAN.EXE<return> This is at least true for Sparta, and if
memory serves for DOSXL as well.

>(in MYDOS you basicly give them 11 character filenames,ignoring extentions)

Like I said, one can really name however they want to. Doesn't make
it the proper (as far as norm in the computer field).

>I don't know what you mean by SpartaDOS's documentation.There's only one format
>recognized by SpartaDOS.

Huh? First of all, DOCUMENTATION is INFORMATION, usually printed but
can also be stored on magnetic, optical, electronic or whatever
media. It is not a disk format structure. The documentation may very
well discuss the make-up of the disk format structure that a
particular FMS needs but it's info for us to read or view. In any
event, as long as you ant to talk about formats that can be used with
SpartaDOS.... Sparta recognizes MANY FORMATS and can use more formats
than any other single DOS for the Atari8 (or any other 8-bit for that
matter) I dare say. Sparta supports much.

Cheers,

Jon

*** Please make sure responses are also sent via email.

1782. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ef722b.11324285@news.pressenter.com>
Source record: 65791

On 20 Feb 1998 20:13:47 GMT, dklugh@iwaynet.net wrote:

>On 1998-02-13 jmelbo@pressenter.com said:
> >On Thu, 12 Feb 1998 01:30:27 -0800, marknewtonjohn@webtv.net (Mark
> >Newton-John) wrote:
> >>The 1k block size was rather large for the size of the disks back
> >>then, but for those who use hard drives and have one big
> >>partition- have you looked at how large the blocks are????
> >Ahh yeah, I believe about 4K. I have a 2GB drive. I use FAT32.
> >Not bad considering.
>
>Isn't that rather large?

Actually, I am unsure if they are 4K. I had heard that was what
happens. I do have a FAT32 2GB drive.

>Linux uses 32-bit FATs and it only uses 1k per block.On ANY drive.
>Why didn't MS-DOS just go all the way and implement a new DOS that actually
>gave you 1 sector-per-block along with REAL long file names.
>(instead of aliases)

Becuase there are a LOT of sectors on today's large drives. Think
about it.

Anyway, as to filenames... I rather look at Win95 as having real long
filenames, and also offering fake short names for MS-DOS
compatability.

>
>Net-Tamer V 1.10.1 - Test Drive

*** Please make sure responses are also sent via email.

1783. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: mauricem@bigfoot.com
Message-ID: <34ee7213.1073986035@news.pacbell.net>
Source record: 65792

On 20 Feb 1998 22:23:28 GMT, swozniak@aol.com (Swozniak) wrote:

>I agree with the other guy who posted a while back suggesting that a CD-ROM
>would be a much better format.

I think that was me.

> A CD-ROM would let you view pictures, let you
>hear sounds, go right to the information you want instead of fast-forwarding
>through half-an-hour of video, etc.

Yep. I think it's a more sensible and useful choice.

1784. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd3e93$333b97a0$0201010a@fernando>
Source record: 65793

I think CD-ROM is a bad idea. I'm into computers, etc, but I still appreciate sitting in my living room watching video. Does everyone really want to sit in front of the computer to watch the history of Atari?

Besides, filming to video opens up the market to showing it on late night TV...like the history of pc/mac video I saw recently late night on PBS.

Fernando

Swozniak <swozniak@aol.com> wrote in article <19980220222301.RAA04313@ladder03.news.aol.com>...
> I agree with the other guy who posted a while back suggesting that a CD-ROM
> would be a much better format. A CD-ROM would let you view pictures, let you
> hear sounds, go right to the information you want instead of fast-forwarding
> through half-an-hour of video, etc.
> A CD-ROM is much more durable than a videotape and you could view your CD right
> where you get most of your other information anyway...your computer. A CD could
> hold books worth of text-based information and interviews, and maybe even
> include some emulator demos or other neat stuff. All in all, I think it's a
> much better way to go. A CD might even be cheaper to manufacture than
> videotapes. Anybody agree/disagree? That's what this group is for. If you have
> an opinion on this matter...please post it. I'm curious what others have to say
> on the matter.
>
>

1785. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980221073001.CAA29385@ladder03.news.aol.com>
Source record: 65794

But how comprehensive could a video ever hope to be? You couldn't pack it with thousands of screen-shots, or dozens of text-based interviews, or cross reference what programmers worked on other projects...I think that after you watched the tape a couple of times, you would probably end up shelving it. With a CD-ROM, you could go back to it time and time again as a reference. This is just my opinion. Any others?

1786. Re: Just Played Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Halifax <halifax1@usa.net>
Message-ID: <6cm37h$62d@dfw-ixnews10.ix.netcom.com>
Source record: 65795

Dear Insane Man,

I hope that a visit to either

http://www.aro.com

or

http://www.geocities.com/SiliconValley/Haven/1438

will solve your problem.

--Halifax
dklugh@iwaynet.net wrote in message <6cko5j$90e$11@news.iwaynet.net>...
>
>
>On 1998-02-11 6br24c$16d$1@newsd-123.bryant.webtv.net said:
> >On Tue, 10 Feb 1998 velcro_spy@webtv.net wrote:
> >> do do do do do do do da da dee do...
> >> da da do da da dee da do do dee do...
> >> da do dee... da-da-da do dee da da...
> >> <sound of screaming man gone hopelessly insane>
> >> God this game is SO BAD, a disk flipping hypnotic nightmare FROM
> >>HELL! It's weird! I mean what is the object? Usually my character
> >>dies off before he can buy a weapon. Other times I strategically
> >>survive for a few rounds and make it to a guild where the dark
> >>masters, get this, INCREASE MY ATTRIBUTE BY 1!!!
> >> Yay. Excuse me if I'm not overcome with elation, but repeated
> >>bouts of mindless staring at the tv screen while the game
> >>rebooted have really made me a negative person.
> >AR: The City and The Dungeon are for patient players.. remember
> >those games were revolutionary in 1984-1985... At least with the
> >Dungeon you could run the game off of up to 4 floppies and use the
> >ramdisk, Which REALLY sped the game up.. I agree, the game takes a
> >long time to load, but it is very playable.. an RPG is not designed
>
>You all DO know that you can abort the opening graphics by hitting one of
the
>console keys.(i.e.START,SELECT or OPTION;I forget which)
>
> >to be won in a day. Most RPGs takes weeks, months, maybe even years
> >to complete. Save your character often, and you can build it up..
>
>I don't think that any RPG has taken me years.Unless I took a year off from
>playing it or something.
>

> >access AR web sites for hints and cheats on the game. AR is one of
> >the BEST games ever released for the 8bit when you consider, the
> >sound/music and grafx and also, it is the best RPG for the 8bit..
> >Phantasie is comparable, (maybe a little more playable) but
> >Phantasie has pretty dinky sound and grafx for a newer game...
>
>I actually liked the Wizard's Crown and Ultima games better.
>I liked Ultima 2 the best.I don't like the "first-person" perspective that
>much.I especially hate not being able to see monsters coming.
>(a Nintendo favourite!)
>
>Compared to my favourites,Nintendo RPGs are simple!
>On the IBM I like Nethack and Vampyr.(the latter especially Ultima-like)
>
>Net-Tamer V 1.10.1 - Test Drive

1787. Re: Archived Software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: John Smith <x@x.x>
Message-ID: <6cm382$sol@dfw-ixnews3.ix.netcom.com>
Source record: 65796

Thanks! You have a great site! I'll build the cable and try APE, rather
than go the hardware route. I've seen several mods for the 800xl I have...
are any of them worth my time, as for RAM, etc? I probably will just end up
playing old games, no use for word processing, etc.

tom cody wrote in message <6clap1$10m@usenet41.supernews.com>...
>In article <6cl2mp$b6r@sjx-ixn3.ix.netcom.com>, "John Smith" <x@x.x> wrote:
>>Greetings. I am a newcomer (once-again-comer) to the group. Last time I
>>was here, I remember seeing a few more ftp sites containing archived games
/
>>applications than I see now. Anyone know of a site that has a bunch of
>>games archived together ("zip"ped, e.g.) for use with the SIO2PC cable and
a
>>PC? I found a site at umichigan that has a few files, but nothing
>>substantial, considering the established software base!
>>
>>I understand one can use APE with the Atari 8bit, but is there a routine
to
>>force a PC 1.2Mb 5.25" drive to write 180K (US doubler) and thus copy the
>>ftp-ed files to Atari disk? Is this a route worth my time or should I
build
>>the SIO2PC cable?
>>
>>Now that I think of it, I know there is a switch in the DOS format command
>>that will write single sided 180K... but is it compatible with the US
>>Doubler on the Atari drive?
>>
>>Thanks in advance!!!
>>
>>
>>
>
>Build the cable, I fought for about a week tring to transfer games to an
atari
>
>floppy with NO success. You need a 360k 5 1/2 floppy for the pc but that
>still did not help me. as for a ftp site I can offer a http site, mine
>
>http://w3.one.net/~tom_cody
>
>click games for all software
>click util for some sio2pc cable instructions

1788. Re: Boston area 8-bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <34EE606C.C1C991B0@nh.ultranet.com>
Source record: 65797

I live in Southern NH on the border, but as a programmer don't have
time...I like reminicing about the 8 bit though! :]

Preston F. Crow wrote:

> I thought it might be fun to get together with other Atari 8-bitters
> in the Boston area. Is anyone interested? I live in Cambridge.
>
> Reply if you might be interested.
>
> --PC
>
> --
> Q: How many Microsoft programmers does it take to upgrade a lightbulb?

--
Curator of the Unofficial Homepage for Borland C++ Builder
http://www.nh.ultranet.com/~bsturk

"HOL" The Hardware Obstruction Layer The NTChrist
Whatever happened to Pong??? Frank Black, The Pixies

1789. Re: Archived Software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6cm4gb$1ne@freenet-news.carleton.ca>
Source record: 65798

"John Smith" (x@x.x) writes:
> Greetings. I am a newcomer (once-again-comer) to the group. Last time I
> was here, I remember seeing a few more ftp sites containing archived games /
> applications than I see now. Anyone know of a site that has a bunch of
> games archived together ("zip"ped, e.g.) for use with the SIO2PC cable and a
> PC? I found a site at umichigan that has a few files, but nothing
> substantial, considering the established software base!
>
> I understand one can use APE with the Atari 8bit, but is there a routine to
> force a PC 1.2Mb 5.25" drive to write 180K (US doubler) and thus copy the
> ftp-ed files to Atari disk? Is this a route worth my time or should I build
> the SIO2PC cable?

Yes, it will be alot simpler to use APE than to download files and
then try and rig a system to put them onto floppies that will just
have to be read again on teh Atari.

Unless you want to spend lots of time with floppies again :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1790. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6cm5er$209@freenet-news.carleton.ca>
Source record: 65799

(dklugh@iwaynet.net) writes:
> But remember that the last two sectors will be useless.So just create a image
> with 2 more sectors than you need.
> (this applies even to the new 1.16 version)

Why will the last 2 sectors 'be useless'?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1791. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd3ebb$819e8ce0$2c4d08c3@pc001>
Source record: 65800

We decided on a video rather than a CD-ROM because more people could utilise a video than a CD-ROM. You are assuming that every Atari ethusiast has access to a PC with a CD-ROM. By my own research, this is simply not the case. Many people have an old PC they use for word processing or something, but very few people have what's needed to use a CD-ROM. Much effort is required to use an interactive CD-ROM, and many people just haven't got the know-how or indeed time to do this. With a video, you just stick it in the player, sit back and watch. Easy!

Dean Garraghty

Swozniak <swozniak@aol.com> wrote in article
<19980220222301.RAA04313@ladder03.news.aol.com>...
> I agree with the other guy who posted a while back suggesting that a
CD-ROM
> would be a much better format. A CD-ROM would let you view pictures, let
you
> hear sounds, go right to the information you want instead of
fast-forwarding
> through half-an-hour of video, etc.
> A CD-ROM is much more durable than a videotape and you could view your CD
right
> where you get most of your other information anyway...your computer. A CD
could
> hold books worth of text-based information and interviews, and maybe even
> include some emulator demos or other neat stuff. All in all, I think it's
a
> much better way to go. A CD might even be cheaper to manufacture than
> videotapes. Anybody agree/disagree? That's what this group is for. If you
have
> an opinion on this matter...please post it. I'm curious what others have
to say
> on the matter.
>
>

1792. Q: Disk/Emu File to Tape via WAV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6cmcklgna1@nnrp1.dejanews.com>
Source record: 65801
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I am looking for a utility which lets me create loadable tape
files for an old home computer via the WAV format on PC. I
have described more specifically what I am thinking
of in the list of actions below:

1. Use a PC to fetch the program file for the old home computer
from an ftp site on the Internet.

2. On the PC, run this utility, which converts the program
file to a WAV sound file.

3. Connect an ordinary tape recorder to the sound card's
low-level output.

4. Start recording on the tape recorder. Play the WAV file
on the PC in a default sound utility from Windows.

5. (After the recording is finished.) Move the tape to the
old home computer and load the software.

The background is that I found a utility that does the
opposite. After I have sampled old Atari 400/800/XL/XE home
computer tape software to the PC WAV format, it converts
the WAV to cassette file (on the PC/MS-DOS HD), typically
for use in Atari emulators.

I am aware of the well-working and more capable
hardware solutions that exist, for example the SIO2PC
cable for the Atari 400/800/XL/XE. But I would still
be interested in getting a complete tape-to-PC and
PC-to-tape set of tools for my old Atari and Commodore
home computers. The main advantage with the idea here
is that one does not need the extra hardware to connect
the old home computer to a PC.

Finally, I only have a tape-to-PC utility for the Atari. If
anybody knows of a similary utitility for the Commodore,
please let me know.

Anders Skelander

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1793. Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6cmf2t$j7c$1@nnrp1.dejanews.com>
Source record: 65802

While fiddling with conversion of Atari program files
on the PC for use in an emulator, I started thinking of
replacing the customized Atari tape recorder with some
other device. To be able to refine this idea, I need more
information on the Atari serial port.

Does the Atari tape recorder do something more than send
a stream of data bits from the tape to the computer? I can
think of more than one technical aspect on this:

1. Does the tape recorder demodulate the tones on the tape
and create digital data from it? (Or does the POKEY do
that.)

2. Does the tape recorder control the data transfer
rate in the sense that it provides a clock line to
the computer.

3. Relating to (2), does the tape recorder provide
any other control signals to the computer?

The advantage with using the tape type of loading
is that handling is fairly simple and no PC or other
physically big equipment is required to support the
Atari.

Anders

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1794. Re: Q: Disk/Emu File to Tape via WAV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Jouko Valta <jopi@stekt.oulu.fi>
Message-ID: <k9iwwepduuu.fsf@stekt.oulu.fi>
Source record: 65803
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

ansk@hotmail.com writes:

> I am looking for a utility which lets me create loadable tape
> files for an old home computer via the WAV format on PC. I

A wild idea: convert the binary data into SoundTracker format.
Does anyone want to try?

> Anders Skelander

--jopi; // jopi@{stekt,zombie}.oulu.fi No Spam! (-: Jouko Valta
Spams to: postmaster@warez.ton.tut.fi or president@whitehouse.gov

1795. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: david@persona.claranet
Message-ID: <34ef410b.525961@news.clara.net>
Source record: 65804
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

The next show has been pencilled in for the 19th September 1998.

For more details, contact the show organiser George Boyle.

see - www.persona.clara.net/nsss/

David

David @ persona dot clara dot net

1796. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <888068828.4170.2.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 65805
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

david@persona.claranet wrote in message <34ef410b.525961@news.clara.net>...
>
>The next show has been pencilled in for the 19th September 1998.
>
>For more details, contact the show organiser George Boyle.
>
>see - www.persona.clara.net/nsss/

Stone me, we haven't had the current one yet.

It's next Saturday (28h Feb), town centre, Wetherby, Yorks for those who
fancy a jolly day out.

--
Brian Watson

1797. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd3ed7$aa1f2320$72c2accf@asharkis.erols.com>
Source record: 65806

Why not both formats? Then you're covering both bases. I have a PC with a CD-ROM. I can tell you that most of the people in one of my 8-bit user groups don't. I can also tell you that many of them are strictly Atari users and don't have PCs or Macs. They'd appreciate the VCR approach.

But some do have PCs with CD-ROM, and for those, I think the CD-ROM would be useful and probably make you guys a buck or two.

Dean Garraghty <dgs@clara.net> wrote in article
<01bd3ebb$819e8ce0$2c4d08c3@pc001>...
> We decided on a video rather than a CD-ROM because more people could
> utilise a video than a CD-ROM.

1798. Re: My favorite ATR - battle.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd3ed8$f9106060$72c2accf@asharkis.erols.com>
Source record: 65807

Exactly my point.

All you need to reduce the spammers in any newsgroup is to post tons of
stuff that's on-topic!

Your call, guys!

tom cody <tom_cody@one.net> wrote in article
<6cksuk$1j4@usenet46.supernews.com>...
> In article <01bd3dc5$4f78a440$0201010a@fernando>, "Fernando Ortiz"
<fernando.ortiz@mci2000.com> wrote:
> >Are you trying to get c.s.a.8bit removed from servers that don't carry
> >binaries? DONT post this in this group...there are binary newsgroups
for
> >this stuff.
> >
> >
> >ronwizbot@juno.com wrote in article <34ec891c.163657169@news.ou.edu>...
> >> Battle Trek ATR... boot with Basic. I made this ATR from my original
> >> floppy from Voyager Software...
> >>
> >>
> thanks for the ATR not all people feel the same as above. I do not check
the
> atari binary group because there is nothing there but SMUT ads and WAREZ
ads.
>
>
>
> once again thanks
>

1799. Re: hd question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6cmqq0$l6t$1@mohawk.hwcn.org>
Source record: 65808

Adrian Pickering (adrian@cherwell.com) wrote:
: dwmoar wrote:

: > Of course. You will need a couple of things to make the connection.
: > 1. you will need the PBA for the cartridge port. This takes the
: > cartridge port and the enhanced port on the back of the 130 and combines
: > them into a port that is the same as the 800XL. this is of course if you
: > are running a MIO or K-Products interface only
: > 2. you will need either a Black Box - a MIO - or a k-Products interface.
: > This is where you will find your SCSI connection.

: SCSI? I've been out of the *scene* since I got my first Amiga all those
: years ago. But you can get scsi setups? So I could scsi network between an
: Amiga and Atari 800xl? Are then any formats read/write -able by both
: machines?

: Adrian

No, as far as I know, the formats are incompatible. You have to place a
high level format on your Atari 8 partitions which are Atari Dos like (MY
Dos) or Sparta Dos.....I doubt you could multiplex a hard disk to have
both Amiga and Atari information on it, and usable by each machine.

Willy
William M. Moeller
af332@hwcn.org or willy@hwcn.org

1800. Re: Just Played Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980221140709.17072G-100000@fissure.scar.utoronto.ca>
Source record: 65809

On Sat, 21 Feb 1998, Halifax wrote:
> >
> >On 1998-02-11 6br24c$16d$1@newsd-123.bryant.webtv.net said:
> >You all DO know that you can abort the opening graphics by hitting one of
> the
> >console keys.(i.e.START,SELECT or OPTION;I forget which)
> >
> > >to be won in a day. Most RPGs takes weeks, months, maybe even years
> > >to complete. Save your character often, and you can build it up..
> >
> >I don't think that any RPG has taken me years.Unless I took a year off from
> >playing it or something.
> >
> > >access AR web sites for hints and cheats on the game. AR is one of
> > >the BEST games ever released for the 8bit when you consider, the
> > >sound/music and grafx and also, it is the best RPG for the 8bit..
> > >Phantasie is comparable, (maybe a little more playable) but
> > >Phantasie has pretty dinky sound and grafx for a newer game...
> >
> >I actually liked the Wizard's Crown and Ultima games better.

I never did Wizard's Crown to work on the 8bit.. I have the .ATR files but
there is no 8bit emulator that runs this game.. even Phantasie dies after
loading the main screen..

Hmm.. maybe I should convert the .ATR files back to *.DCM files and
run them on my 8bit? heheh

Alan
University of Toronto
Computer Science, Management and Economics

1801. Re: Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980221142150.17072I-100000@fissure.scar.utoronto.ca>
Source record: 65810

On 18 Feb 1998, ^_^ wrote:

> >> I've heard about the 1400XL, 1450XLD, and rumors that there once was
> >>an Atari 8-bit portable prototype.
>
> > Correct
>
> >> Can anyone give me the features/specifications of the above?
>
> > 1400XL - 64K, internal 300 baud modem, internal voice synth.
>
> That's cool! Does it come with software to access to voice synth?
>
> > 1450XLD - same as above with the addition of 1 or 2 DS/DD disk drives.
>
> I've also heard that these drives use a parallel rather than serial
> interface. If that's true, I'll bet they are a lot faster than 1050's!
> Also, how about the expansion bus that was on the 600/800XL. Is it still
> present on those machines?
>
> > 65XEP - 64K, 3 1/2 inch disk drive, 5 inch B/W monitor, detachable
> > keyboard. Basically a 65XE in a giant case with extra goodies.

> > I don't have any spares.
>
> Heh, I don't blame you at all for not wanting to part with them.
> Let me know if you ever get bored with them though. ;)

So people actually own a 1400XL, 1450XLD and a 65XEP? i thought they were
just hidden in US govt warehouses? Roswell? :) <grin>

There was also a 65XEM.. a specialized Atari 8bit for sound.. it has a
suped up sound chip.. i have the COMPUTE! magazine that talks about that
enhancement.. i think it was dubbed the maria chip..???

Alan
University of Toronto
Computer Science, Management and Economics

1802. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd3f06$01bf2660$e64b08c3@pc001>
Source record: 65811

We are only working on this project for fun, not to try and make money! I don't have the time to work on complex PC software, besides that's what I do for a living, and I sure as hell don't want to do it in my spare time as well!!

Dean Garraghty

Alan Sharkis <asharkis@erols.com> wrote in article
<01bd3ed7$aa1f2320$72c2accf@asharkis.erols.com>...
> Why not both formats? Then you're covering both bases. I have a PC with
a
> CD-ROM. I can tell you that most of the people in one of my 8-bit user
> groups don't. I can also tell you that many of them are strictly Atari
> users and don't have PCs or Macs. They'd appreciate the VCR approach.
>
> But some do have PCs with CD-ROM, and for those, I think the CD-ROM would
> be useful and probably make you guys a buck or two.
>
>
> Dean Garraghty <dgs@clara.net> wrote in article
> <01bd3ebb$819e8ce0$2c4d08c3@pc001>...
> > We decided on a video rather than a CD-ROM because more people could
> > utilise a video than a CD-ROM.
>

1803. 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <34EF38A3.CF6A0606@buffnet.net>
Source record: 65812

i wanted to know if u could hook up and IDE harddrive up to the 850 or do u need to make a special cable to hook the drive up to the 800XL's parallel bus? i already know you can use scsi drives with the "black box" but i want to connect an IDE.

1804. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f04a11.7584410@news.pressenter.com>
Source record: 65813

On Sat, 21 Feb 1998 05:50:53 -0600, ansk@hotmail.com wrote:

>1. Does the tape recorder demodulate the tones on the tape
>and create digital data from it? (Or does the POKEY do
>that.)
>
>2. Does the tape recorder control the data transfer
>rate in the sense that it provides a clock line to
>the computer.
>
>3. Relating to (2), does the tape recorder provide
>any other control signals to the computer?

I think that the digital to analog audio is done inside the Atari (probably by POKEY) and not in the program recorder itself. A couple of clues that tip me off to this is that

1) I seem to remember special adapter cables one could buy that would allow the use of a standard cassette recorder as a datasette. Any tape recorder that had the "microphone" power on/off control jack thingy could be used.

2) Though I know this is in the opposite direction and does not prove anything, I do remember that if one put an audio tape in a program recorder and tried to load software or a file from the cassette, you would hear the audio of the cassette routed in through the SIO port on the computer and routed out to the monitor sound jack. It would not make sense that Atari specify that digital data be converted to analog audio inside the program recorder for output to a tape, but then not do the opposite conversion for input data as well. It is however possible.

*** Please make sure responses are also sent via email.

1805. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <WScdkMA7Ew70Ewzx@cosine.demon.co.uk>
Source record: 65814
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

In article <888068828.4170.2.nnrp-08.9e98ea3a@news.demon.co.uk>, Brian
Watson <brian@spheroid.demon.co.uk> writes
>david@persona.claranet wrote in message <34ef410b.525961@news.clara.net>...
>>The next show has been pencilled in for the 19th September 1998.

>Stone me, we haven't had the current one yet.

>It's next Saturday (28h Feb), town centre, Wetherby, Yorks for those who
>fancy a jolly day out.

Is someone deliberately scheduling these buggers so I can't go?! Last
one was opposite Panopticon '97, this one is against Sabina (at the Bush
theatre, starring Paul McGann) and the *next* one clashes with Event
Two, I think!

[Sulking] Oh well, didn't wanna go anyway!
--
Jason =-)

1806. Filenames

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980221235301.SAA10986@ladder02.news.aol.com>
Source record: 65815

Is there any way MyDOS, DOS 2.5, SuperDOS, SpartaDOS... could be changed to allow LONG filenames with other characters?

1807. Re: Questions about (pm)Atari800 0.8.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6cnq47$nc2@bgtnsc02.worldnet.att.net>
Source record: 65816
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

could you please post the exact location of this?? all I found was
uncompiled versions on the history page, and atari falcvon versions...
HELP!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Petr Stehlik wrote in message <6cjdlu$b1v$1@ns.felk.cvut.cz>...
>>Hi, wondering if anyone can help me.... I didn't get this emulator with a
>>whole lot of documentation.
>>
>>Is there any way to use some graphics mode other than 320x200? At least
>>320x240, maybe 640x480 for games that use overscan.
>>
>>What PC keys correspond to the start/select/option buttons? And the break
>>key?
>
>F4, F3, F2
>
>>How do I get the emulator to recognize a joystick? (Does it do so at
all?)
>
>For Atari800 DOS port with joystick support and other enhancements please
go
>to my site and download it (at the bottom of Atari800 page).
>
>Petr
>--
>E-mail: stehlik@cas3.zlin.vutbr.cz PARCP developer
> WWW: http://cas3.zlin.vutbr.cz/~stehlik/ MiNTOS/Linux user
>mirror: http://users.zln.cz/~pstehlik/ Atari 800XL
emulation
>mirror: http://www.cyberstrider.org/mirrors/stehlik/ Atari Falcon040
>
>
>

1808. Re: Spelunker to the end?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6cnq8q$o5k@bgtnsc02.worldnet.att.net>
Source record: 65817

Actually I had/have both of these games, and beat them both without cheats!!
that's what made the older games fun.. not tons of scrrens, but great game
play!! If you worked hard enough at them, you could beat them!!

Try both without a cheat for a few weeks, and you'll struggle through....

Now NECROMANCER is QUITE different!! anyone ever beat that one?? and what
was the ending like??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Eyvind Bernhardsen wrote in message ...
>"Rieder Rudi" <rieder@MAPSONkufgem.at> writes:
>
>> Did anyone played through (without cheats)?
>
>Yup. The first game I ever completed (first game I ever played long
>enough to complete). I think it took me over a year from the first
>time I ever played it to the day I completed it. The ending isn't
>much to look at, but just completing the game was a REAL kick.
>
>Montezuma's Revenge, on the other hand, is a game I _never_ completed.
>Possibly because I only had a preliminary version which (for all I
>know) didn't _have_ an ending. Anybody completed that one?
>--
>Eyvind Bernhardsen

1809. Re: how do i copy files from datasette to floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-21 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6cnlqosid1@mohawk.hwcn.org>
Source record: 65818

```
: >
: > Question : How do i copy files from datasette to floppy disk on atari 800
: XL ?
: >
```

In order to copy boot tapes ie: Machine language prorams, you can use a nifty program published in Compute's Second Book of Atari. It allows you to make a copy of a single stage tape on to a floppy disk. It is in a unique format and uses an entire disk however. With the cost of disks these days (free for most 5.25's) this shouldn't be an issue.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

1810. Long file names vs. aliases

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6comt9$o69$1@newsd-199.bryant.webtv.net>
Source record: 65683

Most likely reason for aliases instead of true long filenames is simple-
COMPATIBILITY! Without a radical change, most people demand that it be
compatible with their older programs that use standard filename
conventions.

Like OS/2- if you used HPFS (that allowed long names) it could not be
recognized by a regular DOS (Windows, etc.) partition, because it uses a
FAT system.

And althought OS/2 was superior to Windows 3.1 (and Windows 95, in my
opinion) it was the COMPATIBILITY bugaboo that virtually killed it.

1811. Sectors free rather than kB used

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6conf2$o6l$1@newsd-199.bryant.webtv.net>
Source record: 65684

Probably the reason DOS used a sector free count is that it took up less memory. Remember, memory was really scarce and it was remarkable what they crammed into an 8k cartridge. (Star Raiders, yes!) To convert sectors free to a byte count used would have used precious memory, and if you think that wasn't true, why else did they use error numbers, rather than plain English? Okay, without looking it up, what is an ERROR - 163?

At least under DOS 3, since a block was 1k, you knew how much space a file used.

1812. NO CD ROM- use videotape

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6coo8d$o72$1@newsd-199.bryant.webtv.net>
Source record: 65685

No. Videotape would be a better form. I would rather pop in a video tape, and view it on my big screen, than sit hunched over some puny monitor, watching some jittery MPEG video.

And if there are any hopes of selling this, what computer software buyer is going to buy a CD-ROM about Atari? At least in video stores, they are more open about Atari, and may want to see some behinds the scenes stuff about the games they used to play.

You know the score, would you go to a party and say that you have an Atari computer? "They made computers?" is what they say. But when you say you had an Atari game system, they'l say, "I had one too, they were cool."

Go with the tape. Axe the CD-ROM

1813. No CD-ROM- and why

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6coog8$o7c$1@newsd-199.bryant.webtv.net>
Source record: 65686

Screen shots? if you do all that, you might was well have a web site, not a video on Atari history.

I want to see Atari headquarters. I want to see the piles and piles of E.T. Phone Home before they crushed/buried them. I don't care about screen shots of the Lucasfilm demo, or the walking robot demo, I want background information on Atari

1814. Re: how do i copy files from datasette to floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6coos6$o7j$1@newsd-199.bryant.webtv.net>
Source record: 65687

Hmmm. If it is a BASIC program, that is straightforward.

LOAD "C:", and when the program is loaded, then SAVE "D:filename.ext"

If it is a boot tape (like SCRAM) there is a program somewhere that will
let you do it.

Is it possible to use the COPY command from DOS to copy from C: to D: ?
I don't know, I never owned a 410/1010/XC12.

1815. SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6coskd$9tl$1@nnrp2.dejanews.com>
Source record: 65688

I just received BEST Elec catalog rev10. To my despair I don't see any hint about the 8bit to SECAM (SCART/Peritel) cable. Anyone knows the pinouts?

When I was a child, I used to own a french 800xl. Now, I'm looking for one but cannot find any in France.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1816. Re: I'm looking for SuperDup by Fernando Ortiz

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6cos6d$7j1$1@news.chatlink.com>
Source record: 65689

> Hi
>
> Yes, a long time ago I wrote a program that I called
SuperDup. It copied
> cassette programs. I wrote it in the early days when
cassette was still
> more popular than disk drives.
>
> Over the years I lost the source code and all copies of
the executable
> program. I know the chances of me finding it are None
and Remote. It was
> not a retail product. Just something that changed hands
at user group
> meetings (it was supposedly very popular as a freeby
pirate program).
>
> If anyone has a copy of this please email me a copy or
email for my postal
> address if you can send a copy on cassette/disk.
>
> Thanks.
>
> Fernando

Was this program Basic, Binary, or ??? If you can give me
the exact name with extender, I can search through my stuff
to see if I can find it for you.

The Shadow

1817. WTF: Atari game "Qb" or "Cubie"

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <34efda34.0@nexus.comcen.com.au>
Source record: 65690

On the Atari 800... I wrote it back in '84 - haven't seen it for 10 years or so.
It was called Cubie, but the logo was "Qb". A board of cubes, viewed in isometric.
You had to slide the cubes into a preset pattern. I have "fond" memories of programming it.
If you have a copy, I'll love you to death. Please contact me.
Cheers
Andrew Davie

1818. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4695$9ca878c0$95374382@vidar>
Source record: 65691

That sounds like Atari's In Store Demo (??), I think that's the name anyway. I have an edited version with nasty words or something. Haven't looked at it yet, so I am not sure. I do think I have both versions, but my disks are chaooooooooos. Take Atarian care

Maurice Molyneaux <mauricem@bigfoot.com> wrote in article <34efe02d.1167721468@news.pacbell.net>...
> A friend of mine asked me if I had an old Atari computer point of sale
> demo that he recalled. Apparently it demonstrated all kinds of things
> you could do with your Atari computer, with like a mock word
> processor, etc., and he said there was a screen with a schoolhouse and
> a little girl or something like that...
>
> If anyone has this thing I'd like to hear from you. Thanks.
>
>
>

1819. Re: I'm looking for SuperDup by Fernando Ortiz

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd3f88$61d20d60$0201010a@fernando>
Source record: 65692

The Shadow <The_Shadow@spnt.com> wrote in article
<6cos6d$7j1$1@news.chatlink.com>...
>
> Was this program Basic, Binary, or ??? If you can give me
> the exact name with extender, I can search through my stuff
> to see if I can find it for you.

It was binary (written in assembly) and it didn't have a filename because
it was meant for use by cassette-only users. You run the program by
booting from cassette (OPTION key while cold booting).

Eventually I got a floppy drive and saved the source code as superdup.asm.

Fernando

1820. Re: NO CD ROM- use videotape

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6cpbrq$p3a$1@usenet40.supernews.com>
Source record: 65693

In article <6coo8d$o72$1@newsd-199.bryant.webtv.net>, marknewtonjohn@webtv.net (Mark Newton-John) wrote:
>No. Videotape would be a better form. I would rather pop in a video
>tape, and view it on my big screen, than sit hunched over some puny
>monitor, watching some jittery MPEG video.
>
>And if there are any hopes of selling this, what computer software buyer
>is going to buy a CD-ROM about Atari? At least in video stores, they are
>more open about Atari, and may want to see some behinds the scenes stuff
>about the games they used to play.
>
>You know the score, would you go to a party and say that you have an
>Atari computer? "They made computers?" is what they say. But when you
>say you had an Atari game system, they'l say, "I had one too, they were
>cool."
>
>Go with the tape. Axe the CD-ROM

but this is from a webtv person, mostly likly a person who does not have a pc with a cd-rom. I think it should come out on both formats, I might rent the video but I know I would BUY the cd-rom.

1821. CTH Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <34F06C6F.B5D9D17F@ny.tds.net>
Source record: 65694

I'm just curious... Anyone else besides me have problems posting
messages on the Closer To Home web site? I'm trying to figure out if
the problem is on my end or Tom's.

1822. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F04223.1D7C42F@teleport.com>
Source record: 65695

Yes you are referring to the demo cartridge. It did alot of little demos of sounds - graphics and things the ol machines could do. I still have one of them cartridges around somewhere. It was cool for its day.

Atari*Dave
The Hardware Man

Vidar "Hawk" Olavesen wrote:

> That sounds like Atari's In Store Demo (??), I think that's the name
> anyway. I have an edited version with nasty words or something. Haven't
> looked at it yet, so I am not sure. I do think I have both versions, but my
> disks are chaooooooos. Take Atarian care
>
> Maurice Molyneaux <mauricem@bigfoot.com> wrote in article
> <34efe02d.1167721468@news.pacbell.net>...
> > A friend of mine asked me if I had an old Atari computer point of sale
> > demo that he recalled. Apparently it demonstrated all kinds of things
> > you could do with your Atari computer, with like a mock word
> > processor, etc., and he said there was a screen with a schoolhouse and
> > a little girl or something like that...
> >
> > If anyone has this thing I'd like to hear from you. Thanks.
> >
> >
> >

1823. Re: Sectors free rather than kB used

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F043DC.88D0A5E3@teleport.com>
Source record: 65696

Yes, but what a waste of disk space it was. Especially when you had so
little to start with.
Just what we really need a DOS that was a space hog and not really
compatable without help of other programs.
Atari*Dave
The Hardware Man

Mark Newton-John wrote:

> Probably the reason DOS used a sector free count is that it took up less
> memory.

> At least under DOS 3, since a block was 1k, you knew how much space a
> file used.

1824. Re: ATARI Equipment MUST SELL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F049EB.1354C0C3@teleport.com>
Source record: 65697

Hey do we really need to start this? "let kick him off Juno now too, everybody email Juno with all the Internet-dirt about good old Terry " If you can't play nice now..... Why start it all?

Cvendel wrote:

> Hey look Terry "The Asshole" Ortman is back again and now he's on Juno.com
> because he got kicked off yet ANOTHER ISP for his mail fraud, hey everybody,
> guess what? let kick him off Juno now too, everybody email Juno with all the
> Internet-dirt about good old Terry "I'm being investigated for mail fraud and I
> also sell Porn" Ortman.
>
> Time to go bye bye again Terry!!!!
>
> Curt

1825. Re: atr8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F04B62.1C5FB981@teleport.com>
Source record: 65698

Somewhere around the place I have everything on the ATR-8000 from SWP.
Haven had to use them in sometime. WIll have to search for them. Can
e-mail you when I find them though, if you would like

dwmoar@teleport.com

sup8pdct@mail.cth.com.au wrote:

> Does anyone have a circuite diagrams for the atr8000?? I will pay
> postage and photocopying costs!!!!!!

1826. Re: Just Played Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6cpku3gor1@news.campus.mci.net>
Source record: 65699

```
On 21 Feb 1998 14:08:56, Alan Christie wrote:
]-On Sat, 21 Feb 1998, Halifax wrote:
]-> >
]-> >On 1998-02-11 6br24c$16d$1@newsd-123.bryant.webtv.net said:
]-> >You all DO know that you can abort the opening graphics by hitting one of
]-> the
]-> >console keys.(i.e.START,SELECT or OPTION;I forget which)
]-> >
]-> > >to be won in a day. Most RPGs takes weeks, months, maybe even years
]-> > >to complete. Save your character often, and you can build it up..
]-> >
]-> >I don't think that any RPG has taken me years.Unless I took a year off from
]-> >playing it or something.
]-> >
]-> > >access AR web sites for hints and cheats on the game. AR is one of
]-> > >the BEST games ever released for the 8bit when you consider, the
]-> > >sound/music and grafx and also, it is the best RPG for the 8bit..
]-> > >Phantasie is comparable, (maybe a little more playable) but
]-> > >Phantasie has pretty dinky sound and grafx for a newer game...
]-> >
]-> >I actually liked the Wizard's Crown and Ultima games better.
]-
]-I never did Wizard's Crown to work on the 8bit.. I have the .ATR files but
]-there is no 8bit emulator that runs this game.. even Phantasie dies after
]-loading the main screen..
]-
]-Hmm.. maybe I should convert the .ATR files back to *.DCM files and
]-run them on my 8bit? heheh
]-
]-Alan
]-University of Toronto
]-Computer Science, Management and Economics
```

I have to agree, I liked both Wizards Crown and (especially) the Ultima series better, although I think Alternate reality is a fine game. Hmm, I don't think I've ever taken a year for an RPG either, but Chaos Strikes Back on the ST took me a long time! ;-)

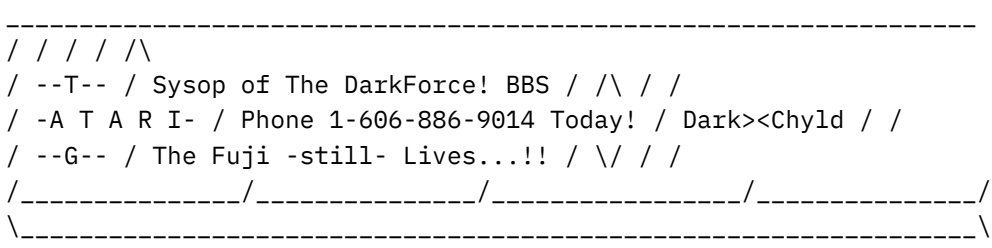
```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________________\/
```

1827. Re: No CD-ROM- and why

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6cpl43gor2@news.campus.mci.net>
Source record: 65700

On 22 Feb 1998 00:43:52, Mark Newton-John wrote:
]-Screen shots? if you do all that, you might was well have a web site,
]-not a video on Atari history.
]-
]-I want to see Atari headquarters. I want to see the piles and piles of
]-E.T. Phone Home before they crushed/buried them. I don't care about
]-screen shots of the Lucasfilm demo, or the walking robot demo, I want
]-background information on Atari
]-.

Hi Mark...reckon there is anyway we could talk him into doing -both-
formats? Seems it wouldn't be too much (more) trouble to produce both
a videotape and a CD-ROM...Just a thought... ;-)



1828. Re: Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34f06163.1213708@news.pipeline.com>
Source record: 65701

I have about 3 disks worth of AMY software on my HD. I assume they're
PC files but since I don't know much about programming. I haven't
tried to make use of them.

No chips though.

he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>
>Does anyone have access to or know any specifics on either
>the Amy or Marie chips? I remember reading in a Byte
>magazine that it took a VAX to program the Amy chip. Somehow
>it would take a natural sound like a violin, do some number
>crunching, and reduce it to an equation usable by the Amy
>chip to reproduce the original sound at any pitch or timbre.
>Early wavetable synthesis? Or something more advanced?
>--
>
> ||| ////Pakrat |||
>/ | \ Discover Atari - and discover how far you can go! / | \

1829. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34f162ca.1572232@news.pipeline.com>
Source record: 65702

There was also a disk version. One of them had more to it than the
other.

John

dwmoar <dwmoar@teleport.com> wrote:

>Yes you are referring to the demo cartridge. It did alot of little demos of
>sounds - graphics and things the ol machines could do. I still have one of them
>cartridges around somewhere. It was cool for its day.
>
>Atari*Dave
>The Hardware Man

1830. History video - some comments

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd3fb9$338cb140$9d5008c3@pc001>
Source record: 65703

It seems I have started quite a debate about my History of the Atari 8-bit video!

Let me just say this. I AM NOT DOING A CD-ROM. There is a book coming out, which is one project. I am doing a VIDEO, which is another project. A CD-ROM would be a whole other project. If somebody wants to do one, then good luck.

I am amazed about people talking about renting the video. UH????!!!!! I think people think this is going to be some professional TV programme directed by Steven Spielberg!! It isn't! The video will be available to buy, and that's that. No rentals, no appearance on a TV station. I have had E-Mail from LOTS of people who want to buy it when it's ready, and BTW, far more people asking for a video than for a CD-ROM.

Dean Garraghty

1831. PC Zone emulation article

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: mat@arrgh.demon.cocoa.uk
Message-ID: <19980222200429138095@arrgh.demon.co.uk>
Source record: 65704
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit

```
lo all,

the latest issue of PC Zone (iss. 61) has a feature on emulation and old
games

it is also very nice indeed about my leetle abode on the web, so they
deserve a fiver of anyones money in my book :)
```

toodle pip
mat
--
By reading my humble post you have made my life complete. Thank you.
http://www.arrgh.demon.co.uk | mat@arrg□h.demon.cocoa.uk
[the anally retentives retro games home]
swap the cocoa for co to mail

1832. Re: No CD-ROM- and why

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980222215400.QAA04348@ladder03.news.aol.com>
Source record: 65705

Well, I guess it depends on whether you want a documentary (on tape) or a large database of info (cd) I still think CD is the way to go...I would rather have tons of information, interviews, and cross-referencing, than a video stroll down memory lane that I'd probably watch only a couple of times. It's just my opinion, no need to get angry over it... :)

1833. Trash PORNO Spam in our Newgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980222224500.RAA13236@ladder03.news.aol.com>
Source record: 65706

Its getting me sick, every time I logon here more than half the messages are for new PORNO places that want our credit cards. I think its time for a MAJOR SPAM on there sites, I dont know about you but Im starting to SPAM them. Just Upload a TON of Atari 8bit files to them :)

<<Star>>

1834. SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: davisoja@polaris.clarkson.edu
Message-ID: <6cqagoels1@news.clarkson.edu>
Source record: 65707

I don't suppose anyone sells sio2pc cables for USD$30 or less?

john

1835. Atari Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Andy Leininger <akablinky@email.msn.com>
Message-ID: <OeM1kq#P9GA.226@upnetnews04>
Source record: 65708

Hello all. As a fellow Atari lover, I will be working with Dean on this project. From the start, Dean's idea was to produce a video with the intent on presenting the history of Atari as a company. My idea, and probably what I will focus on with the production will be an overview of the different machines made throughout the years. I feel that in that way, the video will serve as reference of the different models, and also help to introduce those who may not have known the differences between them. As far as producing a CD-ROM, that also would offer a unique view on the machines, and attract people who would like some kind of archive of the different models. However, I do not have the facilities to produce something of that nature.

At this point, I need to collect more Atari computers and peripherals for the video. If anyone has excess computers and parts laying around that they would like to contribute to the project, please e-mail me. I don't have a huge budget to work on this, it's just something that appeals to me, and I want to see happen. Anything dealing with Atari would be appreciated. Also, please visit my webpage set up for this project, at http://www.geocities.com/siliconvalley/pines for the latest information.

Thanks for any help anyone can offer!!

Andy Leininger

Microsoft asks, "Where do you want to go today?" I reply, "back to yesterday, when Atari ruled!" (but, of course, Atari lives on!!)

1836. SDX Cart and Examiner ForSale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <888171848_OASIS_@eastky.net>
Source record: 65709

Hello Atari Users,

We have for sale a SpartaDos X cartridge version 4.21. Dated 7-10-89.
We have not heard from the person who was suppose to purchase this
item. Alot of people were interested in this cartridge so to be fair it
will be sold to the highest offer over the original price of $25.00.

SpartaDos X Cartridge version 4.21. Dated 7-10-89.
Like new. No manual or box.
Price-Best offer over $25.00 plus $3.00 for shipping.

We will accept offers on this item for 3 days. Then the person with the best
offer will be notified by e-mail.

Also forsale, The Examiner by Convologic,Inc.
This is a cartridge reader for the Atari 8bits that will move any or all
portions of an 8K or 16K cartridge image into computer memory and allow
this image to be saved to disk or cassette. Software modifications can be
made and WAM cartridge files can also be created.
This should work on any Atari 8-bit computer. Was tested on a stock 130XE.
Package includes:
Cartridge Interface, Original disk and cassette software, and Manuals.
Price-$30.00 plus $3.00 for shipping.

These items are only for sale in the US.
If you are interested in any of these items then you can contact us at the
e-mail address below.

Thanks,

--

E-Mail Address phantomm@eastky.net
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1837. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34F0EDA6.2159@pacbell.net>
Source record: 65710

Maurice Molyneaux wrote:
>
> A friend of mine asked me if I had an old Atari computer point of sale
> demo that he recalled. Apparently it demonstrated all kinds of things
> you could do with your Atari computer, with like a mock word
> processor, etc., and he said there was a screen with a schoolhouse and
> a little girl or something like that...
>
> If anyone has this thing I'd like to hear from you. Thanks.
---
sure...
It's a cartridge that has a number of neat demo type things in it...
I have one or more of them!

Bob

1838. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: N4LZG <NOSPAMroom101@ix.netcom.com>
Message-ID: <6cqsrk$bic@sjx-ixn5.ix.netcom.com>
Source record: 65711

I'm going to build a couple for myself. If anyone wants one, I will offer
it for $20 plus $3 priority mail USPS. Let me know at
NOSPAMroom101@ix.netcom.com ... (remove the NOSPAM from the address)

Chris

John Davison wrote in message <6cqagoels1@news.clarkson.edu>...
>I don't suppose anyone sells sio2pc cables for USD$30 or less?
>
>john

1839. 1200XL, 130XE Roms

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Arie Trouw <atrouw@home.com>
Message-ID: <6cr22l$6nk$1@ha1.rdc1.occa.home.com>
Source record: 65712

Does anyone know where I can find 1200xl, 130xe, and 65xe ROM images? I have OSa, OSb, and 800xl ROMs but not the others. The reason I am looking for these are that I am doing some Emu work and wanted to see the differences in these Roms...

Any help is greatly appreciated...

Thanks,

Arie Trouw
atrouw@home.com
http://members.home.net/atrouw

1840. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6cr7kv$q8g$1@newsd-199.bryant.webtv.net>
Source record: 65713

There was an ST version that I remember when I worked at a computer store (1988) that sold Ataris, Commodores, and built to order PCs. I think I still have that disk.

I think I saw that B&C Computervisions is selling an 8-bit POS cartridge.

1841. Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6cr91d$q97$1@newsd-199.bryant.webtv.net>
Source record: 65714

Oh, snob factor creeping in? This is rich, here we are, on an ____Atari 8-bit____ newsgroup, and someone is implying because I am using a WebTV, that I do not have a PC and a CD-ROM? Did it ever occur to you that I have other equipment? StiK and CAB are a pain in the ass. Setting up Netscape is a pain in the ass, too. What's wrong, if I can set up my WebTV in 5 minutes, I can't post on newsgroups?

I've been with an Atari since the beginning, back in 1980. I started with a 300 bps modem and accessed the internet with T1 lines. I've sold computers from 4.77Mhz XTs to 300MHz Pentium IIs. Do not assume because I have a WebTV, I do not have access to a CD-ROM.

I work at an electronics retailer. 99% of our customers are not bit-headed nerds. I am speaking on what the majority of the people that would be interested in seeing behind the scenes of Atari, not trying to single out people that ONLY have this PC, that ONLY use this CD-ROM.

And what of the other users that have Apples? Or the Atari die-hards that have not sold out and still use their 8-bits or even their STs, much less those who even managed to connect CD-ROMs to them. Now explain how an ST or even an 8-bit user will use an MPEG CD-ROM, much less even a QuickTime CD-ROM?

These days, VCRs are commodities. Most of the households in the US have VCRs. Intel/Microsoft PCs are not even close to becoming a commodity. You will instantly limit who will see this CD-ROM. And the point of this excercize is to show people what Atari was.

Computer snobbery is hard to eliminate. It was there even in 1985 when BBS operators wanted to lock out 300 bps users and limit it to "only" 1200 bps users. Does that mean that only people with computers should access the internet, or exclude those with WebTV or Net PC terminals? This should end right now.

1842. Re: Sectors free rather than kB used

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6cr9sqqbo1@newsd-199.bryant.webtv.net>
Source record: 65715

Ah, but was space _ever_ a problem? I mean, truly?
Sure, if you had a 300 byte recipe, it would take up 8 sectors (1 block), rather than the 3 sectors that DOS 2 would have used.

Even so, I think getting 127 recipes on a disk is a task, forget whether it took 1 block or 3 sectors.

And who didn't notch their disks? So that means you could have at least 254 recipes under DOS 3, even more under DOS 2. But, WHY? DOS can't have that many files anyway, as I understand it, I thought you could only have about 64 filenames per disk (side).

The most I have on a disk are short AtariWriter files of diary entries, one for each day. Disks were cheap, and who wants to wade through a ton of filenames on a DOS menu to find a particular name?

I sure don't see anyone screaming that a hard disk uses up the equivalent of 32 sectors (4k blocks) to save that same 300 byte recipe, instead of only using 3.

1843. ALORS!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <01bd3fe3$2c0086c0$7799fcc1@p166-mmx>
Source record: 65716

```
ce monde est pleins d'incertitudes!!!
```

1844. USERS FRENCH TO ATARI 800!! I IAM NOT GRETZKY

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <01bd3fe5$a898f8a0$7799fcc1@p166-mmx>
Source record: 65717

```
i search files in format ATR FOR MY PC
IN GAMES ONLY.....
THANK YOU
```

1845. French cherch files in format ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <01bd3fe3$60cfd040$7799fcc1@p166-mmx>
Source record: 65718

THANK YOU
Alain
FRANCE

1846. eh.....la France tu utilises encore le XL????

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <01bd3fe7$2b66e200$7799fcc1@p166-mmx>
Source record: 65719

ALORS.........

1847. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: mr-green@the.martian.madhouse
Message-ID: <34efd19e.2277245@news.clara.net>
Source record: 65819
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

On Sat, 21 Feb 1998 16:30:51 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>In article <888068828.4170.2.nnrp-08.9e98ea3a@news.demon.co.uk>, Brian
>Watson <brian@spheroid.demon.co.uk> writes
>>david@persona.claranet wrote in message <34ef410b.525961@news.clara.net>...
>>>The next show has been pencilled in for the 19th September 1998.
>
>>Stone me, we haven't had the current one yet.
>
>>It's next Saturday (28h Feb), town centre, Wetherby, Yorks for those who
>>fancy a jolly day out.
>
>Is someone deliberately scheduling these buggers so I can't go?! Last
>one was opposite Panopticon '97, this one is against Sabina (at the Bush
>theatre, starring Paul McGann) and the *next* one clashes with Event
>Two, I think!
>

I have my doubts about the timing being arranged to cause you problems
:)

1848. Re: Archived Software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6co0hr$hl@usenet41.supernews.com>
Source record: 65820

In article <6cm382$sol@dfw-ixnews3.ix.netcom.com>, "John Smith" <x@x.x> wrote:
>Thanks! You have a great site! I'll build the cable and try APE, rather
>than go the hardware route. I've seen several mods for the 800xl I have...
>are any of them worth my time, as for RAM, etc? I probably will just end up
>playing old games, no use for word processing, etc.
>
>tom cody wrote in message <6clap1$10m@usenet41.supernews.com>...
>>In article <6cl2mp$b6r@sjx-ixn3.ix.netcom.com>, "John Smith" <x@x.x> wrote:
>>>Greetings. I am a newcomer (once-again-comer) to the group. Last time I
>>>was here, I remember seeing a few more ftp sites containing archived games
>/
>>>applications than I see now. Anyone know of a site that has a bunch of
>>>games archived together ("zip"ped, e.g.) for use with the SIO2PC cable and
>a
>>>PC? I found a site at umichigan that has a few files, but nothing
>>>substantial, considering the established software base!
>>>
>>>I understand one can use APE with the Atari 8bit, but is there a routine
>to
>>>force a PC 1.2Mb 5.25" drive to write 180K (US doubler) and thus copy the
>>>ftp-ed files to Atari disk? Is this a route worth my time or should I
>build
>>>the SIO2PC cable?
>>>
>>>Now that I think of it, I know there is a switch in the DOS format command
>>>that will write single sided 180K... but is it compatible with the US
>>>Doubler on the Atari drive?
>>>
>>>Thanks in advance!!!
>>>
>>>
>>>
>>
>>Build the cable, I fought for about a week tring to transfer games to an
>atari
>>
>>floppy with NO success. You need a 360k 5 1/2 floppy for the pc but that
>>still did not help me. as for a ftp site I can offer a http site, mine
>>
>>http://w3.one.net/~tom_cody
>>
>>click games for all software
>>click util for some sio2pc cable instructions
>

>
I think all but a very few games will work with a stock 800xl I have never had
a problem with any, but I do know that some games like bounty bob will NOT
work on a mod. 800xl and will work on a unmod. 800xl

1849. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6co0s0hjo1@alexander.INS.CWRU.Edu>
Source record: 65821

re: Videotape vs. CD-ROM for Atari history...

Please forgive lateness of reply...

Not everyone has or wants to buy a PC capable of playing these CD-ROMS. Videocasette recorders, however, are machine non-specific, and most people own one. I, for one, would like to see footage from Atari's earlier days on videotape. I hate WinTels, I always will, and I will never buy one, and my brother's trials and tribulations only serves to cement my resolve. I may buy a Falcon and an Amiga, but Macs and PCs both suck bigtime in my humble opinion. My brother has a Cyrix 6x86 with 64M running WinDoze '95. It, in a nutshell, is an unreliable piiece of crap. No, he is not an ignorant user, he builds and upgrades them as a side business.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1850. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6co3sn$6r3$1@pale-rider.INS.CWRU.Edu>
Source record: 65822

re: DOS 3 1K block size...

Was an implication made that DOS 3 can be used on a hard drive
for really large partitions? This would be the ONLY
advantage of 1K blocks. You could conceivable have 64M
partitions, at 65536 1K sectors...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1851. ATR8000 on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6co4il$aaj@usenet44.supernews.com>
Source record: 65823

not my sale but I thought I would tell everyone about it

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=6685943

1852. Re: Filenames

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <wT6rqFftRdiq-pn2-rjyTPSTNdfim@di07-ks.cth.com.au>
Source record: 65824

On Sat, 21 Feb 1998 23:53:53, jmouchmino@aol.com (JMouchmino) wrote:

> Is there any way MyDOS, DOS 2.5, SuperDOS, SpartaDOS... could be changed to
> allow LONG filenames with other characters?
>
>
not without a major change to the way dos uses the disk

1853. atr8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <wT6rqFftRdiq-pn2-lLcZhDHuTyEY@di07-ks.cth.com.au>
Source record: 65825

Does anyone have a circuite diagrams for the atr8000?? I will pay
postage and photocopying costs!!!!!!

1854. Re: Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6co528aco1@pale-rider.INS.CWRU.Edu>
Source record: 65826

Does anyone have access to or know any specifics on either
the Amy or Marie chips? I remember reading in a Byte
magazine that it took a VAX to program the Amy chip. Somehow
it would take a natural sound like a violin, do some number
crunching, and reduce it to an equation usable by the Amy
chip to reproduce the original sound at any pitch or timbre.
Early wavetable synthesis? Or something more advanced?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1855. Re: Filenames

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6co57c$aq0$1@pale-rider.INS.CWRU.Edu>
Source record: 65827

I believe that there was a program in A.N.A.L.O.G. that allowed
DOS 2.5 to use 30 character filenames. Tom Hunt a while ago
expressed interest in adding certain UNIX features to
SpartaDOS, including 256 character filenames.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1856. Re: Filenames

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6co4l9tus1@dartvax.dartmouth.edu>
Source record: 65828

jmouchmino@aol.com (JMouchmino) writes:

>Is there any way MyDOS, DOS 2.5, SuperDOS, SpartaDOS... could be changed to
>allow LONG filenames with other characters?

Allowing the use of the full character set with case-sensitive file
names is no problem. MyDOS already does this; I don't know about
SuperDOS or SpartaDOS, but there are just a few pokes to make DOS2 do
it.

Long filenames are a problem. You would have to modify the structure
and size of the directory, making it incompatible with any
non-modified DOS. Perhaps for DD disks you could do some hack using
the upper 128 bytes of the directory sector for extended filenames,
giving you 27 characters per filename, truncated to 11 for unaware
versions of DOS. Perhaps for non-DD disks you could reserve an extra
8 sectors for the extended filenames, though that would be very
inefficient.

Of course, you couldn't use any existing menu programs with the
extended filenames, and it would be a fair amount of work.

At this point, the simpler thing to do is to write a menu program that
uses a description file with a translation between the filenames and
the actual program names. So as long as you're using your menu
program, you can pretend that you have long names.

--PC

--
Q: How many Microsoft programmers does it take to upgrade a lightbulb?

1857. I'm looking for SuperDup by Fernando Ortiz

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd3f65$1b5d7b80$0201010a@fernando>
Source record: 65829

Hi

Yes, a long time ago I wrote a program that I called SuperDup. It copied cassette programs. I wrote it in the early days when cassette was still more popular than disk drives.

Over the years I lost the source code and all copies of the executable program. I know the chances of me finding it are None and Remote. It was not a retail product. Just something that changed hands at user group meetings (it was supposedly very popular as a freeby pirate program).

If anyone has a copy of this please email me a copy or email for my postal address if you can send a copy on cassette/disk.

Thanks.

Fernando

1858. Re: ATARI Equipment MUST SELL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980222075000.CAA03369@ladder03.news.aol.com>
Source record: 65830

Hey look Terry "The Asshole" Ortman is back again and now he's on Juno.com because he got kicked off yet ANOTHER ISP for his mail fraud, hey everybody, guess what? let kick him off Juno now too, everybody email Juno with all the Internet-dirt about good old Terry "I'm being investigated for mail fraud and I also sell Porn" Ortman.

Time to go bye bye again Terry!!!!

Curt

1859. Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: mauricem@bigfoot.com
Message-ID: <34efe02d.1167721468@news.pacbell.net>
Source record: 65831

A friend of mine asked me if I had an old Atari computer point of sale demo that he recalled. Apparently it demonstrated all kinds of things you could do with your Atari computer, with like a mock word processor, etc., and he said there was a screen with a schoolhouse and a little girl or something like that...

If anyone has this thing I'd like to hear from you. Thanks.

1860. DOS 3 for hard drive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6conq7$o6r$1@newsd-199.bryant.webtv.net>
Source record: 65832

Oh heavens, no. Are you kidding? DOS 3 for a hard disk?

Actually, I don't think you could even format a hard disk under DOS 3.
Remember, 10 Mb drives were enormous back then, and hideously expensive.
I don't think that hard disk compatibilty was even written into DOS 3.
(I don't think I even HAVE 10 Mb of 8-bit stuff)

Maybe that was what the PBI bus was for, to connect the 1090 Expansion
Box, and put a small MFM drive and controller into it.

Gee, maybe one CAN format a hard disk with DOS 3...

NAAAAH.

1861. Re: New Atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: "AntiSpam.Jeff.Colbert@mci.com" <db@biscut.com>
Message-ID: <6ljl.3998$ky2.211873@news.internetMCI.com>
Source record: 65633

Nice web site, Tom!

Jeff
tom cody wrote in message <6crafk$1dg@usenet83.supernews.com>...
>contains 2600+ software titles for use wth APE
>contains instruction on building sio2pc cable
>
>lot mory to come soon
>
>http://w3.one.net/~tom_cody

1862. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6csfni$8j6$1@dartvax.dartmouth.edu>
Source record: 65634

I'm pretty sure that the Atari cassette drives (410 and 1010) sent digital data back to the computer. Hence, if you want to save cassette software to a modern storage device, I suggest snooping the data transfer with an SIO2PC cable.

The other thing you should note is that the Atari cassette drives are stereo, not mono cassette recorders. When recording, I believe that they store the same data on both sound channels, but when playing, they interpret digital data from one channel and play the other channel as sound. Hence, if you have a slightly garbled cassette, one solution might be to copy it to another tape with a good stereo system, but swapping the sound channels. Some games took advantage of this feature by recording music or other audio data on the non-data channel.

I'm curious, though, how many programs are there on cassette that haven't already been converted to disk? If they are your own files, then the conversion should be trivial. If they are commercial tapes, then there was probably a disk version that you can find on the net.

There might have been some foreign language (educational) tapes that would be hard to convert to another format due to the use of analog audio mixed in with digital data.

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

1863. Serial Connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Claude <claude@icon.co.za>
Message-ID: <34F1CB73.65A64359@icon.co.za>
Source record: 65635

Hi

I have tried in vain to connect my portfolio to my pc over my
serial interface.

Are there any good and very simple instructions/references to sites
which you can give me?

Appreciate it a lot,
claude

1864. Color Artifacts

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <6csi5n$ob9$1@salomon.mchp.siemens.de>
Source record: 65636

Hi,

I once owned an NTSC A800, that now seems to
experience some technical problems. It was actually
a machine rebuild from PAL in order to get the
color artifacts (e. g. Loder Runner, Drol, etc.)
As I can't get this machine to work anymore, I would
like to know what colors are involved in TV artifacting.
I have the section on artifacts from De Re Atari, but
it does not cover how the artifact color relate to
each other and the color originally set by the user
in high res modes. As far as I remember, the artifact
colors were influenced by the hue setting.
What is there relation in the HSV-Color model ?
Does the basic color have an influence on the
artifact colors (that is: does it make a difference
if you use white pixels on black or for examples
light green pixels on dark green ....)
Is the color artifacting in Xlit realistic ?

I need this for an emulator enhancement.

Thanks in advence

Frank-Oliver

--

1865. Re: PC Zone emulation article

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: news_speccy@jetman.demon.co.u
Message-ID: <34f3c0a5.808996@news.demon.co.uk>
Source record: 65637
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit

On Sun, 22 Feb 1998 20:04:29 +0000, mat@arrgh.demon.cocoa.uk
(Mat Simpson) wrote:

>the latest issue of PC Zone (iss. 61) has a feature on emulation and old
>games
>
>it is also very nice indeed about my leetle abode on the web, so they
>deserve a fiver of anyones money in my book :)

But strange how they said 'Look for the FAQ' and then didn't
bother actually listing any URLs - do you think perhaps they
didn't look? Shock.
--
//// Damien Burke (add k to end of address if replying)
//// Spectrum pages: http://www.jetman.demon.co.uk/speccy/
//// New to this group? Read this: http://www.kendalls.demon.co.uk/cssfaq/

1866. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5hXkXCC.rldetlefsen@delphi.com>
Source record: 65638

"Johnny Zymurgy" <thehelmet@hotmail.com> writes:

>On another note, what is the cheapest, most compatible method of upping the
>memory of the 600xl to 64K? Is the mod published somewhere free? Thanks in

The cheapest and simplest is on that involves replacing the two 16K X 4bit
drams with two 64K X 4 bit drams, and a couple of wires. If interested, I
could reproduce it here in ascii.
Rick D.

1867. Re: atr8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <xjfE3cI.rldetlefsen@delphi.com>
Source record: 65639

<sup8pdct@mail.cth.com.au> writes:

>Does anyone have a circuite diagrams for the atr8000?? I will pay
>postage and photocopying costs!!!!!!

I've been looking for 10 years, but no luck. I'm sure they were a closely
guarded company secret, but when it folded, so did all of the details.
Its not a complicated circuit, so rev-engineering should not take much time.
I was just involved in other, newer technology things.
Rick D.

1868. WTB Antic and Compute! Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: sonofmogh@aol.com
Message-ID: <19980223203200.PAA26205@ladder02.news.aol.com>
Source record: 65640

I'm looking to add to my collection of Antic and Compute! magazines. I am looking for a lot of different issues and years so please send a list of what you have for sale.

Thanks a lot!

Pete

1869. SpartaDos X Cartridge and Examiner For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <6cssca$a4v$1@ns1.sols.net>
Source record: 65641

Hello Atari Users,

We have for sale a SpartaDos X cartridge version 4.21. Dated 7-10-89.
We have not heard from the person who was suppose to purchase this
item. Alot of people were interested in this cartridge so to be fair it
will be sold to the highest offer over the original price of $25.00.

SpartaDos X Cartridge version 4.21. Dated 7-10-89.
Like new. No manual or box.
Price-Best offer over $25.00 plus $3.00 for shipping.

We will accept offers on this item for 3 days. Then the person with the best
offer will be notified by e-mail.

Also forsale, The Examiner by Convologic,Inc.
This is a cartridge reader for the Atari 8bits that will move any or all
portions of an 8K or 16K cartridge image into computer memory and allow
this image to be saved to disk or cassette. Software modifications can be
made and WAM cartridge files can also be created.
This should work on any Atari 8-bit computer. Was tested on a stock 130XE.
Package includes:
Cartridge Interface, Original disk and cassette software, and Manuals.
Price-$30.00 plus $3.00 for shipping.

These items are only for sale in the US.
If you are interested in any of these items then you can contact us at the
e-mail address below.

Thanks,

phantomm@eastky.net

1870. Snokie 16K or 32K

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd47b5$b70d5980$12374382@vidar>
Source record: 65642

I have the tape Snokie for 16K Atari's, but seem to remember a 32K disk version with more levels. Does anybody know about this ? Same goes for Slinky. I could be mistaken, as I had a C64 way back, before I was falling in love with the most amazing machine, the Atari 800. If anybody has these games, disk versions, I would like to buy or trade. Take Atarian care and thanks!

1871. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6csqtt$3m2@sjx-ixn4.ix.netcom.com>
Source record: 65643

>The cheapest and simplest is on that involves replacing the two 16K X 4bit
>drams with two 64K X 4 bit drams, and a couple of wires. If interested, I
>could reproduce it here in ascii.
>Rick D.

That would be great! I've a fairly steady soldering hand and can deal with anything other than surface mount. Don't remember if the 600xl's chips are socketed. If not, I'll install sockets, for the inevitable future burn-out.

Anyone know a good source for the DRAMS?

Thanks in advance!

1872. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6cstnh$fdg@usenet42.supernews.com>
Source record: 65644

http://w3.one.net/~tom_cody

$30.00 for 1489 version
$35.00 for 14c89 version

click sio2pc

1873. f/s hw / sw misc

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: John Chiasson <jec@NaOfSnP.AoMrg>
Message-ID: <6cstbr$sq6@dfw-ixnews3.ix.netcom.com>
Source record: 65645

Trying to prepare for a move. Would like to get rid of this stuff:

Atari stuff:
800
800 (video goes out after heating up)
800xl (don't think it ever worked)
850
810 (happy rev 6.?)
820
power supplies cables floppies
lots of books and manuals - send for list
Hayes Smartmodem 300

couple vcs systems (not sure if they work)
lots of joysticks and misc parts

other stuff:
commodore vic20 (don't think it works)
286 mb
5.25 disk drive
misc video / io cards
misc cables

Couple reels of maxell audio cassette refill tape
some real thick coax (broadcast looking cable)

shipping would be from Baton Rouge, LA.

1874. Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980223134816.13549A-100000@becker2.u.washington.edu>
Source record: 65646

Now that I've exhumed my 800xl and have it running with some Sio2PC stuff,
I've noticed that although the computer itself is in fine shape, my
joysticks are falling apart. I see that B&C has some classic joysticks
(the CX-40?) but I would like to solicit opinions about alternatives.
What joysticks do y'all out there like to use?

Thanks!

1875. Re : Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980223234701.SAA08858@ladder03.news.aol.com>
Source record: 65647

```
There are several fast tape loading modes on the Atari 8-bit:
You have Rambit (UK), Turbo 2000 (Poland) and some others probably...
They load at least 400% faster than standard stuff.
```

1876. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34F20942.70A9B82F@atari.nu>
Source record: 65648

Hi Maurice,

Its a demo of the Atari 800 system, there is also an Atari XE demo as well, call Bruce at B&C Atari Sales & Service, he should have a couple of those carts.

916-295-9270

www.myatari.com

Curt

1877. Need some help (Web site)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6ct26n$ffe@news2.tds.net>
Source record: 65649
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm trying to put together a comprehensive help area for Atari users. This isn't meant to compete with any established sites, just to provide another resource. I've been combing sites looking for interesting help files, and then emailing the site owners to ask permission to link to the files, but it's taking a while. Therefore, I'd also like to get some input this way....
Do you have a/some useful file/s on your site? Would you like to ensure that there is even greater access to them? If so, I've put a form up where you can provide me with all relevant information. You can link to it directly at:

http://www.geocities.com/SiliconValley/Peaks/6320/ahd01.htm

if you don't feel like trying to locate it on my site.

Any information (as long as it's legal) is welcome. FAQs, hardware/software help, histories, anything.

Thanks!

Terry Ross
--

tross3@hamtel.tds.net irc: qnr | ST+ Fanzine U.S. Distributor
Visit: http://www.geocities.com/SiliconValley/Peaks/6320/index.html
ST+ Fanzine: "stplus01.htm" Atari Reference Desk: "atari001.htm"
>>> STARR.SYS Corrupted: Re-boot Congress (Y/n)?

1878. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6ct2q8$19r@bgtnsc01.worldnet.att.net>
Source record: 65650

Wico bat handle joystick.. nothing compared, and they last forever (I still have mine!! ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html
abuse@worldnet.att.net
Linda Shippert wrote in message ...
>
>Now that I've exhumed my 800xl and have it running with some Sio2PC stuff,
>I've noticed that although the computer itself is in fine shape, my
>joysticks are falling apart. I see that B&C has some classic joysticks
>(the CX-40?) but I would like to solicit opinions about alternatives.
>What joysticks do y'all out there like to use?
>
>Thanks!
>
>
>
>

1879. Re: =- Resident Evil 2 and Tobal 2 for sale! $20 or best offer-=

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6ct2tl$lsj@bgtnsc02.worldnet.att.net>
Source record: 65651

```
Leon@resevil2.com wrote:
>
> Resident Evil 2 for sale, Gold CD-R verison!
> $20 or best offer. COD available, but extra.
> For details and inquiries email ptrudeau@erols.com
>
> Tobal 2 for sale, gold CD-R version!
> $20 or best offer. COD available, but extra.
> For details and inquiries email ptrudeau@erols.com
>
> Thanks!

Do I get original documentation and original box with it as well?
--
Remove the extra "h" if you wish to reply.
```

1880. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ct15donh1@newsd-123.bryant.webtv.net>
Source record: 65652

WebTV rulez. It's a cool gadget and has good basic interfaces for the WWW, UseNet, and IRC. I am dutifully pestering the programmers about a Telnet feature, and maybe one day webTV will have that too.

I've seen the snobby putdowns from people who think they are better/smarter/richer or whatever than webTV users, but they are full of it. There are usenet groups such as rec.arts.discussion.poetry (I think that's the correct name) where many webTV users are making great, intelligent posts. And WebTV users don't make the stupid, pointless attacks on other posters (flames) as much, in my experience.

But back to the Atari videotape/CD-ROM discussion. I vote CD-ROM, it's just the kind of thing I'd prefer to watch on CD-ROM, when I felt like it, or wanted to reference it.

vs

1881. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Jim Harvey <wb8nbs@ameritech.net>
Message-ID: <34F23722.170EB53A@ameritech.net>
Source record: 65653
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

Dr. Peter Kittel wrote:
>
> In article <Pine.GSO.3.96.980214223014.16774D-100000@top> Linards Ticmanis
<ticmanis@coli.uni-sb.de> writes:
> >
> >The catweasel card, on the other hand, can read everything that just uses
> >a standard track distance, so except for some real oddballs like the
> >Commodore SFD-1001 (which would store 1MB on a standard 360K disk using
> >lots of evil, but relatively reliable, hacks.)
>
> The "hack" which makes this format unreadable for today's floppy
> drives and thus for Catweasel, is that it used a different floppy
> drive, which differed in its physical track density. It used
> 100 tracks per inch instead of the 96 tpi used by other drives.
> So you can read one or the other track, but other drives are
> physically unable to locate many of the existing tracks.

It (and most of the other CBM drives) also used a variable read/write
clock
to pack more data on the longer outside tracks. This is the primary
reason they were able to get incredible density from their disks. Apple
tried to do a similar thing with the Mac DSDD floppys but they used
a mechanical technique, varying the speed of the drive motor. I often
wonder if Apple went to this much more difficult method of zone
recording
because of Commodore patents.
--
Jim Harvey, Redford, Mich. Amiga person - Linux person - WB8NBS
This message came from Netscape running on a LINUX Laptop!
He who dies with the most software wins.

1882. SIO2Mac Cables? Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <34F1CAF1.AAFADDD@earthlink.net>
Source record: 65654

I know Wintel machines corner over ninety percent of the market, but there must be some sort of emulator made to use on the Mac for the eight-bits. Got an 800XL, works fine, but get stuff from the ether by PPC 7200/90. Can games be emulated on the Mac? Is there a cable? If you've got a lead, please let me know.

1883. Re: atr8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Doc-o@webtv.net
Message-ID: <6ctk1amoj1@newsd-124.bryant.webtv.net>
Source record: 65655

Atarian compatriots,

I have a schematic for the ATR8500 - this is not a typo - the ATR8500. I also have the actual ATR8500 "motherboard", power supply, cables, etc.

However, I do not have the Atari "daughterboard" for the ATR8500 or its schematic. If anyone has the schematic for the "daughterboard" or has an actual Atari 'daughterboard", please contact me. I do have a "silkscreen" diagram for the "daughterboard" but have no idea how the traces run.

I also have an ATR8000, but no schematics. The 8500 is similar, not identical, to the 8000 (different component layout,different jumpers, different ROM, etc.).

If you'd like a copy of the 8500 schematic please contact me.

And the answer is "No", I do not wish to sell either the 8000 or 8500 at this time.

I am located in south central Pennsylvania, USA.

1884. Ooh, pithy comeback

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6ctu4ssce1@newsd-199.bryant.webtv.net>
Source record: 65656

Ah, spoken like another facist. Can't type as well with both hands, eh?

1885. Re: Trash PORNO Spam in our Newgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <bkQs9wDvBweW@cc.usu.edu>
Source record: 65657

What???
half the messages, eh?
Good luck on your quest, buddy.

-Tom

GUY1015 wrote in message <19980222224500.RAA13236@ladder03.news.aol.com>...
>Its getting me sick, every time I logon here more than half the messages
are
>for new PORNO places that want our credit cards. I think its time for a
>MAJOR SPAM on there sites, I dont know about you but Im starting to SPAM
them.
>Just Upload a TON of Atari 8bit files to them :)
>
> <<Star>>
>
>

1886. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4701$e2ef12a0$cf374382@vidar>
Source record: 65720

Try contacting : burzynski@[153.19.232.100]

I got one for $10 and it's working like a charm. Wonderful piece of
hardware this. Anybody knows what's in the cables ? Is it just a 9-pin
serial plug connected to a SIO cable ? Or does anything happen in the cable
(resistors, whatever ...) I don't know too much about stuff like that, so
it would be nice to know!
Take Atarian care

John Davison <davisoja@polaris.clarkson.edu> wrote in article
<6cqagoels1@news.clarkson.edu>...
> I don't suppose anyone sells sio2pc cables for USD$30 or less?
>
> john
>

1887. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6cqk5i$jjq@freenet-news.carleton.ca>
Source record: 65721

"Vidar \"Hawk\" Olavesen" (olavese@online.no) writes:
> Try contacting : burzynski@[153.19.232.100]
>
> I got one for $10 and it's working like a charm. Wonderful piece of
> hardware this. Anybody knows what's in the cables ? Is it just a 9-pin
> serial plug connected to a SIO cable ? Or does anything happen in the cable
> (resistors, whatever ...) I don't know too much about stuff like that, so
> it would be nice to know!
> Take Atarian care

Unless you use the Max232 version, there isnt much to the interface
at all. The 1489 version is a nice hack by Rick Cortese, you can get
the parts list at my web page below if your still curious about
whats in it :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1888. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6cqr01$ki@usenet46.supernews.com>
Source record: 65722

In article <6cqk5i$jjq@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
>"Vidar \"Hawk\" Olavesen" (olavese@online.no) writes:
>> Try contacting : burzynski@[153.19.232.100]
>>
>> I got one for $10 and it's working like a charm. Wonderful piece of
>> hardware this. Anybody knows what's in the cables ? Is it just a 9-pin
>> serial plug connected to a SIO cable ? Or does anything happen in the cable
>> (resistors, whatever ...) I don't know too much about stuff like that, so
>> it would be nice to know!
>> Take Atarian care
>
>Unless you use the Max232 version, there isnt much to the interface
> at all. The 1489 version is a nice hack by Rick Cortese, you can get
> the parts list at my web page below if your still curious about
> whats in it :)
>
>Steve
is there any advantage in using the Max232 over the 1489 version?

1889. Re: Atari Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd401d$7af5cbc0$0201010a@fernando>
Source record: 65723

I went to the page you listed below and its a very general "how to set up
your web page" home. How about giving the specific URL instead of asking
us to search for it?

Fernando

Andy Leininger <akablinky@email.msn.com> wrote in article
<OeM1kq#P9GA.226@upnetnews04>...
> Hello all. As a fellow Atari lover, I will be working with Dean on this
> project. From the start, Dean's idea was to produce a video with the
intent
> on presenting the history of Atari as a company. My idea, and probably
what
> I will focus on with the production will be an overview of the different
> machines made throughout the years. I feel that in that way, the video
will
> serve as reference of the different models, and also help to introduce
those
> who may not have known the differences between them. As far as producing
a
> CD-ROM, that also would offer a unique view on the machines, and attract
> people who would like some kind of archive of the different models.
> However, I do not have the facilities to produce something of that
nature.
>
> At this point, I need to collect more Atari computers and peripherals for
> the video. If anyone has excess computers and parts laying around that
they
> would like to contribute to the project, please e-mail me. I don't have
a
> huge budget to work on this, it's just something that appeals to me, and
I
> want to see happen. Anything dealing with Atari would be appreciated.
> Also, please visit my webpage set up for this project, at
> http://www.geocities.com/siliconvalley/pines for the latest information.
>
> Thanks for any help anyone can offer!!
>
> Andy Leininger
>
> ***Microsoft asks, "Where do you want to go today?" I reply, "back to
> yesterday, when Atari ruled!" (but, of course, Atari lives on!!)***
>
>
>

1890. Vintage Micro-Computers New Website!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Vintage_Micro@yahoo.com
Message-ID: <34f11914.22978943@nntp.ix.netcom.com>
Source record: 65724

Hi everyone,

Just wanted to let everyone know that I am now on the web. A few of the links are not working, but the catalog is fully operational. In a few short days I will be updating the catalog with about 30 new items with many more to come along. If you have any questions do not hesitate to ask.

Your best bet for now is to keep checking back, you never know what you will find here.

The web page is located at:

http://pw1.netcom.com/~jonart/VMC/

You may contact me via this email address:

Vintage_Micro@yahoo.com

Thanks,

Jon

PS. Let me know what you think. It took me a while to design this. I hope you like it.

1891. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980223072901.CAA06589@ladder03.news.aol.com>
Source record: 65725

In article <6co0s0hjo1@alexander.INS.CWRU.Edu>, he110@cleveland.Freenet.Edu (Bill R. Core) writes:

>buy a Falcon and an Amiga, but Macs and PCs both suck bigtime in my humble
>opinion. My brother has a Cyrix 6x86 with 64M running WinDoze '95. It, in a
>nutshell, is an unreliable piiece of crap. No, he is not an ignorant user, he
>builds and upgrades them as a side business.

Perhaps a dose of a real OS is needed, as the base processor is quite capable. Everyone knows that Win95 is a piece of trash, but some of us enjoy using real operating systems like UNIX and OS/2

DSolimano
Have an Atari Day

1892. New Atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6crafk$1dg@usenet83.supernews.com>
Source record: 65726

```
contains 2600+ software titles for use wth APE
contains instruction on building sio2pc cable

lot mory to come soon

http://w3.one.net/~tom_cody
```

1893. Re: Trash PORNO Spam in our Newgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Jose Moreno <jose_m@internetmci.com>
Message-ID: <01bd403f$bb401ba0$9a3437a6@default>
Source record: 65727

hey there guy1015 !!!!! what's up!!!!!????

yea, I agree with you trash spam and porn on the atari and on any other sig other then where they belong.
in there own groups.

hey you have a great atari board there guy, keep up the good work, but you need to update the pages
where Carlos is still the co-sysop. after all you moved alog time ago....

there's a problem with you spamming them I tryed that once, and it came back becouse they didn't
put there real e-mail adderess on it.

l8ter dude

Jose

GUY1015 <guy1015@aol.com> wrote in article
<19980222224500.RAA13236@ladder03.news.aol.com>...
>
> Its getting me sick, every time I logon here more than half the messages are
> for new PORNO places that want our credit cards. I think its time for a
> MAJOR SPAM on there sites, I dont know about you but Im starting to SPAM them.
> Just Upload a TON of Atari 8bit files to them :)
>
> <<Star>>
>
>
>

1894. IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6cro74$h2a@sjx-ixn5.ix.netcom.com>
Source record: 65728

Okay, I've read the FAQs... but all the mentions to proposed hard drive mods just increased my appetite! Where do we stand with this?

I'd like to build a very cheap interface to take an old hard drive (no need for a 4Gbyte unit!) and connect it to the parallel bus of my 800xl. I know the impetus would be for doing this with an IDE drive spec., as this is available everywhere... but what about doing it with an older MFM or RLL drive (a 20-80 Mbyte unit)?

Is the approach to interface a stock x86 ISA controller card with the PBI of the XL? I just don't see the sense in making this project cost any more that it has to; there are so many old HDs out there, practically free.

I suppose this would necessitate booting from a floppy prior to accessing the hard drive with some special routines. What about instead taking an old 1050 / 810 / etc. drive and going from there? Okay, it would be damn slow, but you could possibly boot from an image containing the appropriate software on the hard drive, skipping the floppy entirely.

On another note, what is the cheapest, most compatible method of upping the memory of the 600xl to 64K? Is the mod published somewhere free? Thanks in advance!

j.z.

1895. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: tatata@noway.com
Message-ID: <34f18dcf.8883022@207.97.159.250>
Source record: 65729

On Sun, 22 Feb 1998 23:38:21 -0800, marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>Oh, snob factor creeping in? This is rich, here we are, on an ____Atari >8-bit____ newsgroup, and someone is implying because I am using a WebTV, >that I do not have a PC and a CD-ROM? Did it ever occur to you that I >have other equipment? StiK and CAB are a pain in the ass. Setting up >Netscape is a pain in the ass, too. What's wrong, if I can set up my >WebTV in 5 minutes, I can't post on newsgroups?

Don't spaz out the tape holding your glasses together might crack

>Computer snobbery is hard to eliminate. It was there even in 1985 when >BBS operators wanted to lock out 300 bps users and limit it to "only" >1200 bps users. Does that mean that only people with computers should >access the internet, or exclude those with WebTV or Net PC terminals? >This should end right now.

I justly enjoyed locking the 300 bps out since a full blown pirate board didn't want 300 baud "lamers" clogging the lines. Besides, it was a private bbs anyway

1896. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6cs7n0$5i1$1@korweta.task.gda.pl>
Source record: 65730

In article <01bd4701$e2ef12a0$cf374382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:
>Try contacting : burzynski@[153.19.232.100]
>
>I got one for $10 and it's working like a charm. Wonderful piece of
>hardware this. Anybody knows what's in the cables ? Is it just a 9-pin
>serial plug connected to a SIO cable ? Or does anything happen in the cable
>(resistors, whatever ...) I don't know too much about stuff like that, so
>it would be nice to know!
>Take Atarian care
>
>
>John Davison <davisoja@polaris.clarkson.edu> wrote in article
><6cqagoels1@news.clarkson.edu>...
>> I don't suppose anyone sells sio2pc cables for USD$30 or less?
>>
>> john
>>

Its not just a cable, Vidar. There is an IC inside the SIO shell.
And yes, i can sell the cable to anybody, price negotiable, cable tested and
working (and cute, too).

Artur
burzynski@cbmpan.gdynia.pl

1897. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980223111125.6343D-100000@fissure.scar.utoronto.ca>
Source record: 65731

On Mon, 23 Feb 1998, Johnny Zymurgy wrote:

> On another note, what is the cheapest, most compatible method of upping the
> memory of the 600xl to 64K? Is the mod published somewhere free? Thanks in
> advance!

Sell the 600Xl and buy a 64k 800Xl! :) <grin>

Sorry for the dry humour, but there never was A CHEAP, EASY way to upgrade
the Atari 400 or 600XL.. I'm not saying it wasn't possible, but the ones I
read about needed some soldering.. not my idea of an EASY upgrade. (not
like the PC, where youplug in the 16 MEG SIMM and away you go)

Alan
University of Toronto
Computer Science, Management and Economics

1898. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-23 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6csbpb$b6t$1@nnrp2.dejanews.com>
Source record: 65732

Here is additional information on this subject, about
prerequisites for Atari 400/800/XL/XE tape loading.

<Copied from an email I sent:>

Anyway, my impression now is that the transfer speed for
tape loading is set to one specific (slow) bit rate or
possibly to a bit rate interval. I mean, set by the
computer's OS.

One of the reasons to why I posted the original article
was that I wanted to record Atari tape files as sound on
audio CDs and load games with an audio CD player connected
to the computer. As soon as one has got the compact disk
programmed with Atari software, the device would be easy to
use and occupy little space. An irritating thing about
this solution is that a couple of 10-20 minutes sound files
would fill up a whole CD. Not efficient use of the circa
600-800 MB of space that a CD is supposed to have.

The next step (assuming the conclusions done so far are
correct) is to find out if the external device has to
stick to the slow bit rate, or if it can increase the
transfer speed somewhat (but stay in a reliable
frequency interval).

While we are at it, the Commodore 64/128 computer series
had a fast tape loading mode, called 'turbo'. I heard
somewhere that such a solution could not be implemented
on the Atari, due to some technical compromise in the
tape recorder.

<End of email copy.>

Any additional comments will be appreciated.

Anders

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1899. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6cumbq$h9h$1@nnrp1.dejanews.com>
Source record: 65483

> The other thing you should note is that the Atari cassette drives are
> stereo, not mono cassette recorders.
> ...
> Some games took advantage of this feature by recording music or
> other audio data on the non-data channel.

Yes, for example Synapse Software's Zeppelin (excellent game)
made the beepy loading sound go silent and played music from
the other track while loading. Would have been called
'real time audio' these days. ;)

> ... how many programs are there on cassette that
> haven't already been converted to disk? ... If they are commercial
> tapes, then there was probably a disk version that you can find on
> the net.

You are right, but that is not my point. I seem to have confused
you and also other readers/authors on this thread too.

The main thing, which I mentioned at the end of the original
article, is that I would want a stand-alone Atari system that
occupies little space, for instance at work. One good solution to
that seems to be an Atari 600XL with internal memory expansion
and a portable audio CD player along with it to load the games
from. The CD player could be in a very thin base unit below the
computer.

Anyway, thanks to you and to other people who have described
PC based solution aspects in your replies. I need that too, the
SIO2PC cable, but for a different purpose.

Anders

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1900. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6cumschst1@nnrp1.dejanews.com>
Source record: 65484

> There are several fast tape loading modes on the Atari 8-bit:
> You have Rambit (UK), Turbo 2000 (Poland) and some others
> probably... They load at least 400% faster than standard
> stuff.

Do you know if one has to (so to speak) load the loader
before one loads the actual program? Or does the fast
loader utility save files with higher bit rate that
the built-in Atari OS recognizes? The latter would
be incredibly suitable for my purpose.

The reason I ask is that I would, for the audio
CD purpose I have mentioned in other articles on this
thread, want to load software directly from an
audio CD player without any unnecessary extra
actions involved.

About the audio CD alternative, unfortunately the
tape recorder seems to send digital data to the
computer. This is according to a follow-up article
by Olav Queseth.

(I will look for the fast loaders on the web and find
out.)

Anders

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1901. Re: Programming the H: device in emulators.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1509.0008F177@condor.circa.ufl.edu>
Source record: 65485

In article <6ctl8h$3ig$1@enyo.uwa.edu.au> darrins@cyllene.uwa.edu.au (Darrin Smith) writes:

>Can anyone tell me the XIO for getting a disk directory in basic, and
>the basic locations for using the IOCB.

XIO for disk directory? I always knew it as an open.. Sample program to do directory listing...

```
10 DIM A$(40)
20 TRAP 100
30 OPEN #1,6,0,"D1:*.*" : REM put whatever directory you want in there
40 INPUT #1,A$
50 ? A$
60 GOTO 40
100 END
```

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

1902. Hardware & Software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: bladesoliva@hotmail.com.mrb
Message-ID: <bladesoliva-ya023680002402980716010001@news.telalink.net>
Source record: 65486

Greetings,

I am wanting to find an Atari 800 disk drive in working order. I would prefer an "Indus" disk drive, but will entertain others. I am also looking for cartridge or disk based software for the 800. If you are a vendor of such products, please E-Mail me with a website address or a list of the products you ahve available

Thanks
Michael

bladesoliva@hotmail.com

--
Please remove the ".mrb" when replying to my address via E-Mail. It will make sure your message gets to me. Thanks

1903. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1510.000A6E8B@condor.circa.ufl.edu>
Source record: 65487

In article <34f2c703.2463559@207.97.159.250> tatata@noway.com (whistler's brother) writes:

>Oh please, not the pirate files arguement again.... let me tell you
>all something, I'm DAMN GLAD that I HELPED put Atari 8 bit out of
>business - the people who whine and complain that the pirates killed
>the market couldn't be more wrong that the reason was that. The atari
>8 bit market died because NEWER and BETTER stuff was coming out.
>Do you expect that the whole world would be happy using a computer
>designed in the 70's? Can you imagine running todays bloated software
>on an atari 8 bit? I'm amazed that what's being coded in the 90's is
>so amazing, mostly in Europe, for the atari 8 bit. But those
>programmers have to work hard to squeeze that performance out of the
>box, and that in itself is very impressive. *BUT* the mainstream "mob
>mentality" dictates (yes, DICTATES) what platform is most popular...
>and this is bloat-ware pc crap.....

I have to agree to some extent. Without a doubt it wasn't "just pir8's" that killed the 8-bit. C-64's still had a plethora of software coming out for it long after most commercial atari 8-bit software developers abandoned the platform, and the C-64 piracy seen was huge and more organized then the Atari scene ever was, even in 1990.

Atari, and the Tramiels, did more to shoot themselves in the foot then any other thing. If they themselves only continued to support the line it would have lasted a few more years, but the reality is there's not much incentive to develop commercial software for any 20 year old platform (see any Apple 2 stuff these days?)

If the "piracy killed the atari" theory held true then the wintel platform is doomed soon (have you done a web search for "pirate ftp sites" lately?) without the DOJ.

In some respects, some old pirates are doing what they can to keep the memory of the 8-bit alive then anyone else (please don't try and tell me that Jellystone Park was your run of the mill "pee-dee bored" back in 1984).

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

1904. Atari 8-Bit Supporter

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34F2F8BC.D257644C@sisna.com>
Source record: 65488

Lance, or Video 61 has been rather high on his prices but he has
continued to support the community for years. I personally know he has
attempted to bring items thought dead to us the users and has like
everyone else gone into a sinking hole.

If you need anything you can't find then give him a call as 612-462-2500
he has stuff in his warehouse I only vaguely remember. Be it games, for
the 2600, ect to what you want now. He has kept in touch with Atari
Corp.
and had permission to re-produce many items they had available but are
no longer available. He does have developers available to him and has
taken
Sparta Dos 3 to cartridge, along with supporting many games and programs
not available to us the user from any other distributor.

Give him a call, support his efforts, he definitely supports yours.!!

bob

1905. Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bd4156$dcb6c3c0$LocalHost@fivvwrpw>
Source record: 65489

Hi all

Can anyone explain the principles of remapping the drives as per SpartaX's 'swap' command but using disk versions of SpartaDOS?

Essentially, I want to load up the CC8 compiler, Ace C linker (and associated files) into a RAM drive and remap it to look like drive 1 -- so that I don't have to suffer the 30 minutes of agonising grinding every time I compile hello.c ;-)

I've read Inside Atari DOS and scanned Mapping but without success. Maybe I'm being stupid (it's likely...) but I can't find what I'm looking for. Also, I'm assuming that there's no equivalent swap command in a disk-based SpartaDOS?

Thanks

Jerry

1906. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6cva5c$eq5@news.asu.edu>
Source record: 65490

```
>I would like to solicit opinions about alternatives.
>What joysticks do y'all out there like to use?

In addition to the Atari, the TI-99/4A (via adapter) and most
other home computers use the joystick standard set by Atari.
If you get a Sega Genesis hand controller set ($10 at Toys
R Us), it is a very easy modification to make it Atari
compatible. I have altered several, and prefer them (in most
cases) to regular joysticks.
--
*******************************************
* David Ormand *** Southwest 99ers *
* dlormand@aztec.asu.edu *** Tucson, Arizona *
*************************** TMS9900 Lives! *
```

1907. FILE IN ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <01bd4161$8b078180$5199fcc1@p166-mmx>
Source record: 65491

I SEARCH FILES IN FORMAT ...ATR FOR MY PC
Thanks
REGARDS
ALain

1908. 14c89?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980224125326.16672A-100000@becker2.u.washington.edu>
Source record: 65492

I'm trying to round up the parts for a ProSystem cable but I' not having much luck with finding a 14c89 CMOS Quad line Reciever.

First of all, what the heck IS it?! What's the difference between a 14c89 and the 1489 I'm using in my Sio2PC cable? The sales drone at Radio Shack couldn't find a listing for it in their catalog and I couldn't find it on the shelf. Even the local fancy RS alternative didn't know what I was talking about (probably becasue I don't know myself).

1909. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_888320485@rtfm.mit.edu>
Source record: 65493
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1910. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: david@persona.claranet
Message-ID: <34f2623d.4923477@news.clara.net>
Source record: 65494
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

On Sat, 21 Feb 1998 13:23:13 -0000, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:

>david@persona.claranet wrote in message <34ef410b.525961@news.clara.net>...
>>
>>The next show has been pencilled in for the 19th September 1998.
>>
>>For more details, contact the show organiser George Boyle.
>>
>>see - www.persona.clara.net/nsss/
>
>Stone me, we haven't had the current one yet.
>
>It's next Saturday (28h Feb), town centre, Wetherby, Yorks for those who
>fancy a jolly day out.
>
>--
>Brian Watson

More information about the show can be found on Teletext (Channel 4 -
Page 444 or BBC2 Page 265) or on the above Web site.

Also note - the date for the next show has been set on Sept 19th.

1911. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Greg Malewski <gregm@eit.ltd.uk>
Message-ID: <01bd4173$c1a36f80$780c93c3@gm-100ct>
Source record: 65495
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

david@persona.claranet wrote in article
<34f2623d.4923477@news.clara.net>...
> On Sat, 21 Feb 1998 13:23:13 -0000, "Brian Watson"
> <brian@spheroid.demon.co.uk> wrote:
>
> >david@persona.claranet wrote in message
<34ef410b.525961@news.clara.net>...
> >>
> >>The next show has been pencilled in for the 19th September 1998.
> >>
> >>For more details, contact the show organiser George Boyle.
> >>
> >>see - www.persona.clara.net/nsss/
> >
> >Stone me, we haven't had the current one yet.
> >
> >It's next Saturday (28h Feb), town centre, Wetherby, Yorks for those who
> >fancy a jolly day out.
> >
> >--
> >Brian Watson
>
> More information about the show can be found on Teletext (Channel 4 -
> Page 444 or BBC2 Page 265) or on the above Web site.
>
> Also note - the date for the next show has been set on Sept 19th.

Let's get this straight then...the WACCI web page was wrong for stating it
was last week then??

Phew !

1912. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6cvhk3ngq1@alexander.INS.CWRU.Edu>
Source record: 65496

Re: the Atari IN-store demo...

I got my cartridge from a store that had previously been an
Atari Dealership, so it had actually been used at one time.
I really am amazed that I have a copy, so I cannot part with it.
However, there is a disk copy of the original demo, along with
a pornographic version (funny!). The store I got it from was
one in Findlay, OH, and at least the last time I was there, they
still had a 5200 kiosk set up for the kids to play! I tried
to ask how much they'd sell it for, but the guy has two and
doesn't want to sell either. The demo cart was the same I used
to watch with awe years ago in Sears as a mere youth.
Memories...

I'll see if I have copies on disk and possibly uue them here.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1913. Re: New Atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6cvhoj$df0$1@usenet36.supernews.com>
Source record: 65497

In article <6crafk$1dg@usenet83.supernews.com>, tom_cody@one.net (tom cody) wrote:
>contains 2600+ software titles for use wth APE
>contains instruction on building sio2pc cable
>
>lot mory to come soon
>
>http://w3.one.net/~tom_cody

I fixed the message board that no one was kind enough to inform me was not
working, please post.

1914. Re: 14c89?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6cvg23$mkb@freenet-news.carleton.ca>
Source record: 65498

Linda Shippert (loo@u.washington.edu) writes:
> I'm trying to round up the parts for a ProSystem cable but I' not having
> much luck with finding a 14c89 CMOS Quad line Reciever.
>
> First of all, what the heck IS it?!

You can get the cmos version of the 1489 at any well stocked electronics place.

Try JDR or Jameco, both are under a buck.

Jameco Part# 16379
JDR Part# DS14C89

Try JDR first, last time I ordered with Jameco I spent $150 and got
$140 worth of stuff I didnt order, and had to ship stuff back 3 times.

> The sales drone at Radio Shack
> couldn't find a listing for it in their catalog and I couldn't find it on
> the shelf. Even the local fancy RS alternative didn't know what I was
> talking about (probably becasue I don't know myself).

If the people at Radio Snack talk to you, just smile and back away slowly. :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1915. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6cvj0j$10h$1@alexander.INS.CWRU.Edu>
Source record: 65499

Re: 600XL 64K memory upgrade...

Best Electronics (catalog rev 10) lists the Atari 1064 600Xl
64K upgrade as $24.95, the complete package. For compatibility,
you can't beat True Atari equipment!

I would suggest to any one who doesn't have this catalog, IT IS
A MUST BUY! It contains such a wealth of information that you'd
be crazy not to get one. The history alone that you learn is
worth the price of admission! Their number is:

1-408-243-6950

The addres is:

Best Electronics
2021 The Alameda, Suite 290
San Jose, California 95126 USA

I finally got off my butt and got one. I was really glad I did.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1916. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6cvjti$b7s$1@pale-rider.INS.CWRU.Edu>
Source record: 65500

Re: joysticks...

By far Wico's Bat Command Control joystick is the best, most
durable, and most responsive joystick I have ever seen. I have
like 3 or four in my possession. Don't even consider other ones.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1917. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6cvjuu$b80$1@pale-rider.INS.CWRU.Edu>
Source record: 65501

```
Actuallu I'd almost call it indestructible!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \
```

1918. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6cvk9m$c1l$1@pale-rider.INS.CWRU.Edu>
Source record: 65502

re: web site...

If you want to make if friendly to All Atari users, try to make
it Lynx friendly. I telnet my 130XE to a Lynx server, and that
is how I surf the WWW. There should be a FAQ on Lynx tips
with respect to creating web pages somewhere on the WEB.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1919. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6cvlq3$9dm$1@alexander.INS.CWRU.Edu>
Source record: 65503

Actually I can't uuencode anything right now, as >ARRGGHH<!
it was on my crashed hard drive. Being without a HD really
sucks!!!!! I had everything as I wanted it too! 38M up in
a whiff of smoke! Oh well, when I get my BB back from CSS,
I'll install a Maxtor 320M SCSI drive in its place (nearly
10 times the capacity, and 4x faster access time). Remind me in
like a month, and I should have the ability to send a copy
of the Atari in-store demo up here. You may find it somewhere
in an FTP site. Sorry...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

1920. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34f35b73.13050509@news.wxs.nl>
Source record: 65504

On Sat, 21 Feb 1998 05:50:53 -0600, ansk@hotmail.com wrote:

>Does the Atari tape recorder do something more than send
>a stream of data bits from the tape to the computer?
No it does not.

>1. Does the tape recorder demodulate the tones on the tape
>and create digital data from it? (Or does the POKEY do
>that.)
The tape has a FSK demodulator. Pokey converts the serial
bits that are input onto the SIO bus into bytes.

>2. Does the tape recorder control the data transfer
>rate in the sense that it provides a clock line to
>the computer.
No, it is a-synchroneous data. In fact, I think there is no
device in existence that actually uses the clock lines on
the SIO bus at all.

>3. Relating to (2), does the tape recorder provide
>any other control signals to the computer?
No. The computer can control the motor, that is it.
But that is the other way round.

All this, and everything else about tapes that nobody
really cares about is in the documentation that comes
with the wav2cas program that can be found at the
Umich archives. Sometimes it pays to read the
documentation.

You will find the anwers to your questions about storing tapes
as sound on a CD and increasing loading speed in that piece
of documentation too.

On 23 Feb 1998 23:47:22 GMT, jmouchmino@aol.com (JMouchmino) wrote:

>There are several fast tape loading modes on the Atari 8-bit:
>You have Rambit (UK), Turbo 2000 (Poland) and some others probably...
>They load at least 400% faster than standard stuff.
I would be interested in some specifications about these tape formats.
Not that want to implement them in some sort of program, just that
I am curious about them.

Keep those XL's/XE's humming.

1921. Re: SIO2Mac Cables? Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2402981752100001@nntp.ix.netcom.com>
Source record: 65505

In article <34F1CAF1.AAFADDD@earthlink.net>, John Morgan
<jwmpc@earthlink.net> wrote:

>I know Wintel machines corner over ninety percent of the market, but
>there must be some sort of emulator made to use on the Mac for the
>eight-bits. Got an 800XL, works fine, but get stuff from the ether by
>PPC 7200/90. Can games be emulated on the Mac? Is there a cable? If
>you've got a lead, please let me know.

Check out <http://www.emulation.net/>. Its a big list of all the emulators
available for PPC Macs (and some 68k, too).

Last I heard, there is no SIO2Mac, which is something I'd like to see, also.

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

1922. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2402981824490001@nntp.ix.netcom.com>
Source record: 65506

In article <6cvk9m$c1l$1@pale-rider.INS.CWRU.Edu>,
he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>re: web site...
>
>If you want to make if friendly to All Atari users, try to make
>it Lynx friendly. I telnet my 130XE to a Lynx server, and that
>is how I surf the WWW. There should be a FAQ on Lynx tips
>with respect to creating web pages somewhere on the WEB.
>--
>
> ||| ////Pakrat |||
>/ | \ Discover Atari - and discover how far you can go! / | \

Give these a shot:

<http://lynx.browser.org/> has lots of good info, and a ton of links.

<http://www.crl.com/%7Esubir/lynx/enhanced_pages.html> has a list of
'Lynx-enhanced' pages.

<http://www.anybrowser.org/campaign/> is the 'Best Viewed With Any Browser'
campaign, which makes a lot of sense (except that their server is acting
rather flaky at the moment..)

<http://www.cast.org/bobby/> will check your HTML code and offer
suggestions on how to make your web page more compatible with different
browsers, including Lynx. The site also has good suggestions on how to make
your web site more easily navigable by the handicapped.

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

1923. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6d0355$24$1@newsd-121.bryant.webtv.net>
Source record: 65507

Terry Ross: I checked out your page with WebTV and it looks very good and colorful. This is very good html work in my opinion. I think it's a good set of pages. I am also a geocitizen.

vs

1924. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <OBPLJQZQ9GA.249@ntawwabp.compuserve.com>
Source record: 65508

Well, you can take your bloted pc crap and shove it were the
Sun Doesn't Shine! While I am running mostly Atari ST/TT/Falcons,
I am also going to put together a 8-bit system for some fun.
I enjoyed the old 8-bits. BTW, I run a BBS too, and you'll
not find any cracked software on it.

Black Hole BBS 14.4kb 805-256-9065 9pm to 9am PST.

--
"You are not ready for Immortality" Kosh on Babylon 5

1925. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34F39D37.4C7D@pacbell.net>
Source record: 65509

Alan Christie wrote:
>
> On Mon, 23 Feb 1998, Johnny Zymurgy wrote:
>
> > On another note, what is the cheapest, most compatible method of upping the
> > memory of the 600xl to 64K? Is the mod published somewhere free? Thanks in
> > advance!
>
> Sell the 600Xl and buy a 64k 800Xl! :) <grin>
>
> Sorry for the dry humour, but there never was A CHEAP, EASY way to upgrade
> the Atari 400 or 600XL.. I'm not saying it wasn't possible, but the ones I
> read about needed some soldering.. not my idea of an EASY upgrade. (not
> like the PC, where youplug in the 16 MEG SIMM and away you go)
>
> Alan
> University of Toronto
> Computer Science, Management and Economics
---
actually, the 600XL does have a pretty easy 64K upgrade - it just plugs
into the PBI. No soldering at all. The were selling for about $20 not
too long ago.
also... the IDE interface on the PC is just a buffer and a decoder.
There really is no logic or intelligence involved.

Bob

1926. Re: Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980224221732.7725G-100000@fissure.scar.utoronto.ca>
Source record: 65510

On 24 Feb 1998, Jerry Glenwright wrote:

> Hi all
>
> Can anyone explain the principles of remapping the drives as per SpartaX's
> 'swap' command but using disk versions of SpartaDOS?
>
> Essentially, I want to load up the CC8 compiler, Ace C linker (and
> associated files) into a RAM drive and remap it to look like drive 1 -- so
> that I don't have to suffer the 30 minutes of agonising grinding every time
> I compile hello.c ;-)
>
> I've read Inside Atari DOS and scanned Mapping but without success. Maybe
> I'm being stupid (it's likely...) but I can't find what I'm looking for.
> Also, I'm assuming that there's no equivalent swap command in a disk-based
> SpartaDOS?

Have you tried to say format the ramdisk to a lower drive number, say
drive #2 (or even drive 1?), and just copy everything over?

There was some utilities that even allowed booting off the RAMDISK.. I
dont remember a handy little swap command though.. but I did get some boot
disks running from the Ramdisk.. I can't remember the utility.. maybe it
was called RAMBOOT or something

Alan
University of Toronto
Computer Science, Management and Economics

1927. FS: 8 bit gear

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <34F3A56F.65B321C7@jps.net>
Source record: 65511

Per attachment:

Atari 8 bit Inventory with estimated selling prices.

Except for books, all items in good condition unless noted with faults or outstanding.

Hardware:

1200XL CPU, $20
800XL CPU, 3 units, $20 each
600XL CPU, $20
400 CPU, in original box (box in fair condition) $20
400 CPU inop, if not repaired will go free as parts unit for above.

1050 Disk Drive, $20
Rana 1000 Disk Drive w/LED track readout, 2 units, $20 each
810 Disk Drive, $20

410 Program recorder, 6 units, $5 each

1027 Printer, $20
1027 Printer, missing small smoke-brown plastic cover, $15

1020 Plotter, $20

Atari Trackball EP443, 2 units, $10 each
Atari Kids Controller EP263 w/Big Bird's Catch template, $10

16K RAM Module CX853 for 800 CPU, 3 units, $5
OS Module CX801, 10K for 800 CPU, $5

XEGS Light Gun, $15

Parallel Printer Interfaces:

MPP 1100, $20
MPP 1150, $20
Axiom AT 846, $20
Ape Face, needs new Centronic connector (clamp on style, fell off ribbon), $10

Software:

Game Carts

Centipede w/docs, $5
Pac Man w/docs, $5
Star Raiders w/docs $5
Star Raiders w/docs, burnt ROM, runs from ROM dump on floppy, $5
Missile Command w/docs, $5

Disk Games

Blockbuster, shrink wrapped, $10

Applications

File Manager 800, $20
VisiCalc, 3 units, 1 near mint, 1 excellent, 1 near mint, box warped, $20 each
Homepak by Batteries Included w/docs, $20
Word Search: Spanish, w/docs, $10
Text Pro II/Data Pro II, no docs, $5
Atari Word Processor, complete in original binder w/lessons & audio cassettes, $30
Family Finances, near mint, $20
Timewise, shrink wrapped, $20
Letter Wizard by Datasoft, disks and quick ref guide, box fair, $10
File Manager+ by Synapse (predecessor to Synfile+), exellent, $20
Teacher's Pet classroom management software, excellent, $20

Program Cassettes

Touch Typing, shrink wrapped, $5
Kingdom w/ docs, $5

Programing

Atari Logo, cart w/docs, box bad, $10

Books

Atari Pilot for Beginners, $5
Atari Basic Reference Guide, $5
Atari Logo manual, 2 at $5 each
Atari Logo Reference Manual, $5
Dos 3 Manual, $5
How to Excel on Your 600XL and 800XL by Timothy Knight, $10
Inside Atari Basic, $5
Compute's Atari Basic Sourcebook, $10
Computers for Kids (programming), $5
Your Atari Computer, A Guide to Atari 400/800 Personal Computer, Including the New XL Series (THE Atari classic), $20

Buyer will be responsible for actual shipping costs only, from Gerber, California.
XL computers do not include OEM RF cable or 5 volt power supply. On request I will build power supplies for $5 to include with purchased CPU.
CPU's which do not have BASIC built in will include a BASIC cartridge.

e-mail: jkolak@jps.net
phone: 530-385-1697

All items must sell immediately. Items which do not sell right away will be sold to liquidation.

1928. FS: Atari 400/800/ST CArtridges, Books and More

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2245.00CDF0AB@cet.com>
Source record: 65512

```
SteveR's Classic Cartridges 1/20/98
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Visa, Mastercards, Cash and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or http://www.cet.com/~steverd/index.html

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
-----------------------------------------------------------

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works
----------------------------------------
BOOK: ATARI Games & Recreations 338 pages $7.00
1000E Modem by Supra $15.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX853 - 16K-RAM $5.00 (3)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $6.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)
Atari Writer $4.00 (1)
Arcade II $1.50 DISK
Basic Computer Language $1.50 (5)
Basic XL $10.00 Cartridge Only
Biorhythm 8k & 16k $2.00 on Cassette
Centipede $3.00 (3)
Delta Drawing $3.00
Educational System $3.00 Cartridge Only
```

Face Maker $3.00 NO LABEL
Frogger $6.00 With BOX
Intro to Graphics $1.00 CASSETTE
Intro to Sounds $1.00 CASSETTE
Invitation to Programming $1.00 CASSETTE
Kinder Comp $10.00 Case/Box, Docs inc
Mailing List/General List $1.00 Cassette
Music Composer $3.00 (3)
Pac-Man $3.00 (3)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $1.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $1.00 DISK
Star Raiders $2.00 (7)
StarBowl Football $3.00 on Cassette by Gamestar
Stratefgy Simulations $1.00 DISK
Submarine Commander $18.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $1.00 WASTED Label/Didn't work in testing
Wrting Programs $1.50 TWO CASSETTES

MISC Manuals $1.00 EACH unless otherwise Noted
------------ (USED CONDITION)
400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Star Raiders
400/800 Super Breakout

400/800 Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari Basic 180 pages, 1983 $7.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---
*HARDWARE

Computer Eyes $15.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $5.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $9.00

*Original Disks $2.00 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Cyber Paint 2.0 $4.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)
Iron Lord (3 Disk)
OIDS (Or something like that?)
Populous

Tower Toppler

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $10.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $2.00
Specrum 512 $2.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $3.00
(250 pages, Integrated Spreadsheet)

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS

Contact: Night Prowler

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

1929. Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d0cvt$11p$1@newsd-199.bryant.webtv.net>
Source record: 65513

Interesting. If one accesses the internet with their 8-bit through a Lynx server, I am assuming that it is text only?

Is this access for the newsgroups only, or is it used for regular web pages, sans graphics?

1930. Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d0dog$12p$1@newsd-199.bryant.webtv.net>
Source record: 65514

(Moving the thread)

Sure, any dolt could double click an icon, but dealing with Netmail, and the various settings are a pain. Then you gotta tweak here and there...

Gee, how many of you can _really_ get rid of Explorer, I mean get it off of your system, not just getting rid of the icon.

Then you wait an indeterminable time to connect to your ISP, if there isn't a busy signal...

Then if there aren't a ton of other users on the system, access can be a tad slow.

Don't knock WebTV until you try it. I used to access the internet before the WWW through a UNIX gateway, and also used an ISDN setup. Then I tried a WebTV box, and couldn't believe how simple it was to operate, and I was impressed with the speed of the graphics. With the exception of the Apple connected to a T1 line, this took the biscuit. And compared to spending almost $2000 for a decent computer and monitor, I got this thing when they first came out for a tenth of the price of a PC, plus you can connect it to a big screen.

1931. Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d0gpo$15b$1@newsd-199.bryant.webtv.net>
Source record: 65515

Looking at the 1029 printer, does anyone know for sure it was sourced from C. Itoh? It looks like one I remember a LONG time ago, the same print head on top, bubblejet-like printing.

1932. SALT diagnostic cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d0hdq$15u$1@newsd-199.bryant.webtv.net>
Source record: 65516

About the SALT and Super SALT diagnostic cartridges, what did they test?
e.g. SALT 2.05

1933. Atari 600XL 64k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d0hr8$169$1@newsd-199.bryant.webtv.net>
Source record: 65517

B&C Computervisions sells the plug-in (through the PBI) 64k memory upgrade for $19.95, and the solder-in one for $1 less.

1934. New Atari-Web-Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Matthias Faust <matzi@okay.net>
Message-ID: <34F22368.59E77992@okay.net>
Source record: 65658

```
atari-computer.de, the new online-world for all atarians
============================================================

Free Homepages + free eMail for every atarian,
big Atari 8-bit-Area, FTP-Server with a lot of 8-bit-Software
and much more.

Most areas are under construction yet, but youï¿½re invited to
come around and take a first look.

(In a few days all areas will be translated in english language, now
itï¿½s only available in german)

http://www.atari-computer.de

Bye,

Matthias

--
---
eMail: matzi@computer4u.com
matzi@atari-computer.de
matthias_faust@public.uni-hamburg.de
matzi@databyte.hh.uunet.de
matzi@csi.com
```

1935. Re: PC Zone emulation article

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Darren Bramley <darren.bramley@zetnet.co.uk>
Message-ID: <6ct3qisvk1@roch.zetnet.co.uk>
Source record: 65659
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit

```
Indulging in nostalgia I found that your Coleco Vision link needs
redirecting to:-

http://www.komkon.org/fms/ColEm/

Regards

Darren
```

Mat Simpson wrote in message <19980222200429138095@arrgh.demon.co.uk>...
>lo all,
>
>the latest issue of PC Zone (iss. 61) has a feature on emulation and old
>games
>
>it is also very nice indeed about my leetle abode on the web, so they
>deserve a fiver of anyones money in my book :)
>
>toodle pip
>mat
>--
> By reading my humble post you have made my life complete. Thank you.
> http://www.arrgh.demon.co.uk | mat@arrg□h.demon.cocoa.uk
> [the anally retentives retro games home]
> **swap the cocoa for co to mail**

1936. WANTED!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980224005301.TAA20742@ladder03.news.aol.com>
Source record: 65660

```
Will buy pre-86 Atari 8-bit software BOXES, even a bit crushed.
Old software tapes also wanted.
Please write to JMouchmino@aol.com for offers.
Thanks in advance,
Bertrand.
```

1937. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6ct736$got@news2.tds.net>
Source record: 65661

On 23 Feb 1998 18:36:13, velcro_spy@webtv.net wrote:
>WebTV rulez. It's a cool gadget and has good basic interfaces for the
>WWW, UseNet, and IRC. I am dutifully pestering the programmers about a
>Telnet feature, and maybe one day webTV will have that too.

Hiya vs,

Could you do me a favor, and take a look around my web site. I'm
trying to get input from users of different operating
systems/browsers. I primarily want to make sure that it is Atari
friendly, of course, but useable by everyone.

Terry
--

tross3@hamtel.tds.net irc: qnr | ST+ Fanzine U.S. Distributor
Visit: http://www.geocities.com/SiliconValley/Peaks/6320/index.html
ST+ Fanzine: "stplus01.htm" Atari Reference Desk: "atari001.htm"
>>> STARR.SYS Corrupted: Re-boot Congress (Y/n)?

1938. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6ct5v7$9rg@freenet-news.carleton.ca>
Source record: 65662

Linda Shippert (loo@u.washington.edu) writes:
> Now that I've exhumed my 800xl and have it running with some Sio2PC stuff,
> I've noticed that although the computer itself is in fine shape, my
> joysticks are falling apart. I see that B&C has some classic joysticks
> (the CX-40?) but I would like to solicit opinions about alternatives.
> What joysticks do y'all out there like to use?
>
> Thanks!

First choice: Epyx grip handle stick. There is a rare leftie version and
even a NES version if your lucky.

Second Choice: WICO.

Third Choice: TAC-2 w/ metal shaft. Awsome for pac-man.

There can be no others for me :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1939. Re: Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34f245b0.1623203@news.pipeline.com>
Source record: 65663

Make it 5 disks. It seems like IBM stuff alright since I'm finding
command.com and autoexec. Must be programming tools and sourc code. A
lot of .ASM, .MUS, .OBJ and other files.

John
jhardie@pipeline.com
www.atarihq.com

bryede@emi.net (Bryan Edewaard) wrote:

>
>Any idea what kind of stuff it is?
>
> -Bry

1940. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980224055601.AAA02633@ladder02.news.aol.com>
Source record: 65664

>From: davisoja@polaris.clarkson.edu (John Davison)
>Date: Sun, Feb 22, 1998 17:57 EST
>Message-id: <6cqagoels1@news.clarkson.edu>
>
>

>I don't suppose anyone sells sio2pc cables for USD$30 or less?
>
>john

Good news John..

I maybe doing a run on the SIO2PC in a few weeks, The Price would be $20.00
that encludes shipping in the USA. Fully tested and with SIO2PC software.

Ill be posting in a week or so in this Newsgroup.

Anyone Interested in a unit, Let me know asap.

1941. Re: I'm looking for SuperDup by Fernando Ortiz

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6ctlbqfha1@news.chatlink.com>
Source record: 65665

> The Shadow <The_Shadow@spnt.com> wrote in article
> <6cos6d$7j1$1@news.chatlink.com>...
> >
> > Was this program Basic, Binary, or ??? If you can give
me
> > the exact name with extender, I can search through my
stuff
> > to see if I can find it for you.
>
> It was binary (written in assembly) and it didn't have a
filename because
> it was meant for use by cassette-only users. You run the
program by
> booting from cassette (OPTION key while cold booting).
>
> Eventually I got a floppy drive and saved the source code
as superdup.asm.
>
> Fernando

Ok, sorry, I don't think I have it then, but I will keep an
eye out for it. I do have a SUPERDUP.SYS which is an
expanded DUP.SYS I beleive for disk access Dos's.

The Shadow

1942. Re: DOS 3 users?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JLck3ye.rldetlefsen@delphi.com>
Source record: 65666

<dklugh@iwaynet.net> writes:

> >Not so fast. Somebody else posted a message in this ng about not
> >being able to find 5 1/4", DD diskettes. He could only find HDs,
> >which would not format properly.

Actually, I have 5 1/4" DD(10/1.50) and 5 1/4" HD(10/2.00) in my inventory.
Shipping and local sales tax extra.
Rick D., More Than Games.

1943. Re: XIO commands in DOS 2?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JJdGXOU.rldetlefsen@delphi.com>
Source record: 65667

Mark Newton-John <marknewtonjohn@webtv.net> writes:

>Oh? So tell me, from BASIC, without going to the DOS menus, how do you
>format a disk? Now I'm talking about the standard Atari DOS 2.0/2.5

XIO 254,0,0,"D#:" will format a disk in the CURRENT density(single in DOS 2.0
and 2.5 though MYDOS, SpartaDOS, etc. will support double). If the drive is
configured for double sided, then it will format that way.
XIO 253,#1,0,0,"D#:" will format a 1050 or compatible drive in the enhanced
single density. If the drive doesn't support it, then it will either format
regular single or generate an error.
(oops, no edit...the XIO 254,0,0,"D#:" should be XIO 254,#1,0,0,"D#:").
These commands don't normally change the configuration.
Rick D.

1944. How to access emulator H: using IOCB, or need help with IOCB

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <6cthbr$239$1@enyo.uwa.edu.au>
Source record: 65668

Hi I wanted to mess around with the H: device in the emulators.
Can ayone supply to me-
A list of the XIO commands, particularly the list directory (or
how to get the directory in BASIC-I used to have a little menu program
but I lost it.
Also if anyone has used the IOCB to binary load from H: drop me a line

Darrin

--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
----------------------PORSCHE- There is no substitute-----------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
----

1945. Re: Atari 1400XL, 1450XLD, and portable 8-bit prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JpekPoT.rldetlefsen@delphi.com>
Source record: 65669

Bryan Edewaard <bryede@emi.net> writes:

>Actually, it was AMI (Amy) which stood for Atari Music Interface or
>Advanced Music Interface, I believe.

The AMY chip was a music/speech chip. Several prototypes were produced.
From what I heard, the singing was extrordinary. But it went from 1 chip to 3
chips, and it still had too many problems. Atari finally dropped it after
about 10 years.
Rick D.

1946. Programming the H: device in emulators.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <6ctl8h$3ig$1@enyo.uwa.edu.au>
Source record: 65670

Has anyone made any file loaders etc using the h: device in atari800win or
others?
Can anyone tell me the XIO for getting a disk directory in basic, and
the basic locations for using the IOCB.
What DUNIT is H: or does it work like the C: it replaces?

Darrin (confused and out of practice coding 8-bit!)
--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
----------------------PORSCHE- There is no substitute-----------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
----

1947. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Jim Drew <msdei@ctaz.com>
Message-ID: <34F27C65.1DA@ctaz.com>
Source record: 65671
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

Jim Harvey wrote:

> It (and most of the other CBM drives) also used a variable read/write
> clock
> to pack more data on the longer outside tracks. This is the primary
> reason they were able to get incredible density from their disks. Apple
> tried to do a similar thing with the Mac DSDD floppys but they used
> a mechanical technique, varying the speed of the drive motor. I often
> wonder if Apple went to this much more difficult method of zone
> recording
> because of Commodore patents.

What amazes me even more than the mechanical variation of drive speed (which requires additional time for motor speed stabilization) with the Macintoshes disk drives, is that the GCR encoding used by Apple vs Commodore. With Apple's method, 3 decoded bytes were obtained out of 4 GCR bytes. With Commodore's method, 4 decoded bytes were obtained out of 5 GCR bytes. Commodore's method yielded higher storage capacity with the exact same track length. The 1541, 1571, and clones all had 4 density zones (Zone1:1-18, Zone2:19-24: Zone3:25-30: Zone4:31-35). Electronically switching the data rate was not only faster, it also was incredibly reliable and stable from drive to drive. The older Apple][drives had a single speed zone, and had fewer sectors as you got closer to the spindle (which was why only about 100K of storage was possible vs. Commodore 1541's 170K of storage). Apple's 800K drives had 5 'speed' zones that varied from ~394 RPM to ~586 RPM. The higher rotational speed did yield faster data transfer. Apple's SuperDrives are unique drives. Since Apple's IWM and SWIM chips (disk drive controller chips) could only handle data at one rate (which is 1mbit for both GCR and high density disks), the drive is locked to 600RPMs when reading a low density MS-DOS formatted disk. This is similar to the Amiga's 150RPM disk drive setup except that with the Amiga, low density disks are read at 300RPM (not 600RPM), and high density disks are read at 150RPM (not 300RPM). Now, if Paula could have originally read data a 1us per bit, we would have never had a problem reading high density disks... but who knew in 1984 there would even be high density 3.5" disks?

1948. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Jim Drew <msdei@ctaz.com>
Message-ID: <34F27C82.79CA@ctaz.com>
Source record: 65672
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

Jim Harvey wrote:

> It (and most of the other CBM drives) also used a variable read/write
> clock
> to pack more data on the longer outside tracks. This is the primary
> reason they were able to get incredible density from their disks. Apple
> tried to do a similar thing with the Mac DSDD floppys but they used
> a mechanical technique, varying the speed of the drive motor. I often
> wonder if Apple went to this much more difficult method of zone
> recording
> because of Commodore patents.

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1949. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f28057.12121251@news.pressenter.com>
Source record: 65673

On Mon, 23 Feb 1998 11:31:23 -0600, ansk@hotmail.com wrote:

>use and occupy little space. An irritating thing about
>this solution is that a couple of 10-20 minutes sound files
>would fill up a whole CD. Not efficient use of the circa
>600-800 MB of space that a CD is supposed to have.

Actually, there are a couple factors here to realize....

CD's contain around 74 minutes of audio wich is sampled at 44.1KHz, has 16 bits per sample, and is in stereo so it's times two. As far as raw data goes, they hold around 650MB. Anyway, keep in mind that the Atari cassette sounds are monural, and most likely need far less quality than 44.1KHz 16-bit. So consider making a wave file of an Atari cassette file; sample it at say 11200KHz, 8-bit, mono. After that ZIP your waves and watch them shrink big time. Play the waves on your PC and use the sound card output to feed into the Atari somehow.

*** Please make sure responses are also sent via email.

1950. Re: SIO2Mac Cables? Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f48353.12885182@news.pressenter.com>
Source record: 65674

On Mon, 23 Feb 1998 19:16:04 +0000, John Morgan <jwmpc@earthlink.net>
wrote:

>I know Wintel machines corner over ninety percent of the market, but
>there must be some sort of emulator made to use on the Mac for the
>eight-bits. Got an 800XL, works fine, but get stuff from the ether by
>PPC 7200/90. Can games be emulated on the Mac? Is there a cable? If
>you've got a lead, please let me know.

I know there is a version of the Rainbow Atari8 emulator. Sorry,
don't have the url handy for you.

*** Please make sure responses are also sent via email.

1951. Re: atr8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <wT6rqFftRdiq-pn2-6F7MpREmvjEH@di10-ks.cth.com.au>
Source record: 65675

On Mon, 23 Feb 1998 20:00:08, rldetlefsen@delphi.com wrote:

> <sup8pdct@mail.cth.com.au> writes:
>
> >Does anyone have a circuite diagrams for the atr8000?? I will pay
> >postage and photocopying costs!!!!!!
>
> I've been looking for 10 years, but no luck. I'm sure they were a closely
> guarded company secret, but when it folded, so did all of the details.
> Its not a complicated circuit, so rev-engineering should not take much time.
> I was just involved in other, newer technology things.
> Rick D.

Idon't mind doing that, but what i really need to know is the pinouts
of the 1795 floppy disk controller.

1952. "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6ctuo6$sd0$1@newsd-199.bryant.webtv.net>
Source record: 65676

Who gives a shit about your private BBS? "Ooh, you locked out 300 bit users. You're so meeeeeen." Who cares what you did, when you were some punk schmuck with pirate files.

What is this, little dick syndrome? Big bad kid with some crummy 1200 bit modem.

Now he probably goes ape-shit over the Windows 98 beta.

1953. Re: Atari Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Andy Leininger <akablinky@email.msn.com>
Message-ID: <udME#SQQ9GA.103@upnetnews04>
Source record: 65677

Whoops, sorry! add /8493 to the end of that address!!
http://www.geocities.com/siliconvalley/pines/8493 is the correct URL..
Sorry for the inconvenience!! :)
I'm relatively new to making webpages, but I think it's a decent look into
some useful information.

Andy

Fernando Ortiz wrote How about giving the specific URL instead of asking
>us to search for it?
>
>Fernando
>
>
. Anything dealing with Atari would be appreciated.
>> Also, please visit my webpage set up for this project, at
>> http://www.geocities.com/siliconvalley/pines for the latest information.
>>
>> Thanks for any help anyone can offer!!
>>
>> Andy Leininger
>>
>> ***Microsoft asks, "Where do you want to go today?" I reply, "back to
>> yesterday, when Atari ruled!" (but, of course, Atari lives on!!)***
>>
>>
>>

1954. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <IBYKAIAFUP@cabal.shnet.org>
Source record: 65678

In <Pine.OSF.3.96.980223134816.13549A-100000@becker2.u.washington.edu> Linda Shippert wrote:
>What joysticks do y'all out there like to use?

Competition Pro Star (yet the 5000 model is also quite nice)

Thorsten

--
"Walking in your footsteps, I used to walk by your side
How could you leave me on the very edge of suicide
I'm lost without you, but well I know you go your own way
You never needed me no matter what you say" - Stiltskin

1955. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6cu8di$j7n$1@news01.deltanet.com>
Source record: 65679

My favourite is still my Wico Command Control (it's been working for 15+ years, with an overhaul every 3 years or so), which is the one with the red handle and the fire buttons on base and on top. Second choice would be the Wico Bat, but I can never get them to last and they're really hard to find now. I have an Epyx 500XJ that I don't like too much - you have to use your index finger on the fire button.

Taking the opportunity to fish for a minute: does anyone have either a Command Control or a Bat in relatively decent condition that needs a loving new home? I could offer trades, $$$, etc. My stuff is just plain wearing out and if someone has one sitting on a shelf in lieu of a different favourite, by all means let me know!

Regards,

Aaron

Linda Shippert (loo@u.washington.edu) wrote:
: What joysticks do y'all out there like to use?

1956. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Olav Queseth <olav@radio.kth.se>
Message-ID: <34F2B9AA.E2146828@radio.kth.se>
Source record: 65680

Hello!

> The cheapest and simplest is on that involves replacing the two 16K X 4bit
> drams with two 64K X 4 bit drams, and a couple of wires. If interested, I
> could reproduce it here in ascii.
> Rick D.

Or have a look at BRiTiSH Underground Atari 8 bit homepage:

http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Just to make things a little more difficult there are two descriptions of how
to upgrade the 600XL. Hanen't tried any of them, but I'll do that someday
when I get some spare time...

/Olav

1957. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: Olav Queseth <olav@radio.kth.se>
Message-ID: <34F2C4A6.E635397F@radio.kth.se>
Source record: 65681

Hello!

> Does the Atari tape recorder do something more than send
> a stream of data bits from the tape to the computer? I can
> think of more than one technical aspect on this:
>
> 1. Does the tape recorder demodulate the tones on the tape
> and create digital data from it? (Or does the POKEY do
> that.)

Yes. Inside the tape recorder there are two filters and a comparatorthat
converts the two tones on the Atari tape to ones and zeroes.
These are then fed directly into the Atari computer.

But. Conversion from digital data to two tones. When you save data
on the tape. That conversion is handled by POKEY.

> 2. Does the tape recorder control the data transfer
> rate in the sense that it provides a clock line to
> the computer.

No. The datarate is determined from the first two bytes in eachrecord on
the tape. These first two bytes are hex 55 which corresponds
to a string of 20 alternating ones and zeroes. These butes are used
by the Atari OS to measure the bitrate that the tape recorder provides.

> 3. Relating to (2), does the tape recorder provide
> any other control signals to the computer?

No.

/Olav

1958. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-24 00:00:00 UTC
From: tatata@noway.com
Message-ID: <34f2c703.2463559@207.97.159.250>
Source record: 65682

On Tue, 24 Feb 1998 00:01:10 -0800, marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>Who gives a shit about your private BBS? "Ooh, you locked out 300 bit
>users. You're so meeeeeen." Who cares what you did, when you were some
>punk schmuck with pirate files.
>
>What is this, little dick syndrome? Big bad kid with some crummy 1200
>bit modem.
>
>Now he probably goes ape-shit over the Windows 98 beta.

HAHAHAHA That's "phunny". Well, in 1983 1200 baud was a "big deal"....

Like I said before, don't spaz out over this.... and notice I didn't say that web tv sucked.... which was the original point of your "snob" message... I just said don't overreact....

Oh please, not the pirate files arguement again.... let me tell you all something, I'm DAMN GLAD that I HELPED put Atari 8 bit out of business - the people who whine and complain that the pirates killed the market couldn't be more wrong that the reason was that. The atari 8 bit market died because NEWER and BETTER stuff was coming out. Do you expect that the whole world would be happy using a computer designed in the 70's? Can you imagine running todays bloated software on an atari 8 bit? I'm amazed that what's being coded in the 90's is so amazing, mostly in Europe, for the atari 8 bit. But those programmers have to work hard to squeeze that performance out of the box, and that in itself is very impressive. *BUT* the mainstream "mob mentality" dictates (yes, DICTATES) what platform is most popular... and this is bloat-ware pc crap.....

1959. Re: Atari 600XL 64k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6d144u$1g8$3@nets3.rz.RWTH-Aachen.DE>
Source record: 65433

In article <6d0hr8$169$1@newsd-199.bryant.webtv.net>, marknewtonjohn@webtv.net (Mark Newton-John) says:
>
>B&C Computervisions sells the plug-in (through the PBI) 64k memory
>upgrade for $19.95, and the solder-in one for $1 less.

Would this work on any other computer too?

Or what I really want to know:

If your computer is already internally memory expanded, would an external memory upgrade work too. And how does the computer know when to select internal and when to select external memory.

CU Mathy Van Nisselroy

1960. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6d14ga$1g8$4@nets3.rz.RWTH-Aachen.DE>
Source record: 65434

In article <Pine.OSF.3.96.980223134816.13549A-100000@becker2.u.washington.edu>, Linda Shippert <loo@u.washington.edu> says:
>
>
>Now that I've exhumed my 800xl and have it running with some Sio2PC stuff,
>I've noticed that although the computer itself is in fine shape, my
>joysticks are falling apart. I see that B&C has some classic joysticks
>(the CX-40?) but I would like to solicit opinions about alternatives.
>What joysticks do y'all out there like to use?
>
>Thanks!

Howdy Linda

I like the CX40's. You can get repair sets for these at I guess B&C, Best and American Technavision. But make sure you got the right set. They have "PC board", "handle plus switches" and kits like that.
I'd recommend against the 7800 type joysticks. I really hate them. But the 7800 joyPAD is cool. SEGA joypads seem to work too.

CU Mathy Van Nisselroy

1961. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6d157f$1g8$5@nets3.rz.RWTH-Aachen.DE>
Source record: 65435

Didn't somebody say Atari Classics was due out on February 14th?

Haven't seen it yet.

CU Mathy Van Nisselroy

1962. Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6d160o$248$1@nnrp1.dejanews.com>
Source record: 65436

Ernest,

> All this, and everything else about tapes that nobody
> really cares about is in the documentation that comes
> with the wav2cas program that can be found at the
> Umich archives. Sometimes it pays to read the
> documentation.

You are right. The big report type of document you have put
in the wav2cas.zip package really seems to cover everything
related to the Atari cassette/datasette handling. I
am very impressed with the research you have done.

To summarize this Atari tape loading thread that I
initiated: Thanks to all who responded for valuable
feedback. WAV2CAS rules.

Anders

PS. The reason to why I did not look at wav2cas.txt first
was that I had a problem with my unzip utilities, they
report CRC errors for that file. I still have a
problem with damaged text at the end of the document,
but I suppose that is due to my zip utilities.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

1963. Re: New Atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: rstout@prgone.com
Message-ID: <34f40f6c.15198941@news.dx.net>
Source record: 65437

tom_cody@one.net (tom cody) wrote:

>In article <6crafk$1dg@usenet83.supernews.com>, tom_cody@one.net (tom cody) wrote:
>>contains 2600+ software titles for use wth APE
>>contains instruction on building sio2pc cable
>>
>>lot mory to come soon
>>
>>http://w3.one.net/~tom_cody
>
>
>I fixed the message board that no one was kind enough to inform me was not
>working, please post.

I visited your web page yesterday, liked it, bookmarked it, tried
the message board search function but it seemed there weren't any
messages about qwk...I couldn't tell it wasn't working. I didn't try
to post anything on it...is that what wasn't working ?

Bob S.
****
***
****
***
****
***
****
***
****
***
****
***

1964. Re: Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: rstout@prgone.com
Message-ID: <34f410e7.15577750@news.dx.net>
Source record: 65438

```
>On 24 Feb 1998, Jerry Glenwright wrote:
>
>> Hi all
>>
>> Can anyone explain the principles of remapping the drives as per SpartaX's
>> 'swap' command but using disk versions of SpartaDOS?
>>
>> Essentially, I want to load up the CC8 compiler, Ace C linker (and
>> associated files) into a RAM drive and remap it to look like drive 1 -- so
>> that I don't have to suffer the 30 minutes of agonising grinding every time
>> I compile hello.c ;-)
>>
Unfortunately I can't help you with the spartdaos thing but I used to
do the same thing you want to do but using Mydos, which allows one to
change the drive number of the ramdisk(drive 8) to drive 1.

Bob S.
********************************************************************************
********************************************************************************
********************************************************************************
********************************************************************************
********************************************************************************
********************************************************************************
********************************************************************************
********************************************************************************
```

1965. disk drive question

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: marty paulin <tmscc.bell@sympatico.ca>
Message-ID: <34F4505F.1300@sympatico.ca>
Source record: 65439

I hope someone can answer my question, I bought a floppy drive at the
local thrift store for $4 (CDN)...
it looks like it is for the Atari 8-bit...as it has the Atari SIO
connector on the back...
the drive says TRAK at-d2 on the bottom...
My questions...can I use it with my 130XE/800/65XE...& if so, what
voltage transformer is required (it was missing) & if the power supply
is DC what polarity?
and a last question...is the drive any good...
I have a couple of 1050's & they work fine...

thanx in advance for any/all responses!

1966. Re: Atari 600XL 64k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Stefan Birmanns <sbirmanns@silmaril.imib.rwth-aachen.de>
Message-ID: <34F42F8E.555D0328@silmaril.imib.rwth-aachen.de>
Source record: 65440

> Or what I really want to know:
>
> If your computer is already internally memory expanded, would an external memory upgrade work too. And how does the computer know when to select internal and when to select external memory.
>
> CU Mathy Van Nisselroy

There is an /EXTSEL Signal on the PBI. It signals the computer to disable the internal RAM.

cu
Stefan Birmanns

1967. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6d19ai$fja@freenet-news.carleton.ca>
Source record: 65441

Bill R. Core (he110@cleveland.Freenet.Edu) writes:
> Re: joysticks...
>
> By far Wico's Bat Command Control joystick is the best, most
> durable, and most responsive joystick I have ever seen. I have
> like 3 or four in my possession. Don't even consider other ones.

I like the Wico bat too, but I always felt the travel on the wicos was
a little too long. They do last forever though :) My vote for best
sensitivity goes to the TAC-2

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1968. Looking for old 8bit game Leggit

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Ejber Ozkan <ezz@gauge.co.uk>
Message-ID: <34F436E2.C378E447@gauge.co.uk>
Source record: 65442

Yep , I still cant find this old , old game by the original Imagine team
before Ocean ate them up. I think it was there only Atari 8bit title.
You had to kinda jump up through gaps in the cealing and catch something
at the top , very vague but I cant remember as far back.!
cheers in advance.

```
_.---._ /\\
./' "--`\// _____________________
./ o \ | do not eat the ants |
/./\ )______ \__ \ | c/o Ejber Ozkan. |
./ / /\ \ | \ \ \ \ |_____________________|
/ / \ \ | |\ \ \7 ~ ~ ` ~ezz@gauge.co.uk . .. .|| ||
" " " "
```

1969. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6d1c3b$h1q@freenet-news.carleton.ca>
Source record: 65443

Mathy Van Nisselroy (nisse-ma@reze-1.rz.rwth-aachen.de) writes:
> In article <Pine.OSF.3.96.980223134816.13549A-100000@becker2.u.washington.edu>, Linda Shippert <loo@u.washington.edu> says:
>>
> Howdy Linda
>
> I like the CX40's. You can get repair sets for these at I guess B&C, Best and American Technavision. But make sure you got the right set. They have "PC board", "handle plus switches" and kits like that.
> I'd recommend against the 7800 type joysticks. I really hate them. But the 7800 joyPAD is cool. SEGA joypads seem to work too.

I have about 1000 new joystick guts for the CX40. Not the PCB and cable, but
the white plastic insert that gets cracked and mushy after awhile. Got
lucky at an old Atari dealer awhile ago. If anyone needs one just let
me know, you can have some for a large SASE.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1970. Re: Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F45705.F1F4FEDC@teleport.com>
Source record: 65444

It is funny that SpartaDos seems to think that it need all the space under the OS. It doesn't actuall use it
all. It is such a hog!

> well I can't help you with your SpartaDOS question, as I've not used
> SpartaDOS much, but if you would consider trying this with something
> other than SpartaDOS (MyDOS, Atari DOS 2.0/2.5...) then maybe I can.
> You might want to check out my ramdisk program, which will do pretty
> much what you want, letting you reference the ramdisk as D1: and your
> real drive as D2: (or whatever) without having to fiddle about with
> the switches on the back of your drive. You could even have it
> copy the files you want onto your ramdisk automatically. The catch is
> that the program needs to use the RAM under the OS ROMS in order to
> work, and as I understand it, most versions of SpartaDOS also use this
> RAM, making the two incompatible.

1971. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F4584E.B76DCDE0@teleport.com>
Source record: 65445

I have never used this with my machines. I do have a question about using it. Once you start the APE program on the IBM does it take total control over the IBM or does it allow you to do other work while the Atari is happily going about it business? Also can the APE system use either of the COM ports on the IBM?

Vidar "Hawk" Olavesen wrote:

> Nothing! That's the excellence about it. I did not realise myself that it
> worked like this. Just plug the cable into the SIO port of the Atari and
> into the COM port of the PC. Start the APE program on the PC and load a
> disk image there. Then turn on the Atari and it boots from the PC. Rate
> this as one of the best HW devices I've seen. Take Atarian care
>
> Maurice Molyneaux <NOSPAMmauricem@bigfoot.com> wrote in article
> <34f3bf14.1421430549@news.pacbell.net>...
> > On 24 Feb 1998 05:56:16 GMT, guy1015@aol.com (GUY1015) wrote:
> >
> >
> > > I maybe doing a run on the SIO2PC in a few weeks, The Price would be
> $20.00
> > >that encludes shipping in the USA. Fully tested and with SIO2PC
> software.
> >
> > One question...my main reason for wanting such a thingie is to get my
> > old work off 1050 and onto my PC, so I can archive it with all my
> > other stuff and access it via an emulator. Once I have a cable, what
> > do I need in order to access the drive?
> >
> >

1972. Req info: 600XL periphs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: shredkdl@umd.umich.edu
Message-ID: <ZPYI.2944$N4.17733244@news.itd.umich.edu>
Source record: 65446

I am trying to upgrade a 600XL for a friend who wants to type papers on it.

What are the reasonable prices for:

a dot matrix printer
a usable disk drive
a good disk operating system for a non-technical person
and an 80 column expansion

reply by a post or email:
shredkdl@umd.umich.edu

Thanks for your help!
the Rurban Pioneer

1973. Re: SALT diagnostic cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <34F45A76.547DDBBD@wwa.com>
Source record: 65447

Don't ask me how, but I have SALT on disk. I think I ended up with it because of a trade. I guess it is for the 800, as it made
my 800xl act funny.

Eric

Mathy Van Nisselroy wrote:

> In article <6d0hdq$15u$1@newsd-199.bryant.webtv.net>, marknewtonjohn@webtv.net (Mark Newton-John) says:
> >
> >About the SALT and Super SALT diagnostic cartridges, what did they test?
> >e.g. SALT 2.05
>
> Speaking about diagnostic hardware... Best is selling something like a 130XE diagnostics hardware set (about 90 US Dollars). How good is it?
>
> CU Mathy Van Nisselroy

1974. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F45A1E.28E6F367@teleport.com>
Source record: 65448

Bob,

Can you still access the PBI bus after installing this plug in cartridge? I
do not beleive that the 1064 cartridge had a thru port for the PBI on it. Can you
clear this up for me.

Thanks dwmoar

Bob Woolley wrote:

> Alan Christie wrote:
> >
> > On Mon, 23 Feb 1998, Johnny Zymurgy wrote:
> >
> > > On another note, what is the cheapest, most compatible method of upping the
> > > memory of the 600xl to 64K? Is the mod published somewhere free? Thanks in
> > > advance!
> >
> > Sell the 600Xl and buy a 64k 800Xl! :) <grin>
> >
> > Sorry for the dry humour, but there never was A CHEAP, EASY way to upgrade
> > the Atari 400 or 600XL.. I'm not saying it wasn't possible, but the ones I
> > read about needed some soldering.. not my idea of an EASY upgrade. (not
> > like the PC, where youplug in the 16 MEG SIMM and away you go)
> >
> > Alan
> > University of Toronto
> > Computer Science, Management and Economics
> ----
> actually, the 600XL does have a pretty easy 64K upgrade - it just plugs
> into the PBI. No soldering at all. The were selling for about $20 not
> too long ago.
> also... the IDE interface on the PC is just a buffer and a decoder.
> There really is no logic or intelligence involved.
>
> Bob

1975. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4217$cac79380$c5374382@vidar>
Source record: 65449

It can indeed be set up on ports 1-4 and it will run under Winpuke95, but
it gets SIO errors if it's loading at the same time as the PC. Take Atarian
care

dwmoar <dwmoar@teleport.com> wrote in article
<34F4584E.B76DCDE0@teleport.com>...
> I have never used this with my machines. I do have a question about using
it.
> Once you start the APE program on the IBM does it take total control over
the
> IBM or does it allow you to do other work while the Atari is happily
going
> about it business? Also can the APE system use either of the COM ports on
the
> IBM?
>
> Vidar "Hawk" Olavesen wrote:
>
> > Nothing! That's the excellence about it. I did not realise myself that
it
> > worked like this. Just plug the cable into the SIO port of the Atari
and
> > into the COM port of the PC. Start the APE program on the PC and load a
> > disk image there. Then turn on the Atari and it boots from the PC. Rate
> > this as one of the best HW devices I've seen. Take Atarian care
> >
> > Maurice Molyneaux <NOSPAMmauricem@bigfoot.com> wrote in article
> > <34f3bf14.1421430549@news.pacbell.net>...
> > > On 24 Feb 1998 05:56:16 GMT, guy1015@aol.com (GUY1015) wrote:
> > >
> > >
> > > > I maybe doing a run on the SIO2PC in a few weeks, The Price
would be
> > $20.00
> > > >that encludes shipping in the USA. Fully tested and with SIO2PC
> > software.
> > >
> > > One question...my main reason for wanting such a thingie is to get my
> > > old work off 1050 and onto my PC, so I can archive it with all my
> > > other stuff and access it via an emulator. Once I have a cable, what
> > > do I need in order to access the drive?
> > >
> > >
>

>
>
>

1976. Re: SALT diagnostic cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f46c0e.1478835@news.pressenter.com>
Source record: 65450

On Wed, 25 Feb 1998 11:52:54 -0600, Eric Cron <ericcron@wwa.com>
wrote:

>Don't ask me how, but I have SALT on disk. I think I ended up with it because of a trade. I guess it is for the 800, as it made
>my 800xl act funny.

I do as well. I also have SALT 2 (which is for the XLs) on disk. I
suppose someone gave me copies long ago. :)

I also have somewhere some tari development tools for player missle
stuff and sound. Don't ask me to get them out right now though, as my
8-bit is in storage right now.

*** Please make sure responses are also sent via email.

1977. Re: Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f56dd3.1932543@news.pressenter.com>
Source record: 65451

On 25 Feb 1998 12:19:34 GMT, rje@co.umist.ac.uk (Raphael James Espino) wrote:

>The catch is
>that the program needs to use the RAM under the OS ROMS in order to
>work, and as I understand it, most versions of SpartaDOS also use this
>RAM, making the two incompatible.

SpartaDOS 1.x does not use OS-RAM. SpartaDOS_X can be configured to not use OSRAM also.

*** Please make sure responses are also sent via email.

1978. Wanted: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Ron Strom <ronstr@obvious.cet.com>
Message-ID: <mhwwioygpiyqo.pminews@spk-41.cet.com>
Source record: 65452

Anyone know where I can buy a "Bounty Bob Strikes Back" cart by
Big Five Software for the Atari 8-bit (800XL)?

Thanks

Ron

To reply, remove the obvious from my address

Ronald L. Strom
Spokane, WA
ronstr@obvious.cet.com

1979. Re: Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34F46B13.B9A2140C@atari.nu>
Source record: 65453

Mark,

Call B&C Atari Sales & Service at: 916-295-9270, they have Atari 1029 printers in stock for I believe $75 (I not certain though, call and check), they also have 1064K memory upgrades (some still in original boxes) as well as just about everything for Atari 8-bit, video games, ST's and so on and so forth.

Curt

1980. ANNOUNCE: program to make disk images

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6d1rls$1d3$1@dartvax.dartmouth.edu>
Source record: 65454

Do you have a bunch of Atari files that you would like to see
incorporated in an ATR disk image file? If so, then I have a
solution:
unix2atr
Available from:
http://www.cs.dartmouth.edu/~crow/atari/

As the name suggests, it's designed to run under Unix, but I see
little reason why it couldn't be compiled under other operating
systems. Features supported include:
Single or double density sectors
Arbitrary number of sectors
upto 1040 for DOS2.5
upto 65535 for MyDOS
VTOC bitmaps in DOS2.0, DOS2.5, or MyDOS format
Convert filenames to uppercase (or not)
Include subdirectories with MyDOS format images

Currently missing features:
Update boot sectors to recognize DOS.SYS
Update boot secotrs based on drive parameters for MyDOS
Support for DOS2.0D

Currently, it's version number 0.8, as I need to get the boot sectors
right for version 1.0. Any documentation as to what I need to do
would be very helpful. For now, I suggest booting with another image
and using DOS to write a new copy of the DOS files, thereby updating
the boot sectors.

I also could use documentation on what the first byte of sector 360
means.

Bug reports and patches are also welcome. If you want SpartaDOS
support, you'll have to write it, but I'll be happy to incorporate
your patches.

If someone compiles a DOS version, please send me a copy of the binary
and any changes you have to make in the source.

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

1981. X-Former98

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: frankeh@sr.hp.com
Message-ID: <6d21mp$lr1@canyon.sr.hp.com>
Source record: 65455

About 1 1/2 years ago I got a letter from Emulators Inc
(www.emulators.com) to get a free upgrade from my version of Xformer to
the new Windows version, Xformer96. I sent off my self addressed mailer
and postage and never got anything back. Well, yesterday it arrived,
Xformer98. Haven't played with it yet, so can't comment. Has anyone
else gotten a copy? How good is it?

My other question is on another emulator, I thinks it's called Xlit.
Sorry if I botched the name, but I haven't played with it for a while,
and the reason is it runs too fast. I'm guessing it runs twice the speed
of a real Atari. Are their any good ways of slowing my computer down?
I don't have a turbo switch, and do not want to open the case to change
the clock speed. I'm hoping for a software fix that will evenly slow
things down, not totally hog the computer then go etc.

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankeh@sr.hp.com (*)/---/(*)

1982. Best Atari 8 bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980225214400.QAA24906@ladder03.news.aol.com>
Source record: 65456

I'd like to know which Atari 8 bit emulator for PC (DOS or WIN 95) is best.

1983. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6d21gk$8oj@freenet-news.carleton.ca>
Source record: 65457

dwmoar (dwmoar@teleport.com) writes:
> I have never used this with my machines. I do have a question about using it.
> Once you start the APE program on the IBM does it take total control over the
> IBM or does it allow you to do other work while the Atari is happily going
> about it business?

If you run it under a multitasking system like Windows95 then you
can do other things, but the performance will be degraded somewhat.

APE will run on pretty much anything, even a plundering old 8088. You would
have to turn off all the screen updates and such, but it would work. If
you dont want to tie up your regular computer, a $5 thrift store
or boot sale computer makes a nice server.

I even ran APE off one of the original 808? ps/2's for awhile. Nice little
beast with its own monitor and 20 meg hard disk. Paid $4 for it
at a thrift shop.

>Also can the APE system use either of the COM ports on the IBM?

Sure, it will work with any base/irq combination, just set the correct
port in the configuration.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1984. Re: WTB Antic and Compute! Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <O116iMgQ9GA.286@nih2naac.prod2.compuserve.com>
Source record: 65458

I've got a copy of Antic #1 Highest Bidder gets it!
--
"You are not ready for Immortality" Kosh on Babylon 5

1985. Re: Req info: 600XL periphs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6d228q$95s@freenet-news.carleton.ca>
Source record: 65459

Kirk Deven Lenigan (shredkdl@umd.umich.edu) writes:
> I am trying to upgrade a 600XL for a friend who wants to type papers on it.
>
> What are the reasonable prices for:
>
> a dot matrix printer

If he already has an 850 interface or other printer interface then just pop into a thrift store and get a dot matrix printer for $2 or so, every place has tons of them. If not you can get a APE face or other dedicated printer interface from most of the remaining Atari dealers for about $10-$20.

I have a bunch of old APEFace/MPP printer interfaces lying around here Ill sell on the cheap. Seems like everyone had one of these way back when, and every system I buy seems to come with yet another.

> a usable disk drive
> a good disk operating system for a non-technical person

I see most people dumping stock 1050's for around $20 here, more if you want something high end or enhanced. For papers I cant imagine a stock 1050 not doing the trick.

You cant get much simpler than Atari DOS 2.x. If you want a more msdos like product, then try Spartados. If you dont plan on being able to download software from the net to the Atari, make sure the person who sells you the drive gives you a DOS disk as well :)

> and an 80 column expansion

The only 80 col expansion besides the XEP-80 im aware of is the Omniview. I got a few of these on my ramrod boards from Newell before they sold out. I cant stand to stare at that pink screen, but it is functional at least. Its only compatible with programs that use the CIO routines and dont write directly to screen memory.

If anyone knows who is selling Newells stuff please yell. I heard Fte got the rights, but thats a dead end.

You might also want to upgrade to 64k at least. A few dealers have the MPP or Atari PBI ram expanders for $20.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1986. Re: X-Former98

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f4993b.13046045@news.pressenter.com>
Source record: 65460

On 25 Feb 1998 21:16:09 GMT, frankeh@sr.hp.com (Frank Hamlin) wrote:

>My other question is on another emulator, I thinks it's called Xlit.
>Sorry if I botched the name, but I haven't played with it for a while,
>and the reason is it runs too fast. I'm guessing it runs twice the speed
>of a real Atari. Are their any good ways of slowing my computer down?

XL-it has a speed selection option. Why not just use that?
I'm real interested in how XFormer98 (or 95 or whatever he calls it
these days) runs. I have the DOS version 3.6 and it's got strong
areas and weak areas.

>I don't have a turbo switch, and do not want to open the case to change
>the clock speed. I'm hoping for a software fix that will evenly slow
>things down, not totally hog the computer then go etc.

*** Please make sure responses are also sent via email.

1987. Re: XL-it.. has developement been stopped?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: me@not.here
Message-ID: <888449127.20307.0.nnrp-05.9e987e17@news.demon.co.uk>
Source record: 65461

>The last version of this was from last summer, if I remember right.. has the
>author given up?

From an e-mail sent to me by M.Gietzen!

Date sent: Thu, 19 Feb 1998 13:39:56 +0100
From: Markus Gietzen <mgietzen@htw.uni-sb.de>

> Just dropping a line to see if things are going well for you! I'll

I'm fine. My life is quite busy now because I'm working in
a company in order to write my master's thesis. This is a full-time
job (about 40-50 hours a week) and therefore I've no time to continue
my work with XL-it!.
Furthermore I'm about to start my own company (this will take
the rest of my time:).

1988. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6d2ado$fc@sjx-ixn3.ix.netcom.com>
Source record: 65462

Enlighten me...

What does it matter today, now that the 8bit is of a bygone era, whether software is an "illegal" copy or not? I am resurrecting several 8bit systems (and purchasing more, mind you), in order to take advantage of great hacks like SIO2PC, and APE. If there was not a plethora of freely available software (games), I would have turned my interest elsewhere. In this respect, one might say that the piracy of Atari software has led me to further support the few remaining sources for 8bit hardware.

Dennis Bishop <102063.112@CompuServe.COM> wrote in message ...
>Well, you can take your bloted pc crap and shove it were the
>Sun Doesn't Shine! While I am running mostly Atari ST/TT/Falcons,
>I am also going to put together a 8-bit system for some fun.
>I enjoyed the old 8-bits. BTW, I run a BBS too, and you'll
>not find any cracked software on it.
>
>Black Hole BBS 14.4kb 805-256-9065 9pm to 9am PST.
>
>--
>"You are not ready for Immortality" Kosh on Babylon 5

1989. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: peterk@combo.ganesha.com
Message-ID: <peterk.1dlf@combo.ganesha.com>
Source record: 65463
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

```
In article <34F23722.170EB53A@ameritech.net> Jim Harvey <wb8nbs@ameritech.net> writes:
>Dr. Peter Kittel wrote:
>> In article <Pine.GSO.3.96.980214223014.16774D-100000@top> Linards Ticmanis
<ticmanis@coli.uni-sb.de> writes:
>> >
>> >The catweasel card, on the other hand, can read everything that just uses
>> >a standard track distance, so except for some real oddballs like the
>> >Commodore SFD-1001 (which would store 1MB on a standard 360K disk using
>> >lots of evil, but relatively reliable, hacks.)
>>
>> The "hack" which makes this format unreadable for today's floppy
>> drives and thus for Catweasel, is that it used a different floppy
>> drive, which differed in its physical track density. It used
>> 100 tracks per inch instead of the 96 tpi used by other drives.
>
>It (and most of the other CBM drives) also used a variable read/write
>clock
>to pack more data on the longer outside tracks.

Correct, but that's no problem for Catweasel, as it already can deal
with the Apple and CBM formats you mentioned with varying data density
on outer and inner tracks. Yet the track stepping, it cannot control.

--
Best Regards, Dr. Peter Kittel // http://www.pios.de of PIOS
Private Site in Frankfurt, Germany \X/ office: peterk @ pios.de
```

1990. Re: wtb ATARI items: stand alone, 8 bis devices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <34F4F773.7225@texas.net>
Source record: 65464

> I knew someone that has a Video
> Music system, but he wouldn't sell it for anything. I'd like
> to get my hands on one of those!

I would love to get one of those too!

> I even remember
> going to an Odd Lots a few years ago, and they had these
> posterboard-like material promp items that you hang from the
> ceiling. Like Centipede, Missile Command, etc. Like an Idiot,
> I didn't get any of them. Silly me, I thought Atari would last
> forever... =(

Oh no... those were really available cheap at Odd Lots? I wondered why
I happen to see so many sellers advertising these for sale. I paid some
good money for a set of 10 different diecut hanging posters a couple of
years ago. I am too embarrassed to say how much I paid to get them.
The Yar's revenge one looks very cool though. Oddly, out of the 10
different titles I have, one is TEMPEST, which seems odd in light of the
fact that Atari never officially released the 2600 Tempest prototype.

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mj*beau@texas.net

1991. Re: 14c89?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Greg Menke <NOSPAM@erols.com>
Message-ID: <01bd4181$901a6f00$64646464@gregm>
Source record: 65518

I don't know how much work you do with ICs, but Maxim/Analog/Harris makes a whole line of 1488/89 replacements which can be powered just by the 5v pin in the serial connector, giving a one chip solution to the tx and rx lines into an Atari from a PC. The chips are available via JDR, Jameco and Digikey- they're cheap and work very well.

Funny about mail order experiences, our company orders lots of stuff by credit card and PO from both JDR and Jameco and never have had trouble....

I don't know the design of the SIOPC cable, so this might be a nonsense posting.... If so I apologize.

Gregm

--
To reply, replace nospam with menkesjg. Thanks.

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in article <6cvg23$mkb@freenet-news.carleton.ca>...
>
> Linda Shippert (loo@u.washington.edu) writes:
> > I'm trying to round up the parts for a ProSystem cable but I' not having
> > much luck with finding a 14c89 CMOS Quad line Reciever.
> >
> > First of all, what the heck IS it?!
>
> You can get the cmos version of the 1489 at any well stocked electronics place.
>
> Try JDR or Jameco, both are under a buck.
>
> Jameco Part# 16379
> JDR Part# DS14C89
>
> Try JDR first, last time I ordered with Jameco I spent $150 and got
> $140 worth of stuff I didnt order, and had to ship stuff back 3 times.
>
> > The sales drone at Radio Shack
> > couldn't find a listing for it in their catalog and I couldn't find it on
> > the shelf. Even the local fancy RS alternative didn't know what I was
> > talking about (probably becasue I don't know myself).
>
> If the people at Radio Snack talk to you, just smile and back away slowly. :)

>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! *
* *
> * * * Turn your 8-bit Atari into a powerhouse with APE! *
* *
> * * * Ape Homepage: http://www.nacs.net/~classics *
* *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!
>

1992. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: soran@usa.net
Message-ID: <34f37986.1928297@news.one.net>
Source record: 65519

On Sun, 22 Feb 1998 23:38:21 -0800, marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>Oh, snob factor creeping in? This is rich, here we are, on an ____Atari
>8-bit____ newsgroup, and someone is implying because I am using a WebTV,
>that I do not have a PC and a CD-ROM? Did it ever occur to you that I
>have other equipment? StiK and CAB are a pain in the ass. Setting up
>Netscape is a pain in the ass, too. What's wrong, if I can set up my
>WebTV in 5 minutes, I can't post on newsgroups?
>
>I've been with an Atari since the beginning, back in 1980. I started
>with a 300 bps modem and accessed the internet with T1 lines. I've sold
>computers from 4.77Mhz XTs to 300MHz Pentium IIs. Do not assume because
>I have a WebTV, I do not have access to a CD-ROM.
>
>I work at an electronics retailer. 99% of our customers are not
>bit-headed nerds. I am speaking on what the majority of the people that
>would be interested in seeing behind the scenes of Atari, not trying to
>single out people that ONLY have this PC, that ONLY use this CD-ROM.
>
>And what of the other users that have Apples? Or the Atari die-hards
>that have not sold out and still use their 8-bits or even their STs,
>much less those who even managed to connect CD-ROMs to them. Now explain
>how an ST or even an 8-bit user will use an MPEG CD-ROM, much less even
>a QuickTime CD-ROM?
>
>These days, VCRs are commodities. Most of the households in the US have
>VCRs. Intel/Microsoft PCs are not even close to becoming a commodity.
>You will instantly limit who will see this CD-ROM. And the point of this
>excercize is to show people what Atari was.
>
>Computer snobbery is hard to eliminate. It was there even in 1985 when
>BBS operators wanted to lock out 300 bps users and limit it to "only"
>1200 bps users. Does that mean that only people with computers should
>access the internet, or exclude those with WebTV or Net PC terminals?
>This should end right now.

I got netscape on a cd, put in the cd-rom player typed setup and TWO minutes later it was setup. Not even close to being a pain in the ass. Any way for anyone who bought a computer in the last few years it came internet ready and it took about FIVE minutes to set up everything(plug in four wires turn on click INTERNET icon now that is a real pain in the ass)

btw I was real impressed by your knowledge and experience (NOT)

1993. Re: Oh, snob factor? Hmmm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19980225041600.XAA12271@ladder03.news.aol.com>
Source record: 65520

>I got netscape on a cd, put in the cd-rom player typed setup and TWO
>minutes later it was setup. Not even close to being a pain in the
>ass. Any way for anyone who bought a computer in the last few years
>it came internet ready and it took about FIVE minutes to set up
>everything(plug in four wires turn on click INTERNET icon now that is
>a real pain in the ass)
>
>btw I was real impressed by your knowledge and experience (NOT)
>
>

Soran,

Mark's right. Grow up and stop being a jerk!

JF

1994. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: markloch@flash.net
Message-ID: <6d06us$2mk$1@excalibur.flash.net>
Source record: 65521

I am looking for a copy of Alternate Reality. I just got my old 130XE
out of the closet and discovered my disks were bad. I would like to get a
copy of both the City and the Dungeon. All I need are the disks.

Thanks,
Mark Loch
markloch@flash.net

1995. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Halifax <halifax1@usa.net>
Message-ID: <6d0dd9$lcr@sjx-ixn8.ix.netcom.com>
Source record: 65522

http://www.geocities.com/SiliconValley/Haven/1438

Mark Loch wrote in message <6d06us$2mk$1@excalibur.flash.net>...
> I am looking for a copy of Alternate Reality. I just got my old 130XE
>out of the closet and discovered my disks were bad. I would like to get a
>copy of both the City and the Dungeon. All I need are the disks.
>
>
>Thanks,
>Mark Loch
>markloch@flash.net
>

1996. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6d0dvf$1fh@dfw-ixnews9.ix.netcom.com>
Source record: 65523

Okay... $20 or $25 plus shipping may sound cheap to you, but we're talking college-student terms here. I am interested in the reply from Rick D. that involves changing a couple of chips. Surely, these can be had for less than $20. In fact, I bet shipping will cost me more than the chips. I once ordered a part to replace the broken door hinge on a walkman several years back. The part set me back $0.45 and shipping was $4 (it had to be ordered from Japan). Ridiculous.

Thanks for the input, however. I like the spirit of the Atari community. Good to see.

Alan Christie <94chrisv@scar.utoronto.ca> wrote in message ...
>On Mon, 23 Feb 1998, Johnny Zymurgy wrote:
>
>> On another note, what is the cheapest, most compatible method of upping the
>> memory of the 600xl to 64K? Is the mod published somewhere free? Thanks in
>> advance!
>
>Sell the 600Xl and buy a 64k 800Xl! :) <grin>
>
>Sorry for the dry humour, but there never was A CHEAP, EASY way to upgrade
>the Atari 400 or 600XL.. I'm not saying it wasn't possible, but the ones I
>read about needed some soldering.. not my idea of an EASY upgrade. (not
>like the PC, where youplug in the 16 MEG SIMM and away you go)
>
>
>Alan
>University of Toronto
>Computer Science, Management and Economics
>

1997. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <34f3bf14.1421430549@news.pacbell.net>
Source record: 65524

On 24 Feb 1998 05:56:16 GMT, guy1015@aol.com (GUY1015) wrote:

> I maybe doing a run on the SIO2PC in a few weeks, The Price would be $20.00
>that encludes shipping in the USA. Fully tested and with SIO2PC software.

One question...my main reason for wanting such a thingie is to get my
old work off 1050 and onto my PC, so I can archive it with all my
other stuff and access it via an emulator. Once I have a cable, what
do I need in order to access the drive?

1998. Re: Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6d0jir$lhg@usenet46.supernews.com>
Source record: 65525

In article <6d0dog$12p$1@newsd-199.bryant.webtv.net>, marknewtonjohn@webtv.net (Mark Newton-John) wrote:
>(Moving the thread)
>
>Sure, any dolt could double click an icon, but dealing with Netmail, and
>the various settings are a pain. Then you gotta tweak here and there...

never had any problems, I guess you would say I never tweaked
>
>Gee, how many of you can _really_ get rid of Explorer, I mean get it off
>of your system, not just getting rid of the icon.

Why would you want to, it does not hurt anything(some sites are made for netscape others for IE, but how many are made for WEB TV)
>
>Then you wait an indeterminable time to connect to your ISP, if there
>isn't a busy signal...

Yeah I wait about 15-25 seconds after I click dail in. And no I have never had a busy signal(ONE NET in cincinnati if anyone cares

>Then if there aren't a ton of other users on the system, access can be a
>tad slow.

LARGE bandwidth here at one net never had that problem. download all the time at 5.0 - 5.4 k/sec
>
>Don't knock WebTV until you try it. I used to access the internet before
>the WWW through a UNIX gateway, and also used an ISDN setup. Then I
>tried a WebTV box, and couldn't believe how simple it was to operate,
>and I was impressed with the speed of the graphics. With the exception
>of the Apple connected to a T1 line, this took the biscuit. And compared
>to spending almost $2000 for a decent computer and monitor, I got this
>thing when they first came out for a tenth of the price of a PC, plus
>you can connect it to a big screen.

I connect my pc to a 32 inch tv, it is not just a WEBTV thing

What do you have to do to upgrade to 56K, and do you have problem viewing some web pages (I have heard from others there are a few problems on some pages) Does WEBTV have brower upgrades? Since microsoft bought WEBTV do you have a microsoft web brower? Would you happen to know what CPU is inside your WEBTV? How in the speed on big java web games? Does WEBTV provide web page space, and what do you pay a month?

if any one cares ONE NET charges 17.95/month unlimited time, 60 meg webpage space

WEB TV is a nice idea, there is just no way you can say WEB TV is better for the internet than a pc.

btw this is a ATARI newsgroup not a flame war, this is my last message on this topic

PS I would really like to know the anwers to my questions, I'm not being a smart ass.

1999. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6d0k3n$lhg@usenet46.supernews.com>
Source record: 65526

In article <6d06us$2mk$1@excalibur.flash.net>, markloch@flash.net (Mark Loch) wrote:
> I am looking for a copy of Alternate Reality. I just got my old 130XE
>out of the closet and discovered my disks were bad. I would like to get a
>copy of both the City and the Dungeon. All I need are the disks.
>
>
>Thanks,
>Mark Loch
>markloch@flash.net
>
http://w3.one.net/~tom_cody

2000. Re: SIO2PC cable prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd41cf$2bd5a7a0$9c374382@vidar>
Source record: 65527

Nothing! That's the excellence about it. I did not realise myself that it worked like this. Just plug the cable into the SIO port of the Atari and into the COM port of the PC. Start the APE program on the PC and load a disk image there. Then turn on the Atari and it boots from the PC. Rate this as one of the best HW devices I've seen. Take Atarian care

Maurice Molyneaux <NOSPAMmauricem@bigfoot.com> wrote in article <34f3bf14.1421430549@news.pacbell.net>...
> On 24 Feb 1998 05:56:16 GMT, guy1015@aol.com (GUY1015) wrote:
>
>
> > I maybe doing a run on the SIO2PC in a few weeks, The Price would be $20.00
> >that encludes shipping in the USA. Fully tested and with SIO2PC software.
>
> One question...my main reason for wanting such a thingie is to get my
> old work off 1050 and onto my PC, so I can archive it with all my
> other stuff and access it via an emulator. Once I have a cable, what
> do I need in order to access the drive?
>
>

2001. Astrowarrior

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: Rod Brick <brick@mail.utexas.edu>
Message-ID: <34F3E84C.7E73FC71@mail.utexas.edu>
Source record: 65528

Anyone remember Astrowarrior? Perhaps my favorite. For all its simplicity it was just too fun. It was essentially "Asteroids" class ships pitted against each other, only with shields and various levels of damage. With four players at once, it was the best. Of course all players must hold a salute during the opening Astrowarrior theme song!

Rod

--
brick@mail.utexas.edu
http://www.cs.utexas.edu/users/brick
--

2002. Re: Trash PORNO Spam in our Newgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6d0vofka1@star.cs.vu.nl>
Source record: 65529

"Jose Moreno" <jose_m@internetmci.com> writes:

>hey there guy1015 !!!!! what's up!!!!!????

>yea, I agree with you trash spam and porn on the atari and on any other sig
>other then where they belong.
>in there own groups.

The people in the a.b.p.erotica.* groups aren't happy with commercial
sexadds either. What about a denial of service attack on their websites?

Ivo

2003. Re: Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Feb25121934@co.umist.ac.uk>
Source record: 65530

In article <01bd4156$dcb6c3c0$LocalHost@fivvwrpw> "Jerry Glenwright"
<j.glenwright@ndirect.co.uk> writes:

> Hi all
>
> Can anyone explain the principles of remapping the drives as per SpartaX's
> 'swap' command but using disk versions of SpartaDOS?
>
> Essentially, I want to load up the CC8 compiler, Ace C linker (and
> associated files) into a RAM drive and remap it to look like drive 1 -- so
> that I don't have to suffer the 30 minutes of agonising grinding every time
> I compile hello.c ;-)

well I can't help you with your SpartaDOS question, as I've not used
SpartaDOS much, but if you would consider trying this with something
other than SpartaDOS (MyDOS, Atari DOS 2.0/2.5...) then maybe I can.
You might want to check out my ramdisk program, which will do pretty
much what you want, letting you reference the ramdisk as D1: and your
real drive as D2: (or whatever) without having to fiddle about with
the switches on the back of your drive. You could even have it
copy the files you want onto your ramdisk automatically. The catch is
that the program needs to use the RAM under the OS ROMS in order to
work, and as I understand it, most versions of SpartaDOS also use this
RAM, making the two incompatible.

If you need to use SpartaDOS, then... pass...

If you're interested, then my ramdisk program can be found either on
the umich archives under Os/ramdrv10.arc or on my web page:
http://www.co.umist.ac.uk/~rje/8bit/atari.html
--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html

2004. Re: To: Mathy VN

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6d13ls$1g8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 65531

In article <01bd3bae$c6b486f0$8cc220cc@drt2>, "Austin Franklin" <darkroo7m@ix.netcom.com> says:
>
>Mathy, your file is sent.
>
Thanks Austin

Now I have two problems:

a) how do I print out a Post Script File (I can borrow my Dad's Laptop)?

b) My inkjet (Canon) ran out of black ink it seems. Dambed, didn't print that much. (almost no pictures and not even 50 sheets of text.)
(BJC 4200)

CU Mathy Van Nisselroy

2005. Re: SALT diagnostic cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6d13vo$1g8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 65532

In article <6d0hdq$15u$1@newsd-199.bryant.webtv.net>, marknewtonjohn@webtv.net (Mark Newton-John) says:
>
>About the SALT and Super SALT diagnostic cartridges, what did they test?
>e.g. SALT 2.05

Speaking about diagnostic hardware... Best is selling something like a 130XE diagnostics hardware set (about 90 US Dollars). How good is it?

CU Mathy Van Nisselroy

2006. wtb ATARI items: stand alone, 8 bis devices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6d2ap7$d5k$1@news.imaginet.fr>
Source record: 65465

```
i'm looking for:
- pong (sears and atari)
- super pong (sears)
- atari super pong pro C200 or C202
- atari video music
- atari video pinball
- atari stunt cycle
- atari ultra pong doubles
- game brain
others ATARI items:
- 410 japan version
- atari 815 drive
- atari printers: 820 - 822 - 825 - 1025 - xtm and xtc and XMM
- atari modems: 835 - 1030 -1035
- 1200 xl
- atari advertising items
thanks
```

2007. Looking for software

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: javabeens@aol.com
Message-ID: <19980226011301.UAA28039@ladder02.news.aol.com>
Source record: 65466

Hello,

I am in search of any of the Ultima series for the 8 bit atari computers, disk and actually any software that I might be able to use. Send me email and let me know what you have and what you want for the stuff. Email at Javabeens@aol.com

2008. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6d2ihu$en4$1@pale-rider.INS.CWRU.Edu>
Source record: 65467

re: WWW with an A8...

You can pretty much go anywhere on the Web with an A8. Text only, however, as Lynx doesn't support graphics or sound. There was a lynx server (Panda) that allowed Zmodem downloads from an FTP site. Haven't been able to access it for months, though. This is why I'd really like someone to write a TCP/IP handler. A friend has already promised an IRC client when the handler is written. I'm sure that a Web Browser could be written with some graphics support (monochrome GIF). An alternate route would be if Tom Hunt would modify CGS so that we could access our own Web pages that used CGS. Wouldn't that be a switch? A PC user would get to one of our sites and it would say 'Best viewed with CGSBrowser' or something like that, and they would have no idea what that would be...

--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2009. Re: wtb ATARI items: stand alone, 8 bis devices

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6d2jlahtd1@pale-rider.INS.CWRU.Edu>
Source record: 65468

re: want to buy rare atari things...

Wow. You're not asking for much eh? =)

I have a couple of the Pongs, the Video Pinball, the Video Olympics, and the Stunt Cycle. I knew someone that has a Video Music system, but he wouldn't sell it for anything. I'd like to get my hands on one of those! Would probably be the hardest thing to find, along with the Game Brain. I even remember going to an Odd Lots a few years ago, and they had these posterboard-like material promp items that you hang from the ceiling. Like Centipede, Missile Command, etc. Like an Idiot, I didn't get any of them. Silly me, I thought Atari would last forever... =(

BTW, I can't sell any of the stuff listed. I got my stuff by getting lucky at HamFests and garage sales. I even found the board/joystick assembly for a 2600 kiosk. $10, a
and it works!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2010. Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6d2p5q$in4$1@usenet.kent.edu>
Source record: 65469

I noticed on a copy of Spartados (version f I think) that Fte was selling copies of BASIC XE and ACTION! at one time. Is this still the case? I wonder, because they seem to have disappeared. Does anyone know if copies of these languages are available?

-Alex

2011. New Polish Games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19980226064000.BAA20207@ladder02.news.aol.com>
Source record: 65470

I have heard that there's a Polish company called Sikorsoft which has 4 new games for the Atari xl/xe. Can anyone elaborate on these. They were described as "quite nice graphically".

2012. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <888482323.29642.0.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 65471
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

Greg Malewski wrote in message <01bd4173$c1a36f80$780c93c3@gm-100ct

>Let's get this straight then...the WACCI web page was wrong for stating it
>was last week then??

Yes. The date had to be changed due to a cock-up on the hall owner's part.

George The Organiser not a happy fella having run a very good publicity
campaign geared to the original date.

The last one was similarly blighted with a bit of misinformation for
slightly different reasons but this one still looks like a good day out.

I'm going so if anyone from Peterborough (or North of that) wants a free
lift up and back to/from Wetherby, e-mail me sharpish to book a seat.

--
Brian Watson

Driving an overpowered electronic rollercoaster down the road to Hell.

2013. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2602980053170001@nntp.ix.netcom.com>
Source record: 65472

In article <6d0cvt$11p$1@newsd-199.bryant.webtv.net>,
marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>Interesting. If one accesses the internet with their 8-bit through a
>Lynx server, I am assuming that it is text only?
>
>Is this access for the newsgroups only, or is it used for regular web
>pages, sans graphics?

Lynx is a text-only web browser. Point your TV to
<http://lynx.browsers.org/> for the scoop.

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2014. Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6d4g9husd1@nnrp2.dejanews.com>
Source record: 65473

I just bought an Indus gt and need to know how to acces the extra speed options and also the meaning of the keys on the front and the dip switches in the rear... Also, i can boot the indus with any dos i got except Superdos 5.1 any clues??? thanks for your time.

Javier

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2015. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d3943$3bg$1@newsd-199.bryant.webtv.net>
Source record: 65474

Hmmm. I think that text is about the only thing one would want to do with an 8-bit. To even tell the poor thing to display a big JPEG or even any kind of sound file would take forever, wouldn't it? I mean, it's still a 6502 running at 1.7MHz... I use used to do alot of GIF pictures and it wasn't speed demon then.

So anyway, does it utilize the XEP80 or other 80 column device, or does it emulate 80 columns?

On the other hand, I would expect most of the users here to use some type of IBM or Apple computer.

2016. Using the 64k expansion on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d39g3$3bn$1@newsd-199.bryant.webtv.net>
Source record: 65475

Plugging in the 64k expansion for the 600XL into an 800XL will get you... only 64k. When you plug in the module, it will disable the internal RAM.

It's like plugging in the BASIC revision C cartridge to replace the built-in revision B.

2017. WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d3aol$3cg$1@newsd-199.bryant.webtv.net>
Source record: 65476

I never said that WebTV is better than a PC. For some users it might, for others, might not. Same reason that an Apple might or might not be better than an IBM for some things...

In any case, Microsoft may own WebTV, but they do not have their sticky little hands in it. It uses a proprietary browser, but it is mostly acronym compliant. (HTML 3.0, Real Audio, Shockwave, frames, Javascript, blah, blah, blah)

Upgrades are automatic, sent over the phone lines when you turn it on. They absolutely will not crash. The display uses proprietary hardware and software to optimize the picture for a television, and it works better than most of the scan converters for PCs.

33.6 bps for the Classic, 56k for the WebTV Plus. Expansion port, Smart Card slot, S-Video, stereo audio, uses IBM keyboards, an infrared keyboard that really works...

It uses a RISC processor. The Plus has a 4Gb hard disk, parallel printer port, picture-in-picture capability. On and on.

There's the WebTV site for more information www.webtv.net.

2018. 1982 Atari Home Computer Product Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d3c30$3dc$1@newsd-199.bryant.webtv.net>
Source record: 65477

Rummaging through all my 8-bit stuff, I found this catalog I must have gleaned from an Atari dealer back then.

For collectors information, this is a four-color catalog on slick paper, with a large Atari logo in rainbow colors. 34 pages, it describes in detail current hardware and software, and the catalog numbers for the software.

Primarily focusing on the 400 and 800 computers, it shows the 810, 410, 830 acoustic modem, 822 thermal, 820 40 column, 825 80 column printers, and an 850 interface.

Does anyone know about the Calculator program (CX8102) that is in here? I don't recall ever seeing it.

I also have another 1982 catalog, when they were starting to transition to the XL line. This catalog is silver, but with red horizontal lines. Mainly a big Atari brouchure, it tells prospective customers what you can do with your Atari computer.

Mainly 400 and 800 computers, but there are a couple of XL peripherals displayed.

The new 1010 recorder and the 1020 color printer are displayed with a 400, an 835 direct connect modem (1200 bps!), and a 410 recorder. Another display has the 800 with the 1025 printer and other peripherals.

This catalog is 33 pages.

2019. Re: XL-it.. has developement been stopped?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Mariusz Wojcieszek <mariuszw@arrakis.cs.put.poznan.pl>
Message-ID: <Pine.BSF.3.95.980226101549.24585A-100000@arrakis.cs.put.poznan.pl>
Source record: 65478

On Wed, 25 Feb 1998, #@# wrote:

> >The last version of this was from last summer, if I remember right.. has the
> >author given up?
>
> From an e-mail sent to me by M.Gietzen!
>
> Date sent: Thu, 19 Feb 1998 13:39:56 +0100
> From: Markus Gietzen <mgietzen@htw.uni-sb.de>
>
> > Just dropping a line to see if things are going well for you! I'll
>
> I'm fine. My life is quite busy now because I'm working in
> a company in order to write my master's thesis. This is a full-time
> job (about 40-50 hours a week) and therefore I've no time to continue
> my work with XL-it!.
> Furthermore I'm about to start my own company (this will take
> the rest of my time:).
>
>

Why won't Markus make available the source of XL-it! and let others
continue his work ?.

Mariusz.

2020. Anyone completed ROF, KR?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <888493275.715547@proxy.netwing.at>
Source record: 65479

```
Has anyone completed Rescue on Fractalus ?
Koronis Rift ?

-rudi
```

2021. Re: Best Atari 8 bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34F56101.BE3F1429@ix.netcom.com>
Source record: 65480

Swozniak wrote:
>
> I'd like to know which Atari 8 bit emulator for PC (DOS or WIN 95) is best.

Swozniak,
That is a VERY subjective question. I happen to like PC Xformer for what I use it for. many of the gamers here seem to prefer Rainbow. Your best bet is to find as many as you can and try them yourself. Tehy are all better at one thing than the next one. Different configurations (DOS used, mode used) can make a huge difference in performance. However, I haven't actually seen ANY that are 100% emulations of any REAL Atari 8-bit computer. They are all pretty close in many respects, but again, what I think is great, you might thing stinks.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2022. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34F56269.8DEF64DE@ix.netcom.com>
Source record: 65481

arickett@kent.edu wrote:
>
> I noticed on a copy of Spartados (version f I think) that Fte was selling
> copies of BASIC XE and ACTION! at one time. Is this still the case? I
> wonder, because they seem to have disappeared. Does anyone know if
> copies of these languages are available?
>
> -Alex

Alex,
Sadly, FTe has been gone for some time. However, B&C Computervisions (
www.myatari.com) and maybe American Technivision will have some. BTW,
SD3.2f is NOT the most rescent, SD 3.2G is. This version is available at
many FTP/web sites.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2023. Re: Re: Q: Atari Tape Loading/Serial Input

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: "Imstav a.s." <Imstav@mbox.vol.cz>
Message-ID: <6d3pamfmt1@smtp.vol.cz>
Source record: 65482

JMouchmino wrote in message
>There are several fast tape loading modes on the Atari 8-bit:
>You have Rambit (UK), Turbo 2000 (Poland) and some others probably...
>They load at least 400% faster than standard stuff.

Turbo 2000 is czech product. Author - Jiri Richter from Prague.
Modification - Universal turbo working with speed from 2270 Bd
(Turbo 2000) to cca 6410 Bd. You must have little board in datarecorder
with IC 741.

Jan Kolbaba, Liberec

2024. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2k9aimovg.fsf@caligula.srv.net>
Source record: 65583

dklugh@iwaynet.net writes:

> Isn't that rather large?
> Linux ... only uses 1k per block.On ANY drive.

This is not correct. mke2fs lets you choose the block size (1k or 4k IIRC). Linux supports a number of other filesystems besides e2fs, and e2fs is not linux-only anymore, so it's also not really quite right to talk about e2fs as "Linux".

On very large drives, larger blocks will give you better performance.

Brent

2025. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2iuq2mofa.fsf@caligula.srv.net>
Source record: 65584

"Johnny Zymurgy" <thehelmet@hotmail.com> writes:

> Don't remember if the 600xl's chips are
> socketed.

AFAIK, all 600XLs are fully socketed.

Brent

2026. Re: Atari 600XL 64k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2g1l6mo4z.fsf@caligula.srv.net>
Source record: 65585

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> If your computer is already internally memory expanded, would an
> external memory upgrade work too. And how does the computer know
> when to select internal and when to select external memory.
> Mathy Van Nisselroy

The Atari external 64K upgrade for the 600XL disables the internal
RAM.

I suppose it could be used to check an 800XL you suspected of having
bad RAMs, has anyone actually tried this?

Brent

2027. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <eNfIEcnQ9GA.249@nih2naac.prod2.compuserve.com>
Source record: 65586

It is still unlawfull to copy that software other than for your own backup.
I have lived with that rule and I have kept my BBS free of cracked software
and as long as it's online it will remain that way.

When your idea, I guess it would be ok for someone to rip off your car too.

--
"You are not ready for Immortality" Kosh on Babylon 5

2028. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980226121134.9054B-100000@home.ptd.net>
Source record: 65587

On 26 Feb 1998, Bill R. Core wrote:

>
> re: WWW with an A8...
>
> You can pretty much go anywhere on the Web with an A8. Text
> only, however, as Lynx doesn't support graphics or sound. There
> was a lynx server (Panda) that allowed Zmodem downloads from
> an FTP site. Haven't been able to access it for months, though.

telnet to "trfn.clpgh.org"

Three rivers free net in pittsburgh, zmodem dnlds available
and fast.....

Paul Clark

2029. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <34F5A4E4.9C786441@wwa.com>
Source record: 65588

Dennis Bishop wrote:

> It is still unlawfull to copy that software other than for your own backup.
> I have lived with that rule and I have kept my BBS free of cracked software
> and as long as it's online it will remain that way.
>
> When your idea, I guess it would be ok for someone to rip off your car too.
>

Well, if it were legal to steal cars, I wouldn't steal them. Laws don't
determine what is right and what is wrong.

AsciiRider
atebit@wwa.com

2030. Re: New Atari-Web-Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6d48ds$nf1@cyber1.servtech.com>
Source record: 65589

In article <34F22368.59E77992@okay.net>,
Matthias Faust <matzi@okay.net> wrote:
>atari-computer.de, the new online-world for all atarians
>==========
.
.
.
>(In a few days all areas will be translated in english language, now
>it's only available in german)
>
>http://www.atari-computer.de

Meanwhile, you can get an automatic, if horrendous, translation by using
the AltaVista Translation Service. Go to

http://babelfish.altavista.digital.com/cgi-bin/translate?

Type in the URL Matthias gave, above, and hit the pulldown menu and select
"German to English." Then hit the "Translate" button. In this instance,
AltaVista puts up a second page complaining about frames, but lets you
click on the URL of an individual FRAME and feeds THAT to you as a
non-framed page. Matthias' page is in German, but you see it in English.
More or less, anyway -- it's a pretty poor translation, but you DO get the
general sense of what's being said.

All in all, I'd still like to see the human-translated version as soon as
possible, Matthias! :-)

Chris Chiesa
cfchiesa@servtech.com

2031. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-gF5UwQfkdEkG@DRACO>
Source record: 65590

On Mon, 23 Feb 1998 21:49:47, "Johnny Zymurgy" <thehelmet@hotmail.com>
wrote:

> >The cheapest and simplest is on that involves replacing the two 16K X 4bit
> >drams with two 64K X 4 bit drams, and a couple of wires. If interested, I
> >could reproduce it here in ascii.
> >Rick D.
>
> That would be great! I've a fairly steady soldering hand and can deal with
> anything other than surface mount. Don't remember if the 600xl's chips are
> socketed. If not, I'll install sockets, for the inevitable future burn-out.
>
> Anyone know a good source for the DRAMS?
>
> Thanks in advance!
>
>

old video cards for the pc are good dram sources for the 600xl
upgrade, others can be gotten from Nuts&Volts mag ads or possibly
older pc motherboards that used the 256k x 1 drams. I have a couple
here.

2032. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f5c725.49469856@news.pressenter.com>
Source record: 65591

On Thu, 26 Feb 1998 00:25:55 -0500, Dennis Bishop
<102063.112@CompuServe.COM> wrote:

>It is still unlawfull to copy that software other than for your own backup.
>I have lived with that rule and I have kept my BBS free of cracked software
>and as long as it's online it will remain that way.
>
>When your idea, I guess it would be ok for someone to rip off your car too.

It's unlawful to J-walk too.... damn I must be a rotten person because
I J-walk sometimes. Another thing, I have known quite a few
anti-pirate soapbox types in my time. Do you know what, every one of
them was guilty of accepting commercial software they did not pay for
at some point; usually more than once. So, strictly going from
personal experience, the thing I have to say to most of you on the
anti "piracy" high horse is... GO BLOW IT OUT YOUR ASS. And also a
minor point of distingtion I think people should note: PIRACY and
ILLEGAL COPYING are not one in the same. Piracy is illegal copying
that is for profit. An example would be some place in the Asian
Pacific rim reproducing Microsoft Windows and selling it for profit.
Joe Blow and Elmer Scrub trading a couple of programs with each other
is cheating those who hold copyright to those programs, but it ain't
piracy on the high seas, and it isn't something so terrible that
certain people need to condemn it like the black death itself. And
you damn well shouldn't be condeming like that, UNLESS YOUR LIFE IS AS
SQUEAKY CLEAN AS A NEWBORN BABY'S ASS (actually that could be messy
but you get my meaning hehe). After all, these high horse people are
a lot more concerned about copyright to these old, forgotton by most,
programs for our wonderful nostalgic 8-bits than the copyright holders
themselves seem to give a rip. God it puts a bad taste in my mouth.
I mean, it seems to have a similar flavor to the Hollywood brats that
think they need to save the world from itself because it makes them
feel important, riteous, useful, or in some other way helps feed a
part of the ego that was lacking enough attention. I get a real
similar vibe there. Makes me wanna' puke.

Regards,

Jon

*** Please make sure responses are also sent via email.

2033. Re: X-Former98

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd42fb$303ef9e0$eac2accf@asharkis.erols.com>
Source record: 65592

Frank Hamlin <frankeh@sr.hp.com> wrote in article
<6d21mp$lr1@canyon.sr.hp.com>...
> About 1 1/2 years ago I got a letter from Emulators Inc
> (www.emulators.com) to get a free upgrade from my version of Xformer to
> the new Windows version, Xformer96. I sent off my self addressed mailer
> and postage and never got anything back. Well, yesterday it arrived,
> Xformer98. Haven't played with it yet, so can't comment. Has anyone
> else gotten a copy? How good is it?
>
I got it, too. I haven't played with it much.

Supposedly, the sound now emulates a real POKEY. So, how come my Creative AWE-32 chokes on it (intermittent sound) but not as badly as the stuck notes I used to get with previous versions until I actually powered down the PC and restarted it? I guess the first thing I have to try is to put the AWE-32 into Sound Blaster mode and see if that helps.

Also, according to the docs, you can't get full-screen performance in Windows 95 unless you have version 5 of Activex. I still have to download that, so I won't be able to tell.

Third, and probably a major glitch, if I want to change drive assignments, pushing the "change" button gets me a "wait" mouse cursor and nothing else. Something's up, and, again, I really need more time to check it out. If nothing I do can change it, I'm going to let Darek know and see what he says.

There are good things to say about the program. All settings can be handled through a pull-down on the splash screen. Speed seems to be pretty good. The OS and BASIC seem to work well (even POKE 755,6 works!) and this is the only full-machine emulator to date that will support printers and serial devices. And yes, it does work under Windows 95, and reportedly under NT and Windows 98 as well.

But a full report on my progress with it will have to wait a while. I'm essentially snowed under at this point.

2034. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd42fc99934800eac2accf@asharkis.erols.com>
Source record: 65593

I think that getting pictures displayed while on-line is only one part of the problem. You could, of course, get around that by downloading the picture files, but with our 19.2KBaud limit (9600 for many) that would also be a hassle. Maybe some attention should be paid to allowing faster modem speeds through a new interface and some buffering?

Mark Newton-John <marknewtonjohn@webtv.net> wrote in article <6d3943$3bg$1@newsd-199.bryant.webtv.net>...
> Hmmm. I think that text is about the only thing one would want to do
> with an 8-bit. To even tell the poor thing to display a big JPEG or even
> any kind of sound file would take forever, wouldn't it? I mean, it's
> still a 6502 running at 1.7MHz... I use used to do alot of GIF pictures
> and it wasn't speed demon then.
>
> So anyway, does it utilize the XEP80 or other 80 column device, or does
> it emulate 80 columns?
>
> On the other hand, I would expect most of the users here to use some
> type of IBM or Apple computer.
>

2035. WTB: Want to buy Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: staalejg@ix.netcom.com
Message-ID: <34f8e794.14998807@nntp.ix.netcom.com>
Source record: 65594

I am interested in buying an Atari 130XE. Please e-mail with any
info!

2036. The Pirate thing continues.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f5fac2.62685684@news.pressenter.com>
Source record: 65595

I quote Denis Bishop where ">" are seen:

>Everytime a copy is made and even just traded, it takes $$ from
>the person and/or company that sold the software in the 1st
>place.

Wrong. That only happens when a) the software is still made available for sale, and b) the person getting a copy would have otherwise purchased the software had it not been for getting a free copy. Obviously, with most of the old Atari8 software, it IS NOT available retail. A small smattering perhaps but by and large not. Of the little bit that is left, I venture to say most people these days would not be interested in it so much as to actually shuck out any kind of much money. Perhaps interested enough to take the time to get a copy for nostalgic purposes but beyond that there would be little to no interest. Now despite what attitude you may have about me, it may surprise you to know that I am neither an idiot nor am I a thief. Let me try to clarify my stance(s):

1) I have no problem with copying old stuff that isn't for retail sale anymore. I do however, believe in supporting current stuff like Rainbow, APE, etc. Who the hell cares if I get a copy of Dog Days? If it were for sale I would not buy it even if I could not get a copy. In fact, when I get some things in order around the house and get some more time to fiddle, I plan to bring out my old 800XL and look into SIO2PC or APE and such. I also plan to maybe purchase Rainbow & XFormer98 depending on how well they really work in their full versions.

2) I do have a problem with hypocrites and or those who live in glass houses throwing stones. I also don't like people trying to make a capital case out of something I consider to be pretty minor. Just because something may not be to the letter of the law does not make it a mortal sin. J-walking is against the rules you know. It really is. But I bet you don't have a problem with it so much do you?

>When ever I've gotten a system from someone, I check
>out the hard drive, most of the time they are loaded with
>programs, if it's software I had already paid for before, I
>just delete it, but if its software that I don't have and I
>may want to use, then I send a letter to the company/person
>with a $10 check. Most of the time I get a thank you letter
>back and they have changed the reg. number over to my name.
>A few have sent back the check and say I have to buy a new
>packet of software, if I like it, I do just that after I've
>saved up for it

You just shot yourself in the foot. In order to be FULLY honorable (as you apparently like to fancy yourself), you should delete ALL software for which you have no license or right to use, then legitimately purchase it and use it only then. You send a $10 check. May I ask what the hell that is for? Is that what you decree is fair payment? What gives you the notion that you should somehow weasel out of paying the TRUE fees? Ahh, of course, because you are a crusader of justice and deserve to be given a break, while at the same time you are criticizing anyone else who dares try slip through without paying what's due. Your a "good guy" so you have it coming. You are a special breed. You are riteous. You lean towards the Hollywood brat savior of the world notion I was talking about, and you certainly fit the living in a glass house whilst throwing stones. Look, if you want to be so damn riteous then you have to be squeaky clean. You are not. If you want to be just a cut above those who copy all kinds of stuff no matter, then fine, be that. But do not try to come off as Mr. Snow-white because you are not. I do not have to be subjected to your judgment. You are not my master, nor the master of any of the others in the group.

>I ran my own company for awhile, and I
>am still a Calif. Retailer, so I treat the software the
>same as I would want people to treat the things I sell.
>I've also been a sysop since 1989, and during that time
>I had users who did u/l cracked files, as I was the ONLY
>person who could valadate the files, I would find them,
>delete them and tell that user that they were not to
>do that again or they're account would be deleted.

I would have done the same, but I don't pretend to be the LORD OF ANTI-PIRATING, cuz' I ain't that either bud. I'm as guilty of getting copies as I bet MOST of the people in newsgroup are. I have bought plenty as well way back. I've never sold software. I am unable to buy almost all of that old 8-bit software anymore, nor would I be willing to pay very much if it were available. If it's something I want, and it's readily available for retail sale, I will buy it if it's worth the money. If it isn't worth the money I won't get it at all. If it's old and not being sold, and I like it, I will take a copy from anyone who cares to make my day and I will thank them for it. And that's about as much justifying of my beliefs as I'm going to give you because I don't owe you any reason.

>There was a guy at a Atari computer show that had a game,
>he sold 1 package of it at the show, by the next day
>it was on the west cost as a cracked program on one of
>those stinking Wearz BBS's. He droped the Atari computer
>market because of that. So in the kind of words you enjoy
>using and can understand ...

>Stick your head up your ass and fart and blow your brains out.

At least I seem to have some brains that can be blown out. Let me ask you something. Be honest. Have you EVER, even once, accepted a copy

of commercial software that you did not pay for in a legitimate way or even not pay for at all? For the purposes of my question, a "legitimate" way of paying is to buy at a store or retail vendor of some type (including the producers of the software direct sales too). Illegitimate payment is.. "well, I gave So and so some disks or a few bucks to get that program."

Please tell the truth. Of course I will have no way of knowing if you do, only your own honor will know.

*** Please make sure responses are also sent via email.

2037. Re: XL-it.. has developement been stopped?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: me@not.here
Message-ID: <888536827.13193.0.nnrp-01.9e987e17@news.demon.co.uk>
Source record: 65596

In article <Pine.BSF.3.95.980226101549.24585A-100000@arrakis.cs.put.poznan.pl>, Mariusz Wojcieszek <mariuszw@arrakis.cs.put.poznan.pl> wrote:

> Why won't Markus make available the source of XL-it! and let others
>continue his work ?.

Maybe because it's his and it's his decision.......? You could try asking him......

2038. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Terry McDermid <wy911@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.980225180738.29011B-100000@vtn1>
Source record: 65597

I find a suncom slick stick to be similar to a TAC-2 - the best I've had
yet. I don't like those big, full hand grip types- they're too slow.

\/\/\/

2039. 120V relays controlled through stick port

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Terry McDermid <wy911@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.980225175212.29011A-100000@vtn1>
Source record: 65598

Does anyone have any sugesstions on how to control 120V circuts with an 8-bit via the stick ports? The XEP80 interface sends data in both directions through the stick port.

2040. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <34F60EFC.3110D449@jps.net>
Source record: 65599

It's been a really long time, but as I recall, one button was to write protect the disk. There are no speed options, but it does do true double density. Dip switches are for drive select. There was also a CP/M option to install inside and turn the Atari into a terminal for a CP/M computer inside the drive.

rojasdelap@yahoo.com wrote:
>
> I just bought an Indus gt and need to know how to acces the extra speed
> options and also the meaning of the keys on the front and the dip switches in
> the rear... Also, i can boot the indus with any dos i got except Superdos 5.1
> any clues??? thanks for your time.
>
> Javier
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading

2041. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2602981720410001@nntp.ix.netcom.com>
Source record: 65600

In article <01bd42fc99934800eac2accf@asharkis.erols.com>, "Alan Sharkis"
<asharkis@erols.com> wrote:

>I think that getting pictures displayed while on-line is only one part of
>the problem. You could, of course, get around that by downloading the
>picture files, but with our 19.2KBaud limit (9600 for many) that would also
>be a hassle. Maybe some attention should be paid to allowing faster modem
>speeds through a new interface and some buffering?

You know, perfectly useful 486/33 clones can be had for as low as $150 if
you know where to shop. As can older Macintoshes (like IIcis and the like).
Find a cheap color monitor (in the $100-$200 range), hook up a $150 modem
(which you might already have, hooked up to your Atari), and voila. 256+
colors and no need to build special hardware, emulate 80 columns, etc.

Just a thought. :-)

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2042. Re: Anyone completed ROF, KR?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6d59r4$i8h@bgtnsc02.worldnet.att.net>
Source record: 65601

I played about to level 90 of fractalus.. and it gets almost uncontrollable
at that point, there are so many saucers and shots fired at you..

GREAT game though, and I'd LOVE to see a updated PC 98 version..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html
abuse@worldnet.att.net
Rieder Rudi wrote in message <888493275.715547@proxy.netwing.at>...
>Has anyone completed Rescue on Fractalus ?
>Koronis Rift ?
>
>-rudi
>
>
>

2043. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <x-UF-0s.tandrews16@delphi.com>
Source record: 65602

Mile23 <mile23@usa.net> writes:

>You know, perfectly useful 486/33 clones can be had for as low as $150 if
>you know where to shop. As can older Macintoshes (like IIcis and the like).
>Find a cheap color monitor (in the $100-$200 range), hook up a $150 modem
>(which you might already have, hooked up to your Atari), and voila. 256+
>colors and no need to build special hardware, emulate 80 columns, etc.
>
>Just a thought. :-)
>

I think you're missing the point here. Any idiot can browse the Web with a
PC. One need only look at all the ones doing it to see that.

To browse the Web with an Atari 8-bit takes a special kind of idiot - one
who likes a challenge.

So tell me, are you just any idiot, or are you, like me, something
special?

TJ

2044. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2602982230020001@nntp.ix.netcom.com>
Source record: 65603

In article <x-UF-0s.tandrews16@delphi.com>, Thomas J. Andrews
<tandrews16@delphi.com> wrote:

>Mile23 <mile23@usa.net> writes:
>
>>You know, perfectly useful 486/33 clones can be had for as low as $150 if
>>you know where to shop. As can older Macintoshes (like IIcis and the like).
>>Find a cheap color monitor (in the $100-$200 range), hook up a $150 modem
>>(which you might already have, hooked up to your Atari), and voila. 256+
>>colors and no need to build special hardware, emulate 80 columns, etc.
>>
>>Just a thought. :-)
>>
>
>I think you're missing the point here. Any idiot can browse the Web with a
>PC. One need only look at all the ones doing it to see that.
>
>To browse the Web with an Atari 8-bit takes a special kind of idiot - one
>who likes a challenge.
>
>So tell me, are you just any idiot, or are you, like me, something
>special?

I'm something special, too. I regularly use MacLynx (which is funny, when
you think about it).

I get impatient looking at web pages on my PowerMac; I can't imagine
enjoying the experience on an 8-bit atari (more than, say, once).

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2045. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <6d5c9dftp1@user2.teleport.com>
Source record: 65604
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

PLEASE NOTE: My Internet address above may of been scrambled by my ISP.
When responding, edit it so my E-Mail address is bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
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And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

2046. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: *rlcolli*@ibm.net
Message-ID: <NXj90kimR1lf092yn@ibm.net>
Source record: 65605

I vote for CD-ROM done it HTML, such as the Digital Press CD-Rom
(http://www.xnet.com/~skelly/dp-cd/dp-cd.htm) Although they messed up
the filenames so that it doesn't work well on Macs, this would be the
way to go. Multi-platform, and it would translate easily into a
web site (although I wouldn't want to download huge movie files!).

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins *rlcolli*@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

2047. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-26 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <uFjSZ0xQ9GA.260@ntawwabp.compuserve.com>
Source record: 65606

LAWS DO make it either Right or Wrong.
--
"You are not ready for Immortality" Kosh on Babylon 5

2048. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <34F6EAC3.9C5CAC79@wwa.com>
Source record: 65533

Well, at one point slavery was legal, but thankfully not to many people agree with you and decided that even though it was legal it was terribly wrong.

Eric

Dennis Bishop wrote:

> LAWS DO make it either Right or Wrong.
> --
> "You are not ready for Immortality" Kosh on Babylon 5

2049. Re: 120V relays controlled through stick port

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Greg Menke <NOSPAM@erols.com>
Message-ID: <01bd4398$0fc60e90$64646464@gregm>
Source record: 65534

What you have is (on a 400/800) a set of 4 I/O pins. Each pin can be configured as input or output. Electrically, you need something which takes a TTL level hi/low and uses it to drive a relay. That is a pretty easy to build circuit, Radio Shack has a series of electronics experimenter booklets which contain appropriate circuits- use something which interfaces "logic" to a FET driving a relay. The Atari joystick outputs don't supply a lot of current, so you need some circuit which doesn't require much. You also might consider some of the mail order operations (All Electronics, Jameco, JDR) many of them have digital I/O kits or gizmos which might do the trick.

You might also want inputs, where the Atari can detect a switch closure. In that case, the simplest thing is to use your switch to operate a relay, then feed the contact closure back to the Atari the same way the joystick does.

Remember you can also use the trigger inputs to monitor switch closures, and the paddle inputs as pseudo analog to digital converters; ie; build a robot with potentiometers in the joints of the articulated members for position feedback thru the paddle ports.....

As far as configuring the pins, the Atari Hardware Reference manual (available lots of places online, Altavista will scrounge it up) has specific details. Generally, there are a couple memory locations relating to the joystick ports, one is a data port where you read pin levels and write new ones. The other port allows you to set whether a given pin is input or output.

My dad controls a seimograph and low frequency radio receiver with 2 Atari 800s via their joystick ports- it works very well. As a sidenote, both 800's share the same 810 (both hook their serial bus cables to it), he syncs them at bootup so they don't both attempt I/O at the same moment- and it works...

Good luck, and be careful- 120 volts into you or the Atari will be disasterous!

Gregm

--
To reply, replace nospam with menkesjg. Thanks.

Terry McDermid <wy911@victoria.tc.ca> wrote in article
<Pine.GSO.3.95.iB1.0.980225175212.29011A-100000@vtn1>...
> Does anyone have any sugesstions on how to control 120V circuts with an
> 8-bit via the stick ports? The XEP80 interface sends data in both
> directions through the stick port.

>
>
>
>

2050. Re: How to access emulator H: using IOCB, or need help with IOCB

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.888596683@math.tu-berlin.de>
Source record: 65535

Hi Darrin!

darrins@cyllene.uwa.edu.au (Darrin Smith) writes:

>Hi I wanted to mess around with the H: device in the emulators.
>Can ayone supply to me-
>A list of the XIO commands, particularly the list directory (or
>how to get the directory in BASIC-I used to have a little menu program
>but I lost it.

Depends of course on the emulator, but David's atari800 doesn't support
any XIO commands for the H: device driver.

If a directory listing is supported depends mainly on the compilation
parameters, but if it is available, you can read the directory from basic
with a program like this:

```
10 OPEN #1,6,0,"D:*.*"
20 DIM A$(40)
30 TRAP 70
40 INPUT #1,A$
50 PRINT A$
60 GOTO 40
70 END
```

>Also if anyone has used the IOCB to binary load from H: drop me a line

See my followup below.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2051. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6d6rgrkco1@news.campus.mci.net>
Source record: 65536

On 26 Feb 1998 00:25:55, Dennis Bishop wrote:

]-It is still unlawfull to copy that software other than for your own backup.
]-I have lived with that rule and I have kept my BBS free of cracked software
]-and as long as it's online it will remain that way.
]-
]-When your idea, I guess it would be ok for someone to rip off your car too.
]-
]---
]-"You are not ready for Immortality" Kosh on Babylon 5

You tell'em Dennis! <grin> I run The DarkForce! BBS the same way...no
"cracked" or pirated software allowed...! ;-)

```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2052. Re: Atari 835 a 1200 bps modem?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F7021D.AF4BF669@teleport.com>
Source record: 65537

I had to check this for myself, and yes the 835 was a 300 baud modem.
Perhaps Atari had given thought to making it a 1200 baud unit. I talk to
several people about the 835 and they all said the samething. 300 baud
only. I do also know some of the BBS here on the west coast that still
let 300 baud users connect to them.

Mark Newton-John wrote:

> Well, in the catalog, it says here:
>
> Operational rate: 300 or 1200 bits per second.
>
> The 830 acoustical modem was a 300 bps unit, but it says here the 835
> direct connect had 1200 bps capability.
>
> Now, I really can't confirm this, as I do not own an 835. (I ended up
> getting a 1030 back then) A typo? Hell, I'm not even sure if you can
> even dial a BBS and connect at 1200 bps anymore.

2053. Re: 120V relays controlled through stick port

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F70663.834C661@teleport.com>
Source record: 65538

If it were me I would use the port to gate a SCR that would in turn drive a control a triac. I would want to make sure that my Atari was isolated from the 110 volt source though. Just in case something went wrong (like a short) Would hate to fry my machine. This could be done through an optic isolator. I am also assuming that you are only going to use the ports as an output device ? If you would need help designing this type of circuit, I would be more than happy to help you with it. If I remember each port could support upto 4 of these type of controllers. Perhaps more if one multiplexed the control signal output. Anyway just a thought.

Terry McDermid wrote:

> Does anyone have any sugesstions on how to control 120V circuts with an
> 8-bit via the stick ports? The XEP80 interface sends data in both
> directions through the stick port.

2054. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6d706e$pl6$1@dartvax.dartmouth.edu>
Source record: 65539

thor@math.tu-berlin.de (Thomas Richter) writes:

>BTW, these aren't 256 colors. Brightness 7 and 8 coincide because of the way
>how they are generated, and hues 1 and 15 coincide as well. You'll end up with
>15x15 = 225 DIFFERENT colors, actually.

I thought I remembered hearing that CTIA provided 128 distinct colors,
and GTIA provided 256 distinct colors (along with new graphics modes).
Is it true that there was a difference in color generation between the
two chips? (BTW, my 800 has CTIA, making me a certifiable old-timer.)

--PC

--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

2055. software compatibility checklist

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6d70ra$t91$1@dartvax.dartmouth.edu>
Source record: 65540

I'm thinking of making a software compatibility checklist; something
that could be useful for checking to see what hardware (or emulator
mode) is needed for a given piece of software. So far, I'm thinking:

Will it run with:
800
1200XL
800XL
130XE
NTSC
PAL
CTIA
DOS2.5
MyDOS
no DOS
8K?
16K?
48K?

I'm mainly interested in binary load programs (mostly games). So for
the DOS compatibility, I'll call it compatibile if it will load from
that version of DOS. I didn't inlcude the 400, 600XL, or 65XE as I'm
assuming that their only significant difference is memory. I listed
CTIA but not GTIA as I assume that there are no programs that were
CTIA-only.

So how does that list look? What else should be added? My thought is
to reorganize the megaimages with a text file listing the contents
with the checklist (initially mostly question marks for things I
haven't tested).

--PC

--
"And he [Christopher Robin] respects Owl, because you can't help respecting
anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling
isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

2056. DOS 2.0D

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6d710q$fm0$1@dartvax.dartmouth.edu>
Source record: 65541

How did DOS2.0D differ from DOS2.0S? I assume the layout of the
sectors was identical, right? With the upper 128 bytes of sectors
360-368 ignored?

--PC

--
Q: How many Microsoft programmers does it take to upgrade a lightbulb?

2057. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: davidledbury@hotmail.com
Message-ID: <34f6327e.1044289@news.clara.net>
Source record: 65542
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

On Fri, 27 Feb 1998 12:11:06 -0000, "John Garner" <jmg7@ukc.ac.uk>
wrote:

>
>Brian Watson wrote in message
><888482323.29642.0.nnrp-08.9e98ea3a@news.demon.co.uk>...
>>Greg Malewski wrote in message <01bd4173$c1a36f80$780c93c3@gm-100ct
>[snip]
>[Brian wrote:]
>>I'm going so if anyone from Peterborough (or North of that) wants a free
>>lift up and back to/from Wetherby, e-mail me sharpish to book a seat.
>
>>Brian Watson
>
>
>And I'll be going in about an hour's time... So if anyone wants some company
>on Friday night (tonight), pop in the Brunswick pub in Wetherby about 10pm
>and ask for me. Is anyone else staying up there the weekend? Apart from those
>who live there anyway...
>
>John Garner, aka Datasoft of United Minds. Or 'robot'... But that's another
>story.
>
>John Garner
>
Frayed Knot - but if you fancy treating me to a pint tomorrow ... I'm
not arguing!

David Ledbury - Editor of Blitz SAM Diskzine
davidledbury@hotmail.com

2058. Pokey Chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Joerg Walz <jgwalz@mondrian.informatik.uni-stuttgart.de>
Message-ID: <34F71680.78C7@mondrian.informatik.uni-stuttgart.de>
Source record: 65543

Hi all!

Does anyone know, where I can order a Atari Pokey Sound Chip
in Germany.

At least a Chip-Number (if such exists) would be helpful.

By the way: has anyone successfully created a pokey sound
board for the PC-printerport as supported by the Pokey Emulator?

Thanks in advance,

Joerg

2059. Envision PC at UMich

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6d754m$6f$1@hades.csu.net>
Source record: 65544

(from the .txt file)

Introduction

Many years ago, APX released a program called Envision. It was THE game design tool. It had an integrated character editor, map maker and many other useful utilities. Having recently returned to the Atari 8-bit scene, due mostly to the high quality emulators now available, I felt like pounding out a quick game. I scrounged around for a copy of Envision--and was rather surprised to be unable to find one.

As such, I set out to write my own version. However, this time it runs on the PC (either Linux or DOS/W95). I can already hear the gasps of horror. Why write a design tool for the 8-bit that runs on a different platform? The answer is twofold: first, it is useful to switch between applications (i.e. the Atari Emulator, and EnvisionPC). Second, this type of editor begs to use the mouse. Since I haven't seen an emulator that uses the mouse--and since my Atari ST mice are all dead, I decided to write this as a cross-platform tool.

Features:
* Full featured Character/Map editor
* Work on 10 font banks at the same time
* Supports ANTIC modes 2,3,4,5,6,7
* Export fonts to BASIC, MAE, MAC/65, Action! data formats
* Initial .XFD support (may be buggy)
* Binaries for DOS/W95, and Linux
* Full source code included

EnvisionPC: Release 0.5

This is a font/map editing program similar to the old Envision program on the Atari 8-bits. It runs on an IBM PC (either Linux or DOS/W95) and includes all source code.

This is from Mark W. Schmelzenb, schmelze@ursa23.cs.utah.edu

It should be at UMich under Graphics/Editors

http://www.umich.edu/~archive/atari/8bit/ ...

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2060. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6d75oi$6f$2@hades.csu.net>
Source record: 65545

Mark Newton-John (marknewtonjohn@webtv.net) wrote:
: Hmmm. I think that text is about the only thing one would want to do
: with an 8-bit. To even tell the poor thing to display a big JPEG or even
: any kind of sound file would take forever, wouldn't it? I mean, it's
: still a 6502 running at 1.7MHz... I use used to do alot of GIF pictures
: and it wasn't speed demon then.

Nah... use a proxy server! Not only could it convert the GIFs/JPGs to
a more managable size for download and, especially, display, but it could
figure out most of the HTML tags for you! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2061. SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6d78fu$3g9$1@gte2.gte.net>
Source record: 65546

just wanted to say that i built the sio2pc cable and it was easy and works great. I want to THANK everyone who has posted info on construction of this great cable. I substituted an ordinary silicon switching diode for the germanium diode but it still works fine. If any one else is building the 1489 cable drop me a line if you want to talk about it

2062. Re: Game Manuals/documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6d77us$10v$1@hades.csu.net>
Source record: 65547

Ron Strom (I.h8.spam@dont-even-try.com) wrote:
: I just aquired an 800XL, 1050 drive, various other hardware, software,
: carts,
: etc., but am lacking documentation.
:
: Anyone know of of any sites or vendors where I can get game manuals,
: etc.

I have the entire Star Raiders game manual online in HTML form! :)
(I'm quite proud!)

http://zippy.sonoma.edu/kendrick/star-raiders/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2063. The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <34f72a18.173059994@news.ioa.com>
Source record: 65548

On 20 Feb 1998 20:13:56 GMT, dklugh@iwaynet.net wrote:

>The RESET key
>causes a NMI (via the ANTIC,I presume) and no key code.

If this is true, then how is it that I've got a routine that traps the RESET key, preventing it from doing a normal reset. Wouldn't it have to return SOMETHING in order to trap it? Or is it possible to trap it via the NMI, before ANTIC gets a hold of it?

I had some BASIC routines (actually, POKE commands if I remember right) that came from ANALOG mag to do this. There's also one to disable the break key in BASIC. Combined, I was able to write a BASIC program that was so unbreakable you'd think it was assembly coded. You know, the normal tricks to break out of a BASIC prog just didn't work.

I guess I just assumed that some kind of key code was sent since it's a simple command (relatively) to keep it from doing a reset. If anyone's interested, I'll try to find the commands in my pile of history.

2064. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2702981317370001@nntp.ix.netcom.com>
Source record: 65549

In article <uFjSZ0xQ9GA.260@ntawwabp.compuserve.com>, Dennis Bishop
<102063.112@CompuServe.COM> wrote:

>LAWS DO make it either Right or Wrong.
>--
>"You are not ready for Immortality" Kosh on Babylon 5

In this country, (the united states), laws make things either illegal or
not. There are quite a few Right things that are illegal, and quite a few
Wrong things that aren't.

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2065. Re: Pokey Chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6d7bm8$k4k$1@usenet36.supernews.com>
Source record: 65550

In article <34F71680.78C7@mondrian.informatik.uni-stuttgart.de>,
jgwalz@mondrian.informatik.uni-stuttgart.de wrote:
>Hi all!
>
>Does anyone know, where I can order a Atari Pokey Sound Chip
>in Germany.
>
>At least a Chip-Number (if such exists) would be helpful.
>
>By the way: has anyone successfully created a pokey sound
>board for the PC-printerport as supported by the Pokey Emulator?
>
>Thanks in advance,
>
>Joerg

If you can get your hands on a 7800 game cart, Break off the case and there
will be one inside.

2066. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <888616026.841915@proxy.netwing.at>
Source record: 65551

>I thought I remembered hearing that CTIA provided 128 distinct colors,
>and GTIA provided 256 distinct colors (along with new graphics modes).
>Is it true that there was a difference in color generation between the
>two chips? (BTW, my 800 has CTIA, making me a certifiable old-timer.)

Uhm, I don't know about the color-count, but that could be correct.
AFAIK the "only" (hardware-) difference between 800 and 800XL
series-machines
is the CTIA/GTIA-chip (adds GTIA-modes 9-11 ?)
(and off course, the OS is different ;-])

-rudi
PS: Sorry for my bad english
PPS: Atari800 rulez! Can you say M.U.L.E. 4Player?

2067. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Greg Menke <NOSPAM@erols.com>
Message-ID: <01bd43ca$baee8310$64646464@gregm>
Source record: 65552

There is a page zero vector for the reset key- so its easy enough to route the call right back though a return. I think the call is precipitated by NMI however. The XL series fancied it up a bit, making the reset a bit more authoritative... Remember the 400/800 locking up so a power off/on was required, the Reset key doing nothing...? That vector was used to re-initialize hardware, the device table and lots of other stuff, but NOT user memory- so your program would still be there- the standard warmboot. If I recall, there was a POKE you could apply, causing the next RESET to coldboot the system.

The Break key is detected by K: (IIRC) and a flag set which E: acts upon. Basic might also test the flag also. There are a couple spots where you can suppress the keystroke.

As far as making things unbreakable, I did a little wedge into E: which would detect a break to READY and repond by stuffing the keyboard with RUN- it was a VERY annoying little routine actually.. ;)

Memory locations wise? Sheesh, its been way too long ago for me, but I'd be happy to try digging for them.

Gregm

--
To reply, replace nospam with menkesjg. Thanks.

Steven Posey <sposey@ioa.com> wrote in article
<34f72a18.173059994@news.ioa.com>...
> On 20 Feb 1998 20:13:56 GMT, dklugh@iwaynet.net wrote:
>
> >The RESET key
> >causes a NMI (via the ANTIC,I presume) and no key code.
>
> If this is true, then how is it that I've got a routine that traps the
> RESET key, preventing it from doing a normal reset. Wouldn't it have
> to return SOMETHING in order to trap it? Or is it possible to trap it
> via the NMI, before ANTIC gets a hold of it?
>
> I had some BASIC routines (actually, POKE commands if I remember
> right) that came from ANALOG mag to do this. There's also one to
> disable the break key in BASIC. Combined, I was able to write a BASIC
> program that was so unbreakable you'd think it was assembly coded.
> You know, the normal tricks to break out of a BASIC prog just didn't
> work.
>
> I guess I just assumed that some kind of key code was sent since it's

> a simple command (relatively) to keep it from doing a reset. If
> anyone's interested, I'll try to find the commands in my pile of
> history.
>

2068. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <34f73705.176369261@news.ioa.com>
Source record: 65553

On 24 Feb 1998 23:08:34 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>
>Re: joysticks...
>
>By far Wico's Bat Command Control joystick is the best, most
>durable, and most responsive joystick I have ever seen. I have
>like 3 or four in my possession. Don't even consider other ones.
>--
>
> ||| ////Pakrat |||
>/ | \ Discover Atari - and discover how far you can go! / | \

The Bat itself might last forever, but my cord has been shorted out for years -- it won't go left! Does anybody know how to get a wiring diagram for the thing so I can put a new cord on it?

Steven

2069. Re: The Pirate thing continues.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd43cd$5fe14f40$0201010a@fernando>
Source record: 65554

Lets give it a rest everyone. This has been addressed a million times in Atari forums and more in other forums. We all know the arguments by now.

I could see where this stuff would be of interest in the nintendo and sony forums where the kiddies are discovering piracy.

Fernando

Jon D. Melbo <jmelbo@pressenter.com> wrote in article
<34f5fac2.62685684@news.pressenter.com>...
> I quote Denis Bishop where ">" are seen:
>
>
> >Everytime a copy is made and even just traded, it takes $$ from
> >the person and/or company that sold the software in the 1st
> >place.

2070. Re: 14c89?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <34f738ff.176874871@news.ioa.com>
Source record: 65555

On 24 Feb 1998 22:02:43 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
>> The sales drone at Radio Shack
>> couldn't find a listing for it in their catalog and I couldn't find it on
>> the shelf. Even the local fancy RS alternative didn't know what I was
>> talking about (probably becasue I don't know myself).
>
>If the people at Radio Snack talk to you, just smile and back away slowly. :)
>
>Steve

Oh, I have to laugh with you on that one -- I left the Shaft 2 years ago for a real job, so I know what you mean. The real kicker is that they've got just about all the parts you could need for most projects, but the employees are pushed to sell all the high dollar stuff, otherwise they won't get any commissions, so no one wants to deal with the "back wall" sales. Even still, I think the year I was there I only made about $8,000. Maybe that's because the tinkerer in me wanted to help the parts customers, so I lost out on the "real" money.

Linda, the main problem with the RS catalogs, even the "backroom" books, is that they're never reliable because parts manufacturers come and go. If you're looking for a part, and RS suggests a "replacement" number, it's usually because no one is making the part you want anymore. Of course, that's not really the drone's fault, but it definitely didn't make him/her look any better, right?

They say, "you've got questions, we've got answers." They never said they were the right answers.

Steven

P.S. I built the SIO2PC cable with a quad receiver from the Shaft, but I don't remember which one it was. Technically, it only needs to be a dual-line receiver, but I don't think they make one. I don't know if RS has more than one type of quad, so you can probably make it work with whichever one they have. Don't quote me on it, though... I used to work there, you know ;-)

2071. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f83f92.6367467@news.pressenter.com>
Source record: 65556

On Fri, 27 Feb 1998 22:00:23 GMT, sposey@ioa.com (Steven Posey) wrote:

>The Bat itself might last forever, but my cord has been shorted out
>for years -- it won't go left! Does anybody know how to get a wiring
>diagram for the thing so I can put a new cord on it?

Since you have one just make your own wiring diagram. If the
conductors in the cord are color coded it should be no problem. All
that is needed is disassembly of the main unit to see which color
wires go where on the board. Then cut off the very end of the cord
(the end with the plug on it). Using a continuity check, determin
which color wires go to which pin assigmnet. Now you know which pins
go to which areas on the circuit inside the stick housing, and that is
the wiring diagram you need to make a new cable.

*** Please make sure responses are also sent via email.

2072. WTB: Atari 800XL or 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: staalejg@ix.netcom.com
Message-ID: <34f82e4c.787973@nntp.ix.netcom.com>
Source record: 65557

I am looking to buy either an Atari 800XL or 130XE. Must come with
all cables, etc... Must also inlcude a 1050 Disk Drive.

Please mail any info!

2073. Re: Atari 835 a 1200 bps modem?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F74193.64F39317@teleport.com>
Source record: 65558

What the heck does it matter if you are a 300 baud user of something faster. Most "private" bbs give you a time limit usally. So what do they care if you logon to the BBS at 300 baud or faster? a time limit is still that no matter how fast you are going at. Face it some people have no desire to buy anything faster.

Alan Sharkis wrote:

> Yes, you can! I call the Fordham Jesuit BBS, which carries the Fidonet
> National Atari Echo. I come in at 28.8Kbps (the BBS is rated at 33.6) but
> they still allow 300 baud connections. I also call The New Nest BBS, a PRO
> board that runs at 19.2 but still allows 300 baud connections. Same with
> the T.A.C.O. Bell BBS, which never exceeded 2400 and certainly still allows
> 300.
>
> Face it. We can't afford to be snobs about this stuff. I believe I know
> why some sysops complain about slower callers, but there are enough who
> don't act on those feelings to make all callers welcome.
>
> Mark Newton-John <marknewtonjohn@webtv.net> wrote in article
> <6d63o0$58l$1@newsd-199.bryant.webtv.net>...
> > Now, I really can't confirm this, as I do not own an 835. (I ended up
> > getting a 1030 back then) A typo? Hell, I'm not even sure if you can
> > even dial a BBS and connect at 1200 bps anymore.
> >

2074. Re: Atari 835 a 1200 bps modem?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <34F73F93.1BEEF55F@atari.nu>
Source record: 65559

The Atari 835 is a 300 baud ONLY modem, however the software cartridge: Telelink II did have an option to switch between 300 & 1200 baud even though the hardware wasn't able to support it. What may have been happening is there may have been plans for a 1200 baud modem, but they may have fallen short of time or it would have been too expensive at the time. I heard at one time about an Atari 837 but I have never been able to confirm this number designation either through conversations with ex-Atari engineers or in any of the engineers manuals I've gone through so this may have been just a rumor or nothing at all.

Curt

2075. Re: Anyone completed ROF, KR?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6d7lkg$hma@bgtnsc02.worldnet.att.net>
Source record: 65560

Ya never know.. lucasflms could be reading this right now!! Rescue uns SO nice on a emulated atari on the pc that's it's a wonder no one else has used that neat 3d fractal algorithm for some other flight sim...If we could only get the keys working right, it's be a DREAM on the pc!! ;)

there's gotta be somene smart enough to figure out what the problems are on the emulated versions, and patch the main files.. it's REALLY hard to go back to the REAL atari and play fractalus, after seeing how fast ans smooth it is on the emulators on the pc's....

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html
abuse@worldnet.att.net
Rieder Rudi wrote in message <888585948.902536@proxy.netwing.at>...
>>I played about to level 90 of fractalus.. and it gets almost
uncontrollable
>>at that point, there are so many saucers and shots fired at you..
>
>
>Once I've heard that there is a mothership on level 24 or something ?!
>
>
>>GREAT game though, and I'd LOVE to see a updated PC 98 version..
>
>
>What would a new version be like? (on PC or Project X or ...)
>If you think about the performance-increase since ...
>uhm..super-smooth (60fps), true color, photorealistic ...?
>I could really get depressive if I think about that no one will make that
>kewl game!
>
>-rudi
>PS: Sorry for my bad english.
>
>
>

2076. 600xl -v- 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6d7om0$a6l@sjx-ixn9.ix.netcom.com>
Source record: 65561

Wondering why the 800xl is physically much larger (L x W) than the 600xl, if all the difference is in 2 memory chips. Any idea? Are there actually 4 times as many memory chips in the 800xl?

Thanks.

2077. Re: Boston area 8-bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <6d8eoq$3cp$1@guysmiley.blarg.net>
Source record: 65562

I don't know.. how many?

Preston F. Crow wrote in message <6ci5ah$t6j$1@dartvax.dartmouth.edu>...
>--
>Q: How many Microsoft programmers does it take to upgrade a lightbulb?

2078. Re: catweasl reads old floppy formats on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6d57vdrj6@news.iwaynet.net>
Source record: 65607
Cross-posted to:
comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,comp.emulators.misc

On 1998-02-15 he110@cleveland.Freenet.Edu(BillR.Core) said:
>Perhaps the CatWeasel people could make themselves useful on
>C.S.A.8. and write Device routines for SpartaDOS X to allow
>reading/writing of PC, MAC, Amiga, Apple][, C64, etc.
>This is something I'd really like to see. When used in
>conjunction with SDX's PATH command, it could be implemented.

For IBM disks you need a Happy drive that's been re-programmed.There might be other drives out there but they need 512 bytes plus however much RAM the patch programme takes.

The other computers you mentioned use the GCR (and others?) disk format instead of MFM (and FM) like Atari and IBM use.So just forget about them.

Net-Tamer V 1.10.1 - Test Drive

2079. Re: The Pirate thing continues.

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6d56nf$9sh$1@pale-rider.INS.CWRU.Edu>
Source record: 65608

Uh oh.

2080. Re: XL-it.. has developement been stopped?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f62663.73856176@news.pressenter.com>
Source record: 65609

On Thu, 26 Feb 98 23:46:13 GMT, me@not.here (#@#) wrote:

>In article <Pine.BSF.3.95.980226101549.24585A-100000@arrakis.cs.put.poznan.pl>, Mariusz Wojcieszek <mariuszw@arrakis.cs.put.poznan.pl> wrote:
>
>> Why won't Markus make available the source of XL-it! and let others
>>continue his work ?.
>
>Maybe because it's his and it's his decision.......? You could try asking
>him......

Just speculating here now but... perhaps it's because Markus considers development "paused" rather than "stopped." Maybe he entertains notions of getting back to it when he has the time to do it, as far in the future as it may seem. If he ever will get the time to work on it who can say. Maybe I'm way off target. But it certainly is his descision. Markus are you watching? Care to comment?

Jon

*** Please make sure responses are also sent via email.

2081. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <19980227024901.VAA04121@ladder02.news.aol.com>
Source record: 65610

It should have come with DOS-XL which has a thing called gtsync.com - that
makes it run at 3X normal speed with disks formatted in dos-xl.
I think there is a way to make it go fast in SpartaDOS but I don't how.

2082. Re: Archived Software?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6d57v8rj1@news.iwaynet.net>
Source record: 65611

On 1998-02-21 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>"John Smith" (x@x.x) writes:
>> Greetings. I am a newcomer (once-again-comer) to the group.
>>Last time I was here, I remember seeing a few more ftp sites
>>containing archived games / applications than I see now. Anyone
>>know of a site that has a bunch of games archived together
>>("zip"ped, e.g.) for use with the SIO2PC cable and a PC? I found
>>a site at umichigan that has a few files, but nothing substantial,
>considering the established software base! >
>> I understand one can use APE with the Atari 8bit, but is there a
>>routine to force a PC 1.2Mb 5.25" drive to write 180K (US
>>doubler) and thus copy the ftp-ed files to Atari disk? Is this a
>>route worth my time or should I build the SIO2PC cable?
>Yes, it will be alot simpler to use APE than to download files and
>then try and rig a system to put them onto floppies that will just
>have to be read again on teh Atari.
>Unless you want to spend lots of time with floppies again :)

(this is gleaned from the FAQ)
If you can get a hold of a Speedy 1050 upgrade you can upgrade your 1050 drive
to go much faster than a US Doubler 1050 or APE.
USD1050=53200,APE(reading)=57600,APE(writing)=38400,Speedy 78000 baud.
If you're using APE with a hard disk drive or disk buffer software then that
counts as a built-in track-buffer.So that'd make it a little faster (%10) than
a Happy drive.(presuming Happy drive go at 53200,like my Duplicator clone)
I assume it also gives you double density.

Someone mentioned that he got 96000 baud out of some drive.
(I thought he said the Speedy 1050)
And the Karin Maxi PBI floppy drive gets 11.25 kilobytes per second.
I use a P:R:Connection to download the files from my IBM to my Atari.
You might try MYUTIL to write the files out to a MyDOS or SpartaDOS disk.

Net-Tamer V 1.10.1 - Test Drive

2083. Re: Color Artifacts

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6d57v9rj2@news.iwaynet.net>
Source record: 65612

On 1998-02-23 fom@mchp.siemens.de said:
>Is the color artifacting in Xlit realistic ?
>I need this for an emulator enhancement.

It's realistic for Ultima and it's ilk.But StarFleet messes up because turning on artefacting in XL-IT causes the foreground colour to be set to bright white. Since StarFleet uses a background colour (un-affected by XLIT) of off-white it's nearly un-usable.While other games are still playable they may not look that good.

Net-Tamer V 1.10.1 - Test Drive

2084. Re: How do you make a Megaimage?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6d57varj3@news.iwaynet.net>
Source record: 65613

On 1998-02-21 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>(dklugh@iwaynet.net) writes:
>> But remember that the last two sectors will be useless.So just
>>create a image with 2 more sectors than you need.
>> (this applies even to the new 1.16 version)
>Why will the last 2 sectors 'be useless'?

How the hell would I know;you made APE.
But a ATR created by APE shows up as having 718 sectors instead of 720.
You can test it with PC Xformer or Ken Siders' ATR software.
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm
His ATREXTR will list the ATR as having 718 sectors.(instead of 720)

I wanted to test it with XL-IT but Diskcomm is WAY to slow under XL-IT and
VTOCFIX doesn't work because XL-IT drives aren't configurable and VTOCFIX can't
understand a non-configurable drive that's double density.
(i.e.all double density drives in Real Life(TM) are configurable)

The problem only shows up in 256 bytes-per-sector disks.

Net-Tamer V 1.10.1 - Test Drive

2085. Re: My favorite ATR - battle.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6d57vbrj4@news.iwaynet.net>
Source record: 65614

On 1998-02-21 asharkis@erols.com said:
>tom cody <tom_cody@one.net> wrote in article
><6cksuk$1j4@usenet46.supernews.com>...
>> In article <01bd3dc5$4f78a440$0201010a@fernando>, "Fernando Ortiz"
><fernando.ortiz@mci2000.com> wrote:
>> >Are you trying to get c.s.a.8bit removed from servers that don't
>>carry >binaries? DONT post this in this group...there are binary
>newsgroups for
>> >this stuff.
>> >
>> >
>> >ronwizbot@juno.com wrote in article <34ec891c.163657169@news.ou.
>>edu>... >> Battle Trek ATR... boot with Basic. I made this ATR
>>from my original >> floppy from Voyager Software...
>> >>
>> >>
>> thanks for the ATR not all people feel the same as above. I do
>not check the
>> atari binary group because there is nothing there but SMUT ads
>and WAREZ ads.
>> once again thanks
>Exactly my point.
>All you need to reduce the spammers in any newsgroup is to post
>tons of stuff that's on-topic!
>Your call, guys!

He could have at least have ARCed it!

Net-Tamer V 1.10.1 - Test Drive

2086. Re: what dos's support the 360k format for the XF551?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6d57vcrj5@news.iwaynet.net>
Source record: 65615

On 1998-02-15 tom_cody@one.net(tomcody) said:
>I think ADOS does but do any others?

Any DOS that lets you have 1440 sectors per disk.The kind of double sided format doesn't matter since DOS doesn't see the physical format of the disk anyway.(that's for the 6502 chip in the disk drive to take care of)

Net-Tamer V 1.10.1 - Test Drive

2087. 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <19980227030800.WAA07683@ladder02.news.aol.com>
Source record: 65616

I found an Atari FAQ somewhere and it said you can display 256 colors simultaneously. Can it be done in basic on an 800XL? The most colors i ever used was 16 in graphics 11

2088. Re: Spelunker to the end?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <34f634c5.702727@nntp.best.com>
Source record: 65617

On Sat, 21 Feb 1998 19:15:37 -0500, "GAREEE!"
<gareee@worldnet.att.net> wrote:

>Now NECROMANCER is QUITE different!! anyone ever beat that one?? and what
>was the ending like??
>

Sure have... on XL-it!, on a 486-75. Game got easy to the point where
I was able to destroy all 40 spider larvae easily, which made part III
(the necromancer/tombstone area) spirder-free. ;-) (save for the
mother spider)

Anyway, it does just what it says it does in the manual... that is,
the screen (forest) flashes into a rainbow of colors upon destroying
the necromancer. Nothing big, but nonetheless rewarding (i'd imagine
on a real 8bit, on which the game is much harder)

The Morbid Guy

Anti Spam technique in place... to reply,
remove "antispam" from email address

2089. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F673F8.7CE7DE6A@teleport.com>
Source record: 65618

I hate to burst your bubble, but the 600XL DOES NOT use 256X1 memory chips it use 2 16X4 chips. to do the internal upgrade replaceing the internal memory would require 64X4 K chips (2 of them) I doubt that you will find these on a old IBM motherboard or on the video card. Actuall Best Electronics should be able to supply them if need be. ($2.50ea)
For $20 or so dollars you can buy the 1064 (64K) plug in memory module. This was designed by Atari itself. There are a few hacks that can be done using a standard 4464 chip, but this can get spendy. $2.00 a pop for the chip time 8 plus you hacking your machine - more than you would pay for the 1064 plug in module. Hey it is only a thought. If you need the upgrade for docs for the 64K upgrade. Drop me a line, and I can e-mail them to you.

dwmoar

kenames@inreach.com wrote:

> > Anyone know a good source for the DRAMS?
> >
> > Thanks in advance!
> >
> >
>
> old video cards for the pc are good dram sources for the 600xl
> upgrade, others can be gotten from Nuts&Volts mag ads or possibly
> older pc motherboards that used the 256k x 1 drams. I have a couple
> here.

2090. Re: 1982 Atari Home Computer Product Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F676C7.19755AA3@teleport.com>
Source record: 65619

835 modem 1200 baud ?????? Don't think so!!!! oh no the 835 modem was a 300 baud direct connect unit and so was the 1030 that came after it. AFAIK only the SX212 was a 1200 baud modem.

Just food for thought!

Mark Newton-John wrote:

> Rummaging through all my 8-bit stuff, I found this catalog I must have
> gleaned from an Atari dealer back then.
>
> For collectors information, this is a four-color catalog on slick paper,
> with a large Atari logo in rainbow colors. 34 pages, it describes in
> detail current hardware and software, and the catalog numbers for the
> software.
>
> Primarily focusing on the 400 and 800 computers, it shows the 810, 410,
> 830 acoustic modem, 822 thermal, 820 40 column, 825 80 column printers,
> and an 850 interface.
>
> Does anyone know about the Calculator program (CX8102) that is in here?
> I don't recall ever seeing it.
>
> I also have another 1982 catalog, when they were starting to transition
> to the XL line. This catalog is silver, but with red horizontal lines.
> Mainly a big Atari brouchure, it tells prospective customers what you
> can do with your Atari computer.
>
> Mainly 400 and 800 computers, but there are a couple of XL peripherals
> displayed.
>
> The new 1010 recorder and the 1020 color printer are displayed with a
> 400, an 835 direct connect modem (1200 bps!), and a 410 recorder.
> Another display has the 800 with the 1025 printer and other peripherals.
>
> This catalog is 33 pages.

2091. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F6756A.95FEE1A3@teleport.com>
Source record: 65620

Actually there were some 600 XLs that the ram was soldered directly to the motherboard. I have done several ones that were like this. If your machine has the memory soldered to the main board. I would suggest the installation of sockets. They do make life so much easier.

Brent Buescher wrote:

> "Johnny Zymurgy" <thehelmet@hotmail.com> writes:
>
> > Don't remember if the 600xl's chips are
> > socketed.
>
> AFAIK, all 600XLs are fully socketed.
>
> Brent

2092. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F67817.FFB6CBB3@teleport.com>
Source record: 65621

where is it written that IBM was a speed deamon? Shit for the piss poor programs (sloppy written ie. windows) it has to have a fast processor to make it even look good. As far as graphics it isn't all that great itself. It is a shame that you have to compair apples to oranges and web tv to the internet. By the way if Microsoft owns WebTV that it has it little sticky fingers in it, you can bet on it.....

Mark Newton-John wrote:

> Hmmm. I think that text is about the only thing one would want to do
> with an 8-bit. To even tell the poor thing to display a big JPEG or even
> any kind of sound file would take forever, wouldn't it? I mean, it's
> still a 6502 running at 1.7MHz... I use used to do alot of GIF pictures
> and it wasn't speed demon then.
>
> So anyway, does it utilize the XEP80 or other 80 column device, or does
> it emulate 80 columns?
>
> On the other hand, I would expect most of the users here to use some
> type of IBM or Apple computer.

2093. Re: 4th Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: John Garner <jmg7@ukc.ac.uk>
Message-ID: <6d6ah9$d7s@minerva.ukc.ac.uk>
Source record: 65622
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric,comp.sys.sinclair

Brian Watson wrote in message
<888482323.29642.0.nnrp-08.9e98ea3a@news.demon.co.uk>...
>Greg Malewski wrote in message <01bd4173$c1a36f80$780c93c3@gm-100ct
[snip]
[Brian wrote:]
>I'm going so if anyone from Peterborough (or North of that) wants a free
>lift up and back to/from Wetherby, e-mail me sharpish to book a seat.

>Brian Watson

And I'll be going in about an hour's time... So if anyone wants some company
on Friday night (tonight), pop in the Brunswick pub in Wetherby about 10pm
and ask for me. Is anyone else staying up there the weekend? Apart from those
who live there anyway...

John Garner, aka Datasoft of United Minds. Or 'robot'... But that's another
story.

John Garner

2094. Re: XL-it.. has developement been stopped?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Mariusz Wojcieszek <mariuszw@arrakis.cs.put.poznan.pl>
Message-ID: <Pine.BSF.3.95.980227111900.17931A-100000@arrakis.cs.put.poznan.pl>
Source record: 65623

```
On Thu, 26 Feb 1998, #@# wrote:

>
> > Why won't Markus make available the source of XL-it! and let others
> >continue his work ?.
>
> Maybe because it's his and it's his decision.......? You could try asking
> him......
>
>
Good idea, but I don't know the Markus' e-mail. Send me, if you can.
Mariusz.
```

2095. Atari 835 a 1200 bps modem?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d63o0$58l$1@newsd-199.bryant.webtv.net>
Source record: 65624

Well, in the catalog, it says here:

Operational rate: 300 or 1200 bits per second.

The 830 acoustical modem was a 300 bps unit, but it says here the 835 direct connect had 1200 bps capability.

Now, I really can't confirm this, as I do not own an 835. (I ended up getting a 1030 back then) A typo? Hell, I'm not even sure if you can even dial a BBS and connect at 1200 bps anymore.

2096. Re: Atari 835 a 1200 bps modem?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd437b$ca699f40$70c2accf@asharkis.erols.com>
Source record: 65625

Yes, you can! I call the Fordham Jesuit BBS, which carries the Fidonet National Atari Echo. I come in at 28.8Kbps (the BBS is rated at 33.6) but they still allow 300 baud connections. I also call The New Nest BBS, a PRO board that runs at 19.2 but still allows 300 baud connections. Same with the T.A.C.O. Bell BBS, which never exceeded 2400 and certainly still allows 300.

Face it. We can't afford to be snobs about this stuff. I believe I know why some sysops complain about slower callers, but there are enough who don't act on those feelings to make all callers welcome.

Mark Newton-John <marknewtonjohn@webtv.net> wrote in article <6d63o0$58l$1@newsd-199.bryant.webtv.net>...
> Now, I really can't confirm this, as I do not own an 835. (I ended up
> getting a 1030 back then) A typo? Hell, I'm not even sure if you can
> even dial a BBS and connect at 1200 bps anymore.
>

2097. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd437c$566f91c0$70c2accf@asharkis.erols.com>
Source record: 65626

I use my Pentium for the Web (as often as I go to the Web, which isn't very
often.) Most of what I do concerns newsgroups and e-mail. You're right.
Anyone (I stay away from the "i" word) can use a PC to do the Web. What
I'm proposing is even more of a challenge than using 8-bits to surf. I
propose that somebody find a way to connect an 8-bit at more than 19.2Kbps.
Now, THAT's a challenge!

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<x-UF-0s.tandrews16@delphi.com>...
> Mile23 <mile23@usa.net> writes:
>
> >You know, perfectly useful 486/33 clones can be had for as low as $150
if
> >you know where to shop. As can older Macintoshes (like IIcis and the
like).
> >Find a cheap color monitor (in the $100-$200 range), hook up a $150
modem
> >(which you might already have, hooked up to your Atari), and voila. 256+
> >colors and no need to build special hardware, emulate 80 columns, etc.
> >
> >Just a thought. :-)
> >
>
> I think you're missing the point here. Any idiot can browse the Web with
a
> PC. One need only look at all the ones doing it to see that.
>
> To browse the Web with an Atari 8-bit takes a special kind of idiot - one
> who likes a challenge.
>
> So tell me, are you just any idiot, or are you, like me, something
> special?
>
> TJ
>
>

2098. Re: Atari 600XL 64k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6d6dsnffn1@nets3.rz.RWTH-Aachen.DE>
Source record: 65627

In article <34F42F8E.555D0328@silmaril.imib.rwth-aachen.de>, Stefan Birmanns <sbirmanns@silmaril.imib.rwth-aachen.de> says:
>
>> Or what I really want to know:
>>
>> If your computer is already internally memory expanded, would an external memory upgrade work too. And how does the computer know when to select intern
>>
>> CU Mathy Van Nisselroy
>
>There is an /EXTSEL Signal on the PBI. It signals the computer to disable the internal RAM.
>
>cu
>Stefan Birmanns

Howdy Stefan

So If I had a 130XE with a 1 MB MIO and an internal 1 MB memory upgrade, the computer would only see the external 1 MB (in the MIO).
(I don't own a MIO, and from what I hear of it (some of them are very unreliable and any program you have in memory will disappear once you go into the Mio menu)
I don't want one. But 1 MB still sounds good. Damb, those PAL's are expensive.)

CU Mathy Van Nisselroy

2099. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <888585407.463234@proxy.netwing.at>
Source record: 65628

>I found an Atari FAQ somewhere and it said you can display 256 colors
>simultaneously. Can it be done in basic on an 800XL? The most colors i
ever
>used was 16 in graphics 11

Yes...but I don't know how exactly.
You know how to make display-lists?

Uhm.. I've seen a method with switching (fast) between
gr.9 (16lum) and gr.11 (16col) what gives a mixture
16colors with 16luminance(?) = 256colors. But that flickers...30/25Hz...

There is another method, but Im not sure how that works...
it looks the same but without flickering.

-rudi
PS: Sorry for my bad english

2100. Re: Anyone completed ROF, KR?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <888585948.902536@proxy.netwing.at>
Source record: 65629

>I played about to level 90 of fractalus.. and it gets almost uncontrollable
>at that point, there are so many saucers and shots fired at you..

Once I've heard that there is a mothership on level 24 or something ?!

>GREAT game though, and I'd LOVE to see a updated PC 98 version..

What would a new version be like? (on PC or Project X or ...)
If you think about the performance-increase since ...
uhm..super-smooth (60fps), true color, photorealistic ...?
I could really get depressive if I think about that no one will make that
kewl game!

-rudi
PS: Sorry for my bad english.

2101. Re: ALORS!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd4393$064b65e0$b0f7c9c7@cct-w95-gtho>
Source record: 65630

Umm,

are you looking for general Atari software in .ATR format or are you just
looking for French Atari software??

for general software, start at http://www.hackerz.com

I don't know where to find French Atari software!

est'ce que vous cherchez pour les logiciels d'Atari generale dans le format
ATR ou juste les logiciels d'Atari Francais??

pour les logiciels generale, commence a http://www.hackerz.com

je ne sais pas des places pour les logiciels Francais!

> ce monde est pleins d'incertitudes!!!

d'accord!

bon chance

Graham - using his best Franglais :)

---
remove the .nospam from the E-mail address to reply.

2102. Trackball query

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <888593369.458770@proxy.netwing.at>
Source record: 65631

Ok, the trackball has a switch for tb=trackball and js=joystick.
I know how to recognize the jostick in basic.
How does the trackball-mode work ? with the paddle-query ?
How does the trackball work ? Analogue or digital ?

-rudi
PS: Sorry for my bad english

2103. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-27 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.888596021@math.tu-berlin.de>
Source record: 65632

Hi!

teej213360@aol.com (Teej213360) writes:

>I found an Atari FAQ somewhere and it said you can display 256 colors
>simultaneously. Can it be done in basic on an 800XL? The most colors i ever
>used was 16 in graphics 11

No, not entirely in basic. You need at least a tiny machine language routine
that sets the color in a DLI (display list interrupt, i.e. it exchanges the
color registers "on the fly" while the display is generated). The trick is
to use the DLI for changing the background color of a graphics 9 display.

BTW, these aren't 256 colors. Brightness 7 and 8 coincide because of the way
how they are generated, and hues 1 and 15 coincide as well. You'll end up with
15x15 = 225 DIFFERENT colors, actually.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2104. Re: Atari 400 power suppl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Dan Stephans II <adept@mcs.com>
Message-ID: <34F86F80.68E7E60F@mcs.com>
Source record: 65383

I picked up a 400 at a thrift without a PS, however I am using a Shiva modem PS
that has the correct voltage and similar amperage as a 400 PS and it works
great. Email me for the model number.

CHeers,

Dan

Greg Menke wrote:

> We had a bunch of the power supplies just die. The 1050/400/800 supplies
> are identical as far as I know, I think they fail because they are slightly
> underrated for the 400/800 load- so they overhead insulation fails and they
> short, blowing their own inline fuse. It is likely any 9V secondary
> transformer will work, just find one with a 3 amp or so secondary rating
> from a mail order company; All Electronics, Alltronics, etc.. If you do
> homebrew your own supply, be SURE to put an inline fuse in the primary!!
>
> Gregm
>
> --
> To reply, replace nospam with menkesjg. Thanks.
>
> Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> wrote in article
> <888626584@stackbbs.xs4all.nl>...
> > < the XF551 is a 9 volt AC adaptor rated at 1.95 amp. this is the one
> from
> > Atari. The outside sleve is the negative >......
> > A negative and positive polarisated _AC_ powersupply ??? :-))
> >
> >
> > Don't know what the Atari 800 needs for amps, but it's indeed 9V AC
> > (is non-polarized power!), and I know the 800 I was using a while ago was
> > running at an Atari 1050 power-supply, but also the current seemed not
> > to be enough. It worked however, but only for a short while, till the
> > screen turned to yellow and blanked...
> >
> > Sysop Fox-1
> >
> > Personal mail: fox-1 AT dds DOT nl
> >
> > Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
> 471)
> > ---
> > ï¿½

> >

2105. Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: caa401r@Cranfield.ac.uk
Message-ID: <1998Feb28.201001@oak.pegasus.cranfield.ac.uk>
Source record: 65384

Hello Chaps,

I haven't seen a FAQ posted to the group yet so excuse my ignorance. Is this the appriopriate newsgroup for the Atari 2600 video game system ? Most of the traffic seems to about the atari computer systems, have I subscribed to the wrong group ? Once again my apologies for such a trivial enquiry,

Thanks

Scott

2106. XEP80 and 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34F87831.A49C9DDB@erols.comX>
Source record: 65385

Ok,
I got an 850 awhile back for kicks but never really tested it out. I've had a XEP80 since they came out ad bought Atariwriter 80 for it. I finally got some time and hooked up my 800XL with the XEP80, 850 and 1010 cassette. I booted into Atariwriter80 without any problems and wrote something really quick. The long and short of it is I cant get anything printed out to my printer via the 850.

What am I missing here?

Also,
Anyone know of any good uses for the XEP80 besides Atariwriter 80? Did any other software support it like Printmaster?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

2107. Re: 600xl -v- 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6da3ib$34b@sjx-ixn4.ix.netcom.com>
Source record: 65386

>By the way, ANYBODY need the docs for the Black Box? I can scan them.
>I doubt Bob Puff would mind since you have to own a Black Box to make
>use of the docs, or plan to develope software that uses it. Either
>way I can't imagine Bob minding.

Sure! Although I don't think you can (should) post them here, as some news
readers reject binaries.

2108. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6da61a$79n$1@pale-rider.INS.CWRU.Edu>
Source record: 65387

re: Proxy Server...

THAT'S an idea! Have some sort of intermediate conversion of
GIF/JPEG/PNG files into gr. 8 bitmaps! That way, Web access would
be approximately as fast as with a PC or a MAC. I'd also like
to know if it were possible to define a small 'web' that
consists of CGS code, so we could get web pages geared
specifically to our machines? Justa thought, but that's how we
could have color web pages and lightning speed. Imagine browsing
in gr. 15 or gr. 8, with images and sounds along with the text.
A8 interactivity at its best! Browsers to support normal pages
would also be ongoing at the same time, but we could have our
own subnet. Atari8Net!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2109. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6da74g$a3q$1@pale-rider.INS.CWRU.Edu>
Source record: 65388

I don't know about the others, but I like to hear about the 2600
and esoteric things about it. That is a very versatile little
system, and new tricks continue to be found by those digging
into its secrets.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2110. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6dabc2$se2$1@gte2.gte.net>
Source record: 65389

Guy that is awesome you hooked up the sio2pc internally.(plenty of space in there!)
Yep the APE and SIO2PC software both boot the computer just like an actual drive.(except faster) It is great. I think I would have built the cable sooner if I knew that it would free me from having to use my old, decaying hunky clunky disk drive.

2111. Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6dabje$se2$2@gte2.gte.net>
Source record: 65390

Hi folks, I am trying to choose a good assembler to start with on my 800xl. Since i am learning assembly, I want to choose an assembler that has a lot of documentation so i dont have to play indiana jones trying to figure out how the assembler works. The other criteria i have is that the assembler be free.

Of course I have downloaded a few but none were very well documented or containing demo program codes. Can any one set me up?

2112. Atari Stuff on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <73902.otter@oz.net>
Source record: 65391
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

I have the following items up for auction on eBay:

5 Atari 2600 catridges: Coco Nuts, Spider Fighter, Kaboom!, E.T., and Vanguard.

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7179999

5 Parker Brothers cartridges for the Atari 2600: Spiderman, GI Joe, Q*Bert, Star Wars -- The Empire Strikes Back, Frogger

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7180677

7 Atari 5200 cartridges: Defender, Football, Galaxian, Missile Command, Pac-Man, Qix, Space Invaders

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7180927

Atari 7800 system with Ms. Pac-Man (7800), Starmaster (2600), Quick Shot joystick, power supply, RF switch and cable

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7181327

Complete Atari 800 computer system: Console, disk drive, tape drive, printer, joystick, power supplies, SIO cables, disks, and 5 cartridges -- Asteroids, Atari Writer, Basic, Centipede, Pac-Man

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7182561

Atari 2600 Remote Control Receiver Box

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7183037

All auctions are 5-days, no reserve.

-- Otter

2113. Re: PPP TCP/IP Stack

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2802981915410001@nntp.ix.netcom.com>
Source record: 65392

In article <6d939h$5i3$1@narses.hrz.tu-chemnitz.de>, Andre Fachat
<fachat@vandyke.physik.tu-chemnitz.de> wrote:

>Roland Scholz <roland@uni-koblenz.de> wrote:
>> Is there a TCP/IP stack or something else around?
>> I have heard there is PPP-software somewhere...
>> Who has got experience with internetworking with the Atari?
>
>AFAIK only for the C64 or other computers. And SLIP only, no PPP.
>http://www.tu-chemnitz.de/~fachat/8bit/osa/index.html
>
>Cheers
>Andre

There's also a tcp/ip / ppp implementation for the 16/32-bit Ataris (ST,
TT, Falcon), the name of which escapes me. Check the appropriate newsgroups
for more info.

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2114. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <6dalki$f3n@login.freenet.columbus.oh.us>
Source record: 65393

Steven Posey (sposey@ioa.com) wrote:
: On 20 Feb 1998 20:13:56 GMT, dklugh@iwaynet.net wrote:

: >The RESET key
: >causes a NMI (via the ANTIC,I presume) and no key code.

: If this is true, then how is it that I've got a routine that traps the
: RESET key, preventing it from doing a normal reset. Wouldn't it have
: to return SOMETHING in order to trap it? Or is it possible to trap it
: via the NMI, before ANTIC gets a hold of it?

It has nothing to do with key codes.
Since you can't alter the interupt vectors without switching to a RAM OS
(and RESET will switch the ROM back in)
you have to tell the OS to run a sub-routine if it sees a interupt caused
by a particular reason.For instance you can tell it if a NMI was caused by
the RESET key (as oppossed to a DLI or VBI) to run a sub-routine.But the
RESET always happens first so your sub-routine will have to restore the
graphics mode and so on.There are only three interupts,compared with IBM's
256.
1.IRQ (interupt request)
This is pretty much everything but RESET,DLI and VBI.
The IRQ only gets through if the CPU doesn't have interupts turned off.
As far as I can tell all 256 IBM interupts are like this.
(the IBM term "IRQ" means something different)
2.NMI (non-maskable interupt)
These interupts are not blocked when you block IRQs or else you couldn't
use IRQs and NMIs together.It's caused by a DLI,VBI and RESET.
But you can tell the ANTIC chip not to generate NMIs for DLIs and VBIs.

: I guess I just assumed that some kind of key code was sent since it's
: a simple command (relatively) to keep it from doing a reset. If
: anyone's interested, I'll try to find the commands in my pile of
: history.

It's simpler to intercept a interupt than a key-code.
--
The Doctor

2115. Re: Atari 835 a 1200 bps modem?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <6dam43$gid@login.freenet.columbus.oh.us>
Source record: 65394

Alan Sharkis (asharkis@erols.com) wrote:
: Yes, you can! I call the Fordham Jesuit BBS, which carries the Fidonet
: National Atari Echo. I come in at 28.8Kbps (the BBS is rated at 33.6) but
: they still allow 300 baud connections. I also call The New Nest BBS, a PRO
: board that runs at 19.2 but still allows 300 baud connections. Same with
: the T.A.C.O. Bell BBS, which never exceeded 2400 and certainly still allows
: 300.

I've heard people talk about how older MODEMs have problems with newer
MODEMs but I think this has to do with compression standards.300 baud is
just too simple to mess up implementing.

: Face it. We can't afford to be snobs about this stuff. I believe I know
: why some sysops complain about slower callers, but there are enough who
: don't act on those feelings to make all callers welcome.

I never understood it.If you have a time-limit then your slow baud rate won't
make time go slower.
--
The Doctor

2116. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <6damjm$i2e@login.freenet.columbus.oh.us>
Source record: 65395

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: "Rieder Rudi" <rieder@MAPSONkufgem.at> writes:
: > Preston Crow wrote:
: >>I thought I remembered hearing that CTIA provided 128 distinct colors,
: >>and GTIA provided 256 distinct colors (along with new graphics modes).
: >>Is it true that there was a difference in color generation between the
: >>two chips? (BTW, my 800 has CTIA, making me a certifiable old-timer.)

: >Uhm, I don't know about the color-count, but that could be correct.
: >AFAIK the "only" (hardware-) difference between 800 and 800XL
: >series-machines
: >is the CTIA/GTIA-chip (adds GTIA-modes 9-11 ?)
: >(and off course, the OS is different ;-])

: Actually, GTIA was introduced into the 400/800 line well before anyone
: had heard of a 1200XL or anything like that. Probably the majority of
: 800s came with GTIA, and many others were upgraded (I remember when
: our users group ordered a bunch of GTIA chips from Atari, but I didn't
: get one).

: The 800XL has a number of changes from the 800. Most notably:
: * 64K with bank select to switch between ROM and RAM.
: * Built-in BASIC
: * different OS ROMs.
: * PBI
: * Only 2 joystick ports

And the artefacting colours get swaped.That's why Ultima 4 asks you what
colour the top bar is.(press ^X while booting to see what I mean)
So if you think that Origin choose stupid colours just try playing it on
the opposite machine.
(you'll have to adjust the TINT to get blue & green for Ultima)

And my 800 has a GTIA as well so that has nothing to do with it.
--
The Doctor

2117. Re: WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <6dan16$j9j@login.freenet.columbus.oh.us>
Source record: 65396

Mark Newton-John (marknewtonjohn@webtv.net) wrote:
: I never said that WebTV is better than a PC. For some users it might,
: for others, might not. Same reason that an Apple might or might not be
: better than an IBM for some things...

: In any case, Microsoft may own WebTV, but they do not have their sticky
: little hands in it. It uses a proprietary browser, but it is mostly
: acronym compliant. (HTML 3.0, Real Audio, Shockwave, frames, Javascript,
: blah, blah, blah)

Well there's a problem right there!
There is NO HTML 3.0 standard.IT went from 2.0 straight to 3.2.

: Upgrades are automatic, sent over the phone lines when you turn it on.
: They absolutely will not crash. The display uses proprietary hardware
: and software to optimize the picture for a television, and it works
: better than most of the scan converters for PCs.

: 33.6 bps for the Classic, 56k for the WebTV Plus. Expansion port, Smart
: Card slot, S-Video, stereo audio, uses IBM keyboards, an infrared
: keyboard that really works...

It needs to have a RGB output.
Which reminds me of something that happened to me at Electronic Boutique.
I asked if they had any RGB cables for the Saturn and they just stared at
me like I was from another planet.But one worker spoke up and said that
"RGB was a type of monitor that isn't used anymore".
I only have old IBM computer so I'm out of date.Do IBMers not USE RGB
anymore???

: It uses a RISC processor. The Plus has a 4Gb hard disk, parallel printer
: port, picture-in-picture capability. On and on.

Why not just have a SCSI port so that you could plug in hard disk
drives,graphic systems and anything else you wanted/needed?

What kind of CPU does it use?

: There's the WebTV site for more information www.webtv.net.

Don't you still have to pay them money even if you use your own ISP?
--
The Doctor

2118. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <6dan96$k4i@login.freenet.columbus.oh.us>
Source record: 65397

Robert S Ely (rely@ix.netcom.com) wrote:
: Alex,
: Sadly, FTe has been gone for some time. However, B&C Computervisions (
: www.myatari.com) and maybe American Technivision will have some. BTW,
: SD3.2f is NOT the most rescent, SD 3.2G is. This version is available at
: many FTP/web sites.

But "G" is missing a lot of commands that "f" has meaning that you'll have
to edit your batch files.
And there's the COPY command bug.
The command "COPY E: FILE.TXT" will refuse to run.You have to type
"COPY E:dummy FILE.TXT" where "dummy" is anything except "FILE.TXT".
--
The Doctor

2119. Re: Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <6dao36$mg8@login.freenet.columbus.oh.us>
Source record: 65398

Mark Newton-John (marknewtonjohn@webtv.net) wrote:
: (Moving the thread)

: Sure, any dolt could double click an icon, but dealing with Netmail, and
: the various settings are a pain. Then you gotta tweak here and there...

All I've ever had to do was tell it the SMTP and POP3 servers.
I've never used Chicago Windows (95);what are all these settings?

: Gee, how many of you can _really_ get rid of Explorer, I mean get it off
: of your system, not just getting rid of the icon.

When I used Windows 3.11 I always made sure to install software into it's
own sub-directory.(unless it was just one file)
This seems pretty obvious to me.

: Then you wait an indeterminable time to connect to your ISP, if there
: isn't a busy signal...

: Then if there aren't a ton of other users on the system, access can be a
: tad slow.

Well that has to do with the ISP you're using.

: Don't knock WebTV until you try it. I used to access the internet before
: the WWW through a UNIX gateway, and also used an ISDN setup. Then I
: tried a WebTV box, and couldn't believe how simple it was to operate,
: and I was impressed with the speed of the graphics. With the exception
: of the Apple connected to a T1 line, this took the biscuit. And compared

What's complex about it?
All I ever had to do is tell the osftware what servers it needed and that
was it.I use Linux now.Setting up the PPP daemon was simple.

: to spending almost $2000 for a decent computer and monitor, I got this
: thing when they first came out for a tenth of the price of a PC, plus
: you can connect it to a big screen.

$2000 sounds like a lot for a home computer.

The fact that you have to use it on a TV is a minus,not a plus.
At least get a seperate-video ("S-video") monitor.
--
The Doctor

2120. Re: WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2802982346350001@nntp.ix.netcom.com>
Source record: 65399

Is it just me, or does all this WebTV talk look like...

...advertising?

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2121. WHAT IS THE CURRENT VALUE OF. . . ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: nebula@darkie.com
Message-ID: <6dc0d2$ksl@sjx-ixn6.ix.netcom.com>
Source record: 65400

I have a number of Atari items that I am considering putting up for sale as a "package" (no individual item sales, please). The main pieces include:

Atari 800 with power supply,
Atari 1200xl with power supply,
Atari 1050 disk drive with power supply,
MPP1150 parallel printer interface with cables,
Atari 1027 printer with power supply,
Star NX100 printer, and
Atarti 800 disk drive (not working - for parts only).

There are also some miscellaneous parts from an 810 upgrade, original joysticks, plus a small quantity of software titles (cartridges & disks).

Please give me an idea of the potential value of this "package" (i.e. what I should reasonably expect someone to be willing to pay for the lot). Thanks.

2122. Re: XL-it.. has developement been stopped?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: me@not.here
Message-ID: <888627377.21681.0.nnrp-03.9e987e17@news.demon.co.uk>
Source record: 65563

In article <Pine.BSF.3.95.980227111900.17931A-100000@arrakis.cs.put.poznan.pl>, Mariusz Wojcieszek <mariuszw@arrakis.cs.put.poznan.pl> wrote:
> Good idea, but I don't know the Markus' e-mail. Send me, if you can.
> Mariusz.

You could always try *reading* the documentation for xl-it.......

2123. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <DXMJ.182$Z64.1067319@news.itd.umich.edu>
Source record: 65564
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 682 Feb 27 16:48 ./8bit/Demos/Mega/top9604a.blurb
-rw-r--r-- kendric 908 Feb 27 15:21 ./8bit/Demos/Mega/veronika.txt
-rw-rw-rw- 32766 122379 Feb 27 16:48 ./8bit/Demos/Mega/top9604a.dcm
-rw-rw-rw- 32766 80808 Feb 27 16:48 ./8bit/Demos/Mega/top9604b.dcm
-rw-r--r-- kendric 229 Feb 27 15:21 ./8bit/Demos/Mega/sweeta.blurb
-rw-r--r-- lenn 229 Feb 27 15:21 ./8bit/Demos/Mega/sweetb.blurb
-rw-r--r-- kendric 171 Feb 27 15:22 ./8bit/Demos/Mega/veronika.blurb
-rw-r--r-- kendric 146 Feb 27 16:48 ./8bit/Demos/Mega/top9604b.blurb
-rw-r--r-- kendric 152 Feb 27 15:25 ./8bit/Demos/Mini/strange2.blurb
-rw-r--r-- kendric 54 Feb 27 15:27 ./8bit/Demos/Mini/swing.blurb
-rw-r--r-- kendric 233 Feb 27 15:27 ./8bit/Demos/Mini/thetop2.blurb
-rw-r--r-- kendric 144 Feb 27 15:27 ./8bit/Demos/Mini/train.blurb
-rw-r--r-- kendric 161 Feb 27 15:24 ./8bit/Demos/Mini/landscap.blurb
-rw-r--r-- kendric 196 Feb 27 15:25 ./8bit/Demos/Mini/strmount.blurb
-rw-r--r-- kendric 139 Feb 27 15:27 ./8bit/Demos/Mini/vectscrl.blurb
-rw-r--r-- kendric 139 Feb 27 15:27 ./8bit/Demos/Mini/what.blurb
-rw-r--r-- kendric 213 Feb 27 15:24 ./8bit/Demos/Mini/fireplac.blurb
-rw-r--r-- kendric 138 Feb 27 15:23 ./8bit/Demos/Mini/falcon.blurb
-rw-r--r-- kendric 153 Feb 27 15:24 ./8bit/Demos/Mini/moonshad.blurb
-rw-r--r-- kendric 166 Feb 27 15:24 ./8bit/Demos/Mini/revenge.blurb
-rw-r--r-- kendric 174 Feb 27 15:25 ./8bit/Demos/Mini/seaside.blurb
-rw-r--r-- kendric 332 Feb 27 15:20 ./8bit/Demos/Hobby/hobby92b.blurb
-rw-r--r-- kendric 822 Feb 27 15:19 ./8bit/Demos/Hobby/hobby92a.txt
-rw-r--r-- kendric 332 Feb 27 15:20 ./8bit/Demos/Hobby/hobby92a.blurb
-rw-r--r-- kendric 680 Feb 27 15:18 ./8bit/Demos/Audio/lookwhat.txt
-rw-r--r-- kendric 282 Feb 27 15:16 ./8bit/Demos/Audio/gtrack1a.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack1b.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack2a.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack2b.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack2c.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack2d.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack2e.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack1c.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack1d.blurb
-rw-r--r-- kendric 282 Feb 27 15:17 ./8bit/Demos/Audio/gtrack1e.blurb
-rw-r--r-- kendric 101 Feb 27 15:18 ./8bit/Demos/Audio/lookwhat.blurb
-rw-r--r-- kendric 188 Feb 27 15:28 ./8bit/Demos/Video/cells.blurb
-rw-r--r-- kendric 265 Feb 27 15:29 ./8bit/Demos/Video/dan15.blurb
-rw-r--r-- kendric 229 Feb 27 15:29 ./8bit/Demos/Video/dan9a.blurb
-rw-rw-rw- kendric 453 Feb 27 15:30 ./8bit/Diskutils/Menus/filesel.blurb
-rw-r--r-- kendric 13544 Feb 27 16:39 ./8bit/Diskutils/Test/crc16v23.arc
-rw-r--r-- kendric 387 Feb 27 16:39 ./8bit/Diskutils/Test/crc16v23.blurb
-rw-r--r-- kendric 687 Feb 27 15:30 ./8bit/Diskutils/Copy/fcopy551.blurb
```

```
-rw-r--r-- kendric 1966 Feb 27 15:35 ./8bit/Diskutils/Transfer/deana.txt
-rw-r--r-- kendric 3934 Feb 27 15:33 ./8bit/Diskutils/Transfer/dcm2dsk2.txt
-rw-r--r-- kendric 3260 Feb 27 15:39 ./8bit/Diskutils/Transfer/mule.txt
-rw-r--r-- kendric 291 Feb 27 15:04 ./8bit/Diskutils/Transfer/dcm2atr.blurb
-rw-r--r-- kendric 322 Feb 27 15:38 ./8bit/Diskutils/Transfer/enhanced.blurb
-rw-r--r-- kendric 1017 Feb 27 15:31 ./8bit/Diskutils/Transfer/atarimg.txt
-rw-r--r-- kendric 497 Feb 27 15:32 ./8bit/Diskutils/Transfer/atarimg.blurb
-rw-r--r-- kendric 289 Feb 27 15:34 ./8bit/Diskutils/Transfer/dcm2dsk2.blurb
-rw-r--r-- kendric 343 Feb 27 15:36 ./8bit/Diskutils/Transfer/deana.blurb
-rw-r--r-- kendric 348 Feb 27 15:40 ./8bit/Diskutils/Transfer/mule.blurb
-rw-r--r-- kendric 32287 Feb 27 15:04 ./8bit/Diskutils/Transfer/dcm2atr.zip
-rw-r--r-- kendric 21752 Feb 27 15:42 ./8bit/Dos/Superdos/supdos51.blurb~
-rw-r--r-- kendric 472 Feb 27 15:42 ./8bit/Dos/Superdos/supdos51.blurb
-rw-r--r-- kendric 21752 Feb 27 15:42 ./8bit/Dos/Superdos/supdos51.txt
-rw-r--r-- kendric 39 Feb 27 16:10 ./8bit/Graphics/Editors/magic.blurb
-rw-r--r-- kendric 1632 Feb 27 16:09 ./8bit/Graphics/Editors/magic.txt
-rw-r--r-- kendric 195 Feb 27 15:04 ./8bit/Graphics/Editors/envision_pc.blurb
-rw-r--r-- kendric 187318 Feb 27 15:04 ./8bit/Graphics/Editors/envision_pc.tgz
-rw-rw-rw- kendric 213 Feb 27 16:12 ./8bit/Graphics/Gui/hitb5.blurb
-rw-r--r-- lenn 271 Feb 27 16:11 ./8bit/Graphics/Gui/cdstx21b.blurb
-rw-r--r-- kendric 271 Feb 27 16:11 ./8bit/Graphics/Gui/cdstx21a.blurb
-rw-r--r-- kendric 2103 Feb 27 16:12 ./8bit/Graphics/Gui/hitb5.txt
-rw-r--r-- kendric 281 Feb 27 16:13 ./8bit/Graphics/Syspics/miojpegs.blurb
-rw-r--r-- kendric 290 Feb 27 16:23 ./8bit/Sound/Converters/tbxldig.blurb
-rw-r--r-- kendric 219 Feb 27 16:24 ./8bit/Sound/Players/digimenu.blurb
-rw-r--r-- kendric 225 Feb 27 15:26 ./8bit/Archivers/Selfextracting/supak.blurb
-rw-r--r-- kendric 479 Feb 27 15:14 ./8bit/Archivers/Selfextracting/code3crn.txt
-rw-rw-rw- kendric 133 Feb 27 15:14 ./8bit/Archivers/Selfextracting/code3crn.blurb
-rw-r--r-- 32766 7466 Feb 27 15:26 ./8bit/Archivers/Selfextracting/supak.com
-rw-r--r-- kendric 267 Feb 27 15:06 ./8bit/Info/Modifications/irg-0.blurb
-rw-r--r-- kendric 994 Feb 27 16:03 ./8bit/Emulators/Computer/xlit016.txt
-rw-r--r-- kendric 1641 Feb 27 15:51 ./8bit/Emulators/Computer/pokey_v_062.txt
-rw-r--r-- kendric 2043 Feb 27 16:02 ./8bit/Emulators/Computer/xf25.txt
-rw-r--r-- kendric 1193 Feb 27 16:01 ./8bit/Emulators/Computer/rainbow13a-demo.txt
-rw-r--r-- kendric 228 Feb 27 15:52 ./8bit/Emulators/Computer/pokey_v_062.blurb
-rw-r--r-- kendric 383 Feb 27 16:03 ./8bit/Emulators/Computer/xf25.blurb
-rw-r--r-- kendric 357 Feb 27 16:03 ./8bit/Emulators/Computer/xlit016.blurb
-rw-r--r-- kendric 143 Feb 27 16:02 ./8bit/Emulators/Computer/rainbow13a-demo.blurb
-rw-r--r-- kendric 1011 Feb 27 16:22 ./8bit/Os/ramboot3.txt
-rw-r--r-- kendric 623 Feb 27 16:22 ./8bit/Os/ckey15.blurb
-rw-r--r-- kendric 263 Feb 27 16:23 ./8bit/Os/ramboot3.blurb
-rw-r--r-- kendric 814 Feb 27 16:40 ./8bit/00.CHANGES.97.12.17
-rw-r--r-- kendric 1033 Feb 27 16:21 ./8bit/Magazines/infcre1a.txt
-rw-r--r-- kendric 1033 Feb 27 16:21 ./8bit/Magazines/infcre1b.txt
-rw-r--r-- kendric 187 Feb 27 16:21 ./8bit/Magazines/infcre1.blurb
-rw-r--r-- kendric 187 Feb 27 16:21 ./8bit/Magazines/infcre1a.blurb
-rw-r--r-- kendric 187 Feb 27 16:21 ./8bit/Magazines/infcre1b.blurb
-rw-r--r-- kendric 123709 Feb 27 16:50 ./8bit/atari8.qif
-rw-r--r-- kendric 772 Feb 27 16:47 ./8bit/00.CHANGES
-rw-r--r-- kendric 283 Feb 27 16:24 ./8bit/Spartados/echo.blurb
```

```
-rw-r--r-- kendric 2259 Feb 27 15:12 ./8bit/Applications/vcrplus.txt
-rw-r--r-- kendric 144 Feb 27 15:12 ./8bit/Applications/ultrafil.blurb
-rw-r--r-- kendric 927 Feb 27 15:12 ./8bit/Applications/ultrafil.txt
-rw-r--r-- kendric 333 Feb 27 15:13 ./8bit/Applications/vcrplus.blurb
-rw-r--r-- kendric 118 Feb 27 16:17 ./8bit/Languages/General/screensa.blurb
-rw-r--r-- kendric 81 Feb 27 16:18 ./8bit/Languages/General/screensb.blurb
-rw-r--r-- kendric 238 Feb 27 16:16 ./8bit/Languages/Basic/mouse.blurb
-rw-r--r-- kendric 66 Feb 27 16:15 ./8bit/Languages/Basic/chalkboa.blurb
-rw-rw-rw- kendric 67 Feb 27 15:10 ./8bit/Languages/Action/actref.blurb
-rw-r--r-- kendric 674 Feb 27 16:06 ./8bit/Games/Board/thello.blurb
-rw-rw-rw- kendric 119 Feb 27 16:07 ./8bit/Games/Jumprun/bros.blurb
-rw-r--r-- kendric 209 Feb 27 16:08 ./8bit/Games/Puzzle/wa_robbo.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2124. Re: Pokey Chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6d87u5$b5l@freenet-news.carleton.ca>
Source record: 65565

tom cody (tom_cody@one.net) writes:
>
> If you can get your hands on a 7800 game cart, Break off the case and there
> will be one inside.

You will have to get a Ballblazer cart to get the pokey, which should not
be a problem :) Some carts have other fun stuff, like SRAM chips.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2125. Re: 600xl -v- 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34f7bb44.38037879@news.pressenter.com>
Source record: 65566

On Fri, 27 Feb 1998 20:20:00 -0500, "Johnny Zymurgy"
<thehelmet@hotmail.com> wrote:

>Wondering why the 800xl is physically much larger (L x W) than the 600xl, if
>all the difference is in 2 memory chips. Any idea? Are there actually 4
>times as many memory chips in the 800xl?

Some say the 600XL has a 2 chip x 4 bit setup. I know the two 800XL's
I've owned have 8 x 1 bit setups. In the case of the 800XL 256K x 1
bit wide by 8 chips for my upgraded Rambo one. It originally came
with 64K x 1 bit (8 chips) for 64K total. Also, the 800XL has a
monitor jack that is missing on the 600XL (not that that is a big
thing space wise). I actually owned a 600XL 1st. I never opened it
up though. I had a 600XL by itself in '83. Then I got a 410 program
recorder used. I was in heaven! I could actually SAVE typed in
programs! Well, I traded the 600XL for a 1020 plotter and bought an
800XL. That 800XL got fried by lightning so I had it replaced by
another. Still have that 2nd 800XL to this day. It has been Rambo'd
and has a chroma-luma mod I did to it. I do not remember which mod I
did but I _think_ it may have been published in Analog or Antic. It
worked nice with a Zenith Data Systems chroma luma capable monitor I
got. I could go on and on about the Happy 1050, the US doubled 1050,
the Black Box, etc but I think I am rambling. :)

By the way, ANYBODY need the docs for the Black Box? I can scan them.
I doubt Bob Puff would mind since you have to own a Black Box to make
use of the docs, or plan to develope software that uses it. Either
way I can't imagine Bob minding.

*** Please make sure responses are also sent via email.

2126. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980228075801.CAA10980@ladder03.news.aol.com>
Source record: 65567

FTE never did very much except take a lot of money on pre-orders of promised hardware upgrades and new products, then the guy (Mike Holman) split with the money and has been on the lame these past 6 or 7 years now. Supposedly the FBI is finally involved and tracking him down, there are A LOT of pissed off people just waiting in line to press charges (and perhaps remove limbs) on this guy.

However there is hope, B&C Atari Sales & Service at 916-295-9270 is selling quite a bit of the old ICD/FTE product line and they just recently starting selling the new MY-DOS cartridges, I currently own one and its great! Just like SpartaDOS X, no need for a boot disk, just plug it in, turn on your drives and your all booted up, $19.95 is not too bad a price either.

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

2127. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980228081201.DAA12014@ladder03.news.aol.com>
Source record: 65568

In article <6d4g9husd1@nnrp2.dejanews.com>, rojasdelap@yahoo.com writes:

> I just bought an Indus gt and need to know how to acces the extra
>speed options and also the meaning of the keys on the front and the dip
>switches in the rear... Also, i can boot the indus with any dos i got except
>Superdos 5.1
> any clues??? thanks for your time.

The only two DOSes I know of that access the high-speed I/O of the Indus are DOS XL (includes a GTSYNC.COM file which must be loaded) and the SpartaDOS X cartridge.

The DIP switches on the rear should be labeled. If the label is missing, here's what they mean:
1-2 Drive select. up-up D1:, dn-up D2:, up-dn D3:, dn-dn D4:.
3 Density. up double, dn single. The only reason I see for this switch is power-up default, because the density is controlled by the DOS to read/write the disk.
4 Auxilliary. Not used that I know of.

If the front label is missing, here are the 4 buttons (left to right)
1 Write protect. Allows you to protect disks without covering the notch. Nice little safety feature to have.
2 Drive type. I never could figure this one out, and never really let it bother me.
3 Track. clears the error code on the track display.
4 Error. I guess it recalls the last error.

I have the manual around here somewhere (nothing more than a little pamphlet actually), but I can't locate it right now. Hopefully someone has it posted in a manual archive somewhere.

Hope this helps.

Spammers and other obnoxious morons cheerfully ignored.

2128. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980228083900.DAA08338@ladder02.news.aol.com>
Source record: 65569

>Subject: SIO2PC yippees
>From: John Schnittker <jschnitt@gte.net>
>Date: Fri, Feb 27, 1998 16:58 EST
>Message-id: <6d78fu$3g9$1@gte2.gte.net>

>just wanted to say that i built the sio2pc cable and it was easy and
>works great. I want to THANK everyone who has posted info on
>construction of this great cable. I substituted an ordinary silicon
>switching diode for the germanium diode but it still works fine. If any
>one else is building the 1489 cable drop me a line if you want to talk about
it.

I have build a few of the same upgrade 1 chip version of the SIO2.PC,
It's an AMAZZING device, easy to build and the APE software is GREAT!! I
have installed them INSIDE the 8bit and have a 9pin jack on the back of the
Atari XL. I used the GERMANIUM Diode - Radio Shack # 276-1123 You get 10
in a pack for $ 1.19 I have an XL over here with BUILD_IN SIO2PC, Pokey
Gumby stereo, 512k ram, Super Video and my own RAM-LED upgrade its a SUPER
XL!! I will build anyone the SIO2PC for a small fee of $ 20.00 Fully Tested
and I pay shipping in USA only. Im going to register the ape software, the
author has done a OUSTANDING program! and I need all the features of APE.

Best Wishes...

2129. Star Raiders Tribute Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6d8m5fsiq1@hades.csu.net>
Source record: 65570

The Star Raiders Tribute web page has been updated!

The new stuff includes:

* A bunch of great .WAV audio samples from the game
* A bunch of cool .AVI video samples (with audio) of the game in progress!

http://zippy.sonoma.edu/kendrick/star-raiders/

And don't forget, it's the home of the 100% complete Star Raiders Manual! :)

Enjoy!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2130. Gem Drop and SIFE page updates

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6d8m87siq2@hades.csu.net>
Source record: 65571

The Gem Drop (game) and SIFE (util.) web pages have been updated a little.

Both now include some (more) screenshots.. The Gem Drop page also includes
an AVI video movie (with audio)!

http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

http://zippy.sonoma.edu/kendrick/nbs/atari/utils/sife/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2131. Re: DOS 2.0D

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6d8lgk$75a$1@newsd-199.bryant.webtv.net>
Source record: 65572

DOS 2.0D had 256k sectors, as opposed to DOS 2.0S with 128k sectors.

2132. PC-Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Roland Scholz <roland@uni-koblenz.de>
Message-ID: <34F7E4CC.3AB8@uni-koblenz.de>
Source record: 65573

Hello,

I have just finished a prototype PC-Interface (Bridge) for the Atari
800XL. It can talk to e.g. Hercules Card (probed) or virtually any
8bit-PC-card (drivers yet to be written). It is quite fast, I have
filled 4K of character-memory on a hercules in 2-3/50 seconds.

It implements a real PBI-Device, so there are no incompatibilities and
it doesn't use user RAM. The drivers resides in an extra ROM that is
mapped to $d800 (MathPack) when the bridge is selected .
I'd like to know who is interested in such kind of interface and would
pay about $40 for it.
In the case I get enough requests, I will make a professional
board and write some drivers for hercules, printer (centronics) and
serial IO over standard 8bit-pc-cards.

So long,

Roland

--

Roland Scholz
University of Koblenz
email: roland@uni-koblenz.de
WWW : http://www.uni-koblenz.de/~roland

2133. PPP TCP/IP Stack

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Roland Scholz <roland@uni-koblenz.de>
Message-ID: <34F7E7FC.147F@uni-koblenz.de>
Source record: 65574

Is there a TCP/IP stack or something else around?
I have heard there is PPP-software somewhere...
Who has got experience with internetworking with the Atari?

Cheers,

Roland
--

Roland Scholz
University of Koblenz
email: roland@uni-koblenz.de
WWW : http://www.uni-koblenz.de/~roland

2134. Re: PPP TCP/IP Stack

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de>
Message-ID: <6d939h$5i3$1@narses.hrz.tu-chemnitz.de>
Source record: 65575

Roland Scholz <roland@uni-koblenz.de> wrote:
> Is there a TCP/IP stack or something else around?
> I have heard there is PPP-software somewhere...
> Who has got experience with internetworking with the Atari?

AFAIK only for the C64 or other computers. And SLIP only, no PPP.
http://www.tu-chemnitz.de/~fachat/8bit/osa/index.html

Cheers
Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

2135. Re: Star Raiders Tribute Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6d904s$61p$1@newsd-124.bryant.webtv.net>
Source record: 65576

Star Raider's Tribute? Video clips? Complete manual? You, Bill Kendrick,
are a god.

vs

2136. Re: Star Raiders Tribute Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6d901h$61i$1@newsd-124.bryant.webtv.net>
Source record: 65577

Star Raider's Tribute? Video clips? Complete manual? You, Bill Kendrick,
are a god.

vs

2137. Re: 600xl -v- 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34F82578.210C4473@teleport.com>
Source record: 65578

Only Atari knows that for sure. Yes the 800XL had 8 - 4464 or 4164 (64K) memory chips. Though this alone would not be the cause of the size difference of the PCB. Personally I like the smaller size of the 600XL.

Johnny Zymurgy wrote:

> Wondering why the 800xl is physically much larger (L x W) than the 600xl, if
> all the difference is in 2 memory chips. Any idea? Are there actually 4
> times as many memory chips in the 800xl?
>
> Thanks.

2138. Atari 800 Collection For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: dpfonts <dpfonts@concentric.net>
Message-ID: <34F83E82.7827@concentric.net>
Source record: 65579

I have a very large collection of Atari 800 hardware and software for sale.

The collection is to large to inventory, but as far as software is concerned,
if it was made for the Atari 800 it is probably in this collection. Below is
a list of some of the main item of this collection.

1 - Atari 800 computer
2 - Happy Drive modified 810 Disk Drives
1 - 810 Regular Disk Drive
2 - 410 Tape Drives
50 - Tapes for Tape Drive
Over 1000 5 1/4" diskettes with probably over 2000 software titles, most of these titles include instructions (either original or photocopied)
Over 30 Books (either original or photocopied)
Assorted Cables, wires, power supplies and joy sticks
Other miscellaneous items

I am looking for best offer for the lot. I live on Long Island, New York and would prefer someone who could pick up the collection instead of shipping. This collection fills about 12 large boxes.

Please email responses to dpfonts@concentric.net, I do not read this newsgroup.

Dennis

2139. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6d9dab$346$1@dartvax.dartmouth.edu>
Source record: 65580

"Rieder Rudi" <rieder@MAPSONkufgem.at> writes:
> Preston Crow wrote:
>>I thought I remembered hearing that CTIA provided 128 distinct colors,
>>and GTIA provided 256 distinct colors (along with new graphics modes).
>>Is it true that there was a difference in color generation between the
>>two chips? (BTW, my 800 has CTIA, making me a certifiable old-timer.)

>Uhm, I don't know about the color-count, but that could be correct.
>AFAIK the "only" (hardware-) difference between 800 and 800XL
>series-machines
>is the CTIA/GTIA-chip (adds GTIA-modes 9-11 ?)
>(and off course, the OS is different ;-])

Actually, GTIA was introduced into the 400/800 line well before anyone
had heard of a 1200XL or anything like that. Probably the majority of
800s came with GTIA, and many others were upgraded (I remember when
our users group ordered a bunch of GTIA chips from Atari, but I didn't
get one).

The 800XL has a number of changes from the 800. Most notably:
* 64K with bank select to switch between ROM and RAM.
* Built-in BASIC
* different OS ROMs.
* PBI
* Only 2 joystick ports

--PC
--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1998. All right reserved. The
above positions are also held by Newt Gingrich, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

2140. DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6d9jeq$dc4@freenet-news.carleton.ca>
Source record: 65581

How does all the dram in a large upgrade (like 1 meg) get refreshed? I
assumed the regular memory was always refreshed by the constant activity
of the OS, but what about all that extra ram?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2141. Re: Atari 400 power suppl

Newsgroup: comp.sys.atari.8bit
Date: 1998-02-28 00:00:00 UTC
From: Greg Menke <NOSPAM@erols.com>
Message-ID: <01bd445c$53cebe60$64646464@gregm>
Source record: 65582

We had a bunch of the power supplies just die. The 1050/400/800 supplies are identical as far as I know, I think they fail because they are slightly underrated for the 400/800 load- so they overhead insulation fails and they short, blowing their own inline fuse. It is likely any 9V secondary transformer will work, just find one with a 3 amp or so secondary rating from a mail order company; All Electronics, Alltronics, etc.. If you do homebrew your own supply, be SURE to put an inline fuse in the primary!!

Gregm

--
To reply, replace nospam with menkesjg. Thanks.

Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> wrote in article
<888626584@stackbbs.xs4all.nl>...
> < the XF551 is a 9 volt AC adaptor rated at 1.95 amp. this is the one
from
> Atari. The outside sleve is the negative >.....
> A negative and positive polarisated _AC_ powersupply ??? :-))
>
>
> Don't know what the Atari 800 needs for amps, but it's indeed 9V AC
> (is non-polarized power!), and I know the 800 I was using a while ago was
> running at an Atari 1050 power-supply, but also the current seemed not
> to be enough. It worked however, but only for a short while, till the
> screen turned to yellow and blanked...
>
> Sysop Fox-1
>
> Personal mail: fox-1 AT dds DOT nl
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
> ---
> ?
>

2142. wtb: Atari stand alone system and others:

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6dc8t6$b5b$2@news.imaginet.fr>
Source record: 65233

```
i'm looking for:
- pong (sears and atari)
- super pong (sears)
- atari super pong pro C200 or C202
- atari video music
- atari video pinball
- atari stunt cycle
- atari ultra pong doubles
- game brain
others ATARI items:
- 410 japan version
- atari 815 drive
- atari printers: 820 - 822 - 825 - 1025 - xtm and xtc and XMM
- atari modems: 835 - 1030 -1035
- 1200 xl
- atari advertising items
thanks
```

2143. trade atari items

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6dc9ih$c6m$1@news.imaginet.fr>
Source record: 65234

http://wwwusers.imaginet.fr/~pamuller/macoll.htm

2144. new version of my atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6dc9lg$c7o$1@news.imaginet.fr>
Source record: 65235

http://wwwusers.imaginet.fr/~pamuller/index.htm

2145. History Video - Your help STILL needed!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd4543$9a825500$LocalHost@pc001>
Source record: 65236

Atari 8-bit Enthusiasts,

I posted this message about a week ago, and it just caused an argument, and I got no offers of help at all, so I am posting this again. Please do not argue over whether I should do a video or a CD-ROM. That argument is over. I am doing a VIDEO only. As well as the general stuff I need listed below, I am also keen to get hold of a photo of Jay Miner, or any other people from the original Atari 8-bit development team.

So far I have a photo of Atari's HQ circa 1986, along with some key members of staff working at their desks within Atari. I also have an early photo of David Crane circa 1983. I also have photos taken inside Atari UK circa 1982. I am keen to get more photos, perhaps late 70's inside Atari HQ. Can you help? I will be getting video of Curt Vendel's prototypes (1450XLD, etc.) being used, etc. I may also be getting a couple of Atari TV commercials from 1982, but copyright is a problem here, so I can't promise these will be included. If you want to help, or you have any of the items I am need of, please E-Mail me at: video@dgs.clara.net Please do not just reply to the newsgroup, because I may miss your posting. Thanks.

Original posting from last week:

As you may know, I am currently working on a 'History of the Atari 8-bit' video, along with Andy Leininger who is looking after the U.S side of things. We are now working out exactly what will be in the video, and this is where we need your help. We are hoping the video will contain info you never knew about before, and/or won't have seen before. This is what we are particularly keen to get hold of:

* Photos and/or film/video of Atari shows (or of the Atari at non-specific shows)

* Photos and/or film/video of any Atari promotions (in-house stuff would really be nice)

* Press releases announcing Atari products (including the original one from late 1978 announcing the 400/800)

* Rare/unreleased press releases (esp. for the unreleased equipment or unreleased games)

* Any ex-Atari employees who could offer inside info/gossip from within Atari corp at the time of the Atari 8-bit's reign

* Any other material which people are unlikely to know about or are unlikely to have seen before

If you can offer any help with the above items, or have any comments/suggestions about the video and its contents, then please send E-Mail to me at this dedicated video E-Mail address: video@dgs.clara.net

To find out more about the video project, please visit: http://www.dgs.clara.net

Thanks,
Dean Garraghty

2146. Wanted....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6dcbq0nsk1@news01.deltanet.com>
Source record: 65237

As long as "wish lists" are going up, let me put down a short one. You never know if someone has an "extra" something laying around:

830 Acoustic Modem
815 Floppy Drive (Duh!)
835 Direct Modem
User Manuals/Product Brochures for any of the above

And the number one thing I'm searching for right now....

Any of the fine books on the 6502 assembler.

I prefer working condition, of course, but I'll take just about anything with these.

Regards,

Aaron

2147. Re: disk drive question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34F9B87C.6693C412@sisna.com>
Source record: 65238

The Trak drive takes the same power supply as the 1050, can be configured in single density, and double density, some even have a card on the back you can add slave drives.

bob

2148. Q: Who is 'ich'?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6dcduv$jn1$1@nnrp1.dejanews.com>
Source record: 65239

I remember a demo disk with 256 colour pictures for the Atari available circa 1985 (or earlier). One of the demo programs had pictures of a male face, a woman and the same woman* without clothes.

Does anybody know who the man was? According to the menu program, the picture was called 'ich', which I suppose is German for 'I'.

Btw, this 256 colour picture demo together with the famous robot/spaceship demo sort of wiped the floor with the competition from other home computers at a yearly computer hobbyist meeting that a local computer club arranged in the area I lived in back then. A small Atari stronghold on the countryside with circa 10-15 users was formed after that club meeting.

Anders

(*) = 'Not rude nude' as I recall it.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2149. Agent USA for Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Adnan Zafar <zafar@hal-pc.org>
Message-ID: <6dcdksdcf1@news.hal-pc.org>
Source record: 65240

Im desperately looking for this game for the Atari800xl home computer. If you know where I can get it, e-mail me at zafar@jal;-pc.org or skew@telefragged.com or use my ICQ uin 654916.

Thank you in advance

--
Adnan Zafar
skew@telefragged.com
http://www.3dnet.net/picpage/
BBC-Skewbone in Quake

2150. MAC65 DOCS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6dcf7pbhn1@gte1.gte.net>
Source record: 65241

Does any one know where MAC65 docs can be found on the net? I downloaded a copy of this great assembler but could not find documentation.

2151. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd454e$4d91ac40$41374382@vidar>
Source record: 65242

This does not happen to my system. I used the same copier and transfered .ATR's to my 1050 without any troubles. The troubles I have are things that can be avoided, in other words, Winpuke 95. That's doing stupid things if I run other programs, it sometimes crashes totally too. But, I think that's the buggy 95's fault. I am about to send money for registration and can't wait to see if the high speed mode works! Take Atarian care. BTW : Does anybody know what programs are best for making .ATR's (copying .BIN files into .ATR files) Thanks

Alan Sharkis <asharkis@erols.com> wrote in article
<01bd452e$2d273bc0$52c2accf@asharkis.erols.com>...
>
>
> Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article
> <6dbaddgi1@news01.deltanet.com>...
> <SNIP!>
>
> You know, I'm not going to knock APE. Stephen Tucker did a fine job with
> it. But even he can't straighten out a problem that I've been having
with
> it.
>
> Suppose I save my club's newsletter disk as a couple of .ATRs on my PC,
and
> then I want to copy them back to a real Atari drive (XF-551 or 1050)
> thirty-five or more times. I try using MyCopyR, the J option in DOS 2.5
--
> anything. The .ATR transfers to the Atari correctly, but when it's time
to
> save to the floppy, the serial bus seems to overrun the drive and the
> process halts. I don't have that problem when I run SIO2PC software.
>
> I've tried slowing APE down by using stupid mode, going to single speed,
> playing with other settings. Nothing helps.
>
> My clone is a Pentium 100 and the SIO2PC is on COM 2 with my modem on COM
> 1. The mouse operates off a card at an entirely different IRQ.
>
> The Atari system consists of a 320K enhanced 130XE with the Puff US-OS+
> upgrade, a switched Quintopus, two 1050s and an XF-551, a P: R: (which is
> switched off when the SIO2PC is operating), an early SIO2PC 2-chip
> interface with no diode (built by Nick Kennedy), an XEtech Graphic AT
> printer interface, and a Wizztronics MidiMax interface.
>

> Has anyone else run into something like this?
>
>

2152. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6dcge2med1@dartvax.dartmouth.edu>
Source record: 65243

"Vidar \"Hawk\" Olavesen" <olavese@online.no> writes:

>BTW : Does
>anybody know what programs are best for making .ATR's (copying .BIN files
>into .ATR files) Thanks

I wrote a program that does just that. It creates disk images that
are compatible with either DOS2.5 or MyDOS (for large images). I only
provide the C source code, as I don't use DOS, so I can't compile for
that (though if someone will create the .exe file, I'll make it
available with the source).

You can find it at:
http://www.cs.dartmouth.edu/~crow/atari/

It's named 'unix2atr,' though I guess a DOS version should be called
'dos2atr.'

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

2153. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980301155601.6808F-100000@fissure.scar.utoronto.ca>
Source record: 65244

On Thu, 26 Feb 1998, Dennis Bishop wrote:

> LAWS DO make it either Right or Wrong.
> --
> "You are not ready for Immortality" Kosh on Babylon 5

It some countries it is against the law to speak out against the government, in some countries it is against the law for a woman to show her face and hair and she must cover up in public, etc, etc.

Things we all take for granted here in North America.. are we that holy in saying our laws are superior to anyone else's? So, I agree with the other fellow.. Just because something is legal, doesn't make it right.. because something is illegal, does not make it wrong.. just look into American history about 50 years ago.. :)

Alan
University of Toronto
Computer Science, Management and Economics

2154. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980301160333.6808G-100000@fissure.scar.utoronto.ca>
Source record: 65245

On 27 Feb 1998, Ronald J. Hall wrote:
>]-"You are not ready for Immortality" Kosh on Babylon 5
>
> You tell'em Dennis! <grin> I run The DarkForce! BBS the same way...no
> "cracked" or pirated software allowed...! ;-)

This is probably a rhetorical question, but....

What is the difference between "cracked" or pirated software? "Cracked"
software available for download is pirated...

Alan
University of Toronto
Computer Science, Management and Economics

2155. Re: Envision PC at UMich

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980301160826.6808H-100000@fissure.scar.utoronto.ca>
Source record: 65246

On 27 Feb 1998, William Kendrick wrote:

>
> Introduction
>
> Many years ago, APX released a program called Envision. It was THE game
> design tool. It had an integrated character editor, map maker and many
> other useful utilities. Having recently returned to the Atari 8-bit
> scene, due mostly to the high quality emulators now available, I felt like
> pounding out a quick game. I scrounged around for a copy of Envision--
> and was rather surprised to be unable to find one.
>
> As such, I set out to write my own version. However, this time it runs on
> the PC (either Linux or DOS/W95). I can already hear the gasps of horror.
> Why write a design tool for the 8-bit that runs on a different platform?
> The answer is twofold: first, it is useful to switch between applications
> (i.e. the Atari Emulator, and EnvisionPC). Second, this type of editor begs to
> use the mouse. Since I haven't seen an emulator that uses the mouse--and
> since my Atari ST mice are all dead, I decided to write this as a
> cross-platform tool.
>
> Features:
> * Full featured Character/Map editor
> * Work on 10 font banks at the same time
> * Supports ANTIC modes 2,3,4,5,6,7
> * Export fonts to BASIC, MAE, MAC/65, Action! data formats
> * Initial .XFD support (may be buggy)
> * Binaries for DOS/W95, and Linux
> * Full source code included
> --

Good job Bill! Envision was a classic piece of 8bit software.. you could
sure do quite a few interesting things for that piece of software.. and
cross platform developing isn't such a bad thing... the programming
environments on the PC are superior to that of the 8bit..

(well, an 8bit with a HD is actually pretty decent for developing..)

2156. ProSystem yippees (was Re: SIO2PC yippees)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980301142227.257A-100000@becker2.u.washington.edu>
Source record: 65247

On Fri, 27 Feb 1998, John Schnittker wrote:

> just wanted to say that i built the sio2pc cable and it was easy and
> works great. I want to THANK everyone who has posted info on
> construction of this great cable.

If you think the Sio2PC cable is cool, you should try out a ProSystem cable! I'd like to give my own thanks for everyone who posted info on the ProSystem cable, especially about the 14c89 chip. JDR delivered the chip late on Friday and by Saturday afternoon I was cranking out ATR files from my old disks.

Steve, I'm mailing my registration fee for APE tomorrow!

2157. De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <34F96BD6.EA93C183@earthlink.net>
Source record: 65248

Is there a copy, or a recent reprint, or a web site, or access to the material contained in this famous Atari reference manual. I remember back in the eighties that no copies were available to buy. Hasn't someone asked the author if the content can be posted to a web site? (Don't know the author, sorry)

2158. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34F9E867.B46F65F4@erols.comX>
Source record: 65249

Just to let other sknow there is an Atari 8bit high score page already running
(along with other Atari systems). You can find it at:

http://members.aol.com/pbjurman/highscores.html
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Aaron Wheeler wrote:

> I'm looking at doing a Atari 8bit High Score page for those interested.
> Please send me your high scores for your favorite games..
> (No cheaters please!)
>
> Send email to aaronat@ihug.co.nz
>
> Depending on the response, the high score page will be online by the end of
> week.
>
> regards
>
> Holmes.
>
> http://crash.ihug.co.nz/aaronat/atari.html
> Atari Games Pages

2159. Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FA57DA.4664F6D6@erols.com>
Source record: 65250

JMouchmino wrote:

> It seems the SECAM computers can only display 128 colors because of
> different
> chroma/luminance settings.
> The colors are not the same and you have a loss in picture quality.
> On some SECAM 130XEs, you have some red ''bars'' on the screen and the
> picture
> can be somewhat blurred...
> I was told, though, that the image could be made much clearer than it
> usually
> is.
> The SECAM 800XLs seem to be a lot better.
> I actually got my SECAM 800XL in 1984 and bought a PAL version about
> six years
> ago and I never really noticed the ''fuzziness'', but believe me, I
> can really
> feel the difference now!
> Unless you want them for your collection, my advice is to never buy
> SECAM
> Ataris!
> By the way, I know that the Voice Master (COVOX) were imported to
> France in two
> different versions; I remember trying to load a demo of this program
> on my
> SECAM XL and it just wouldn't work, while it would run perfectly on my
> PAL
> system!
> To run the new and not so new Polish demos and some European games,
> you will
> REALLY need a PAL system (both NTSC systems and the current emulators
> have
> problems dealing with them).
> A PAL system will run ALL American games, albeit slightly slower.
> Greetings from France,
> Bertrand.

As far as needing a complete PAL system to run the Polish and European
games
and/or demos, a PAL Antic installed in our NTSC systems will handle
about 98%
of them...

Pat.

2160. FS: Atari 800 XL in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Jason Conradt <j*conradt@seanet.com>
Message-ID: <6dda08$guo@q.seanet.com>
Source record: 65251

http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7208970

Atari 800 XL, in the box, box in okay shape, minor damage. Missile command cartridge included, with two Atari Basic manuals. Original power supply and RF cable also included. Everything verified working perfectly.

2161. Re: Uses for the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xZWnPfL.tandrews16@delphi.com>
Source record: 65252

Mark Newton-John <marknewtonjohn@webtv.net> writes:

>You can use the XEP80 instead of the 850 as a printer interface.

You may have to. I seem to remember a Bill Wilkinson column in Compute! that mentioned something about Atari printer ID. He said all printers are designed to respont to P:, but individual printers are designed to respond to other codes, too. For example, a 1027 might respond to P2: but not to any others but P:. A 1025 might be usable with P3:, an 850 with P4:, a 1029 with P5:. (The numbers here are just for illustration. I didn't look up the correct ones.) The XEP-80 might have been built the same way, and AT-80 was written to use the XEP-80, so it might use the special XEP-80 code.

TJ

2162. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FA5F01.2D90FC2B@erols.com>
Source record: 65253

Alan Christie wrote:

> On 27 Feb 1998, Ronald J. Hall wrote:
> >]-"You are not ready for Immortality" Kosh on Babylon 5
> >
> > You tell'em Dennis! <grin> I run The DarkForce! BBS the same
> way...no
> > "cracked" or pirated software allowed...! ;-)
>
> This is probably a rhetorical question, but....
>
> What is the difference between "cracked" or pirated software?
> "Cracked"
> software available for download is pirated...
>
> Alan
> University of Toronto
> Computer Science, Management and Economics

Since you asked, Pirated software is illegally distributed. Cracked
software is software that
has has its copy protection removed.

Cracked software become also pirated when it is illegally distributed

Patrick
School of hard knocks
Computer user, BBS Sysop, User Group President, Former Retail Manager,
and Technician
VVBG :} HeHe

2163. Re: SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6da5p5qai1@news.imaginet.fr>
Source record: 65401

hi

i have an atari 800xl secam version, i can trade it for stand alone atari systems like pongs ....

thanks
Benjamin.Ryzman@SOLsoft.Com a crit dans le message <6coskd$9tl$1@nnrp2.dejanews.com>...
>I just received BEST Elec catalog rev10. To my despair I don't see any hint
>about the 8bit to SECAM (SCART/Peritel) cable. Anyone knows the pinouts?
>
>When I was a child, I used to own a french 800xl. Now, I'm looking for one but
>cannot find any in France.
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

2164. Playing 2600 games on the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980301002301.TAA11834@ladder03.news.aol.com>
Source record: 65402

Talking about the 2600...
There's an adapter for the 5200 that will let you run 2600 carts; it's a true Atari item, although I'm not sure it's easy to find.
The 5200 is almost an Atari computer, so it shouldn't be very difficult to break inside this adapter and make it compatible with the XL/XE.
Sure, what the Atari 8-bit computers lack right now is more complex games, but it could be an interesting project, what do you think?

2165. Re: SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6daerurit1@dartvax.dartmouth.edu>
Source record: 65403

"patrice MULLER" <pamuller@imaginet.fr> writes:

>i have an atari 800xl secam version, i can trade it for stand alone atari
>systems like pongs ....

I'm familiar with NTSC and PAL. How different is Secam? From a
software standpoint, is it any different from NTSC, or are there
programs out there that will only run on one or the other?

I'm mostly just curious, but some of the emulator-writing people would
probably have a more serious interest if there are differences.

--PC

--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1998. All right reserved. The
above positions are also held by Newt Gingrich, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

2166. Re: WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: buzzard@world.std.com
Message-ID: <Ep4IK1.1op@world.std.com>
Source record: 65404

Mark Newton-John <marknewtonjohn@webtv.net> wrote:
>They absolutely will not crash.

Ha ha ha. All software can crash.

I chat on IRC with a friend who has a WebTV,
and she has periodic crashes. She's also lost
at least two long emails that she was in
the middle of writing. At least I can save
mine to a file every 5 minutes and not lose
any work if it does crash.

I don't think there's anything wrong with
WebTVs, but you don't do any good for your
credibility saying something silly like that.

Sean Barrett

2167. ATARI ST DEGAS FONT

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Daniel Gouthro <dgouthro@rogers.wave.ca>
Message-ID: <6daq0n$j95$1@news.on>
Source record: 65405

I have lost ATARI DEGAS FONT files and I need them for use on my IBM game I made. I have made custom
text routines but it require font data and I lost all DEGAS font files!

How can I get DEGAS font files (8x16)? I need it quickly so I can build mapmaker editor and games.

I have ATARI 800 font files but are corrupted.

Reply to dgouthro@rogers.wave.ca. No spammers, please!

2168. Re: Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34F917FC.A8F143FC@erols.com>
Source record: 65406

Jerry Glenwright wrote:

> Hi all
>
> Can anyone explain the principles of remapping the drives as per
> SpartaX's
> 'swap' command but using disk versions of SpartaDOS?
>
> Essentially, I want to load up the CC8 compiler, Ace C linker (and
> associated files) into a RAM drive and remap it to look like drive 1
> -- so
> that I don't have to suffer the 30 minutes of agonising grinding every
> time
> I compile hello.c ;-)
>
> I've read Inside Atari DOS and scanned Mapping but without success.
> Maybe
> I'm being stupid (it's likely...) but I can't find what I'm looking
> for.
> Also, I'm assuming that there's no equivalent swap command in a
> disk-based
> SpartaDOS?
>
> Thanks
>
> Jerry

There is a device available from Bob Puff's company Computer Software
Services
called (I think) Ultra OS and that allowed you to set up your ram disk
as Drive one.
It actually made the program Typesetter very usable since you could swap
around the
three program sections quite quickly (but unfortuanly had to avoid the
130 version
unless you had a larger and divideble ramdisk. You need to install this
chip in your
system however...

2169. Re: 14c89?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34F91967.88DEE7AB@erols.com>
Source record: 65407

Steven J. Tucker wrote:

> Linda Shippert (loo@u.washington.edu) writes:
> > I'm trying to round up the parts for a ProSystem cable but I' not
> having
> > much luck with finding a 14c89 CMOS Quad line Reciever.
> >
> > First of all, what the heck IS it?!
>
> You can get the cmos version of the 1489 at any well stocked
> electronics place.
>
> Try JDR or Jameco, both are under a buck.
>
> Jameco Part# 16379
> JDR Part# DS14C89
>
> Try JDR first, last time I ordered with Jameco I spent $150 and got
> $140 worth of stuff I didnt order, and had to ship stuff back 3
> times.
>
> > The sales drone at Radio Shack
> > couldn't find a listing for it in their catalog and I couldn't find
> it on
> > the shelf. Even the local fancy RS alternative didn't know what I
> was
> > talking about (probably becasue I don't know myself).
>
> If the people at Radio Snack talk to you, just smile and back away
> slowly. :)
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator!
> * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE!
> * * *
> * * * Ape Homepage: http://www.nacs.net/~classics
> * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
> Lines !!

Steve. Not all people at the Shack are useless/dangerous. If your brave
and are willing to go
on a long journey searching them one at a time you might in a few years

time actually find
someone
technical and helpful (sort of like finding a hooker with a heart of
gold)

Pat.

2170. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980301055900.AAA01453@ladder02.news.aol.com>
Source record: 65408

Yeah, Put all those upgrades right into the XL, I cant get the Modem Options to work with APE116 at this point. I have APE in Com 1 and disable the mouse, still cant access the modem in com 2.
Maybe it the sharware version? I was thinking about putting the Rverter inside the XL also, Even with this small drawback APE is still the best software to use with the SIO2PC. Ive tried the SIO2PC Software and HDEMUL.ZIP but APE is FEATURED packed.

..... Guy Ferrante

2171. Re: PC-Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19980301060800.BAA07753@ladder03.news.aol.com>
Source record: 65409

>From: Roland Scholz <roland@uni-koblenz.de>
>Date: Sat, Feb 28, 1998 05:19 EST
>Message-id: <34F7E4CC.3AB8@uni-koblenz.de>

>I have just finished a prototype PC-Interface (Bridge) for the Atari
>800XL. It can talk to e.g. Hercules Card (probed) or virtually any
>8bit-PC-card (drivers yet to be written). It is quite fast, I have
>filled 4K of character-memory on a hercules in 2-3/50 seconds.

>It implements a real PBI-Device, so there are no incompatibilities and
>it doesn't use user RAM. The drivers resides in an extra ROM that is
>mapped to $d800 (MathPack) when the bridge is selected .
>I'd like to know who is interested in such kind of interface and would
>pay about $40 for it.
>In the case I get enough requests, I will make a professional
>board and write some drivers for hercules, printer (centronics) and
>serial IO over standard 8bit-pc-cards.
>So long,

I can tell you That Im interested in it, and know of 3 other 8bit user here
in Orlando that are to. Infact I have a whole NETwork of XL's online so I
would need more than one, more like 3 for me alone.

It must be compatible with all version of Sparta dos, Mydos and Atari dos,
Drivers must be included for Video cards and HD/Floppie drives. Im not sure
if Hercules was color or just mono, But Color is a Must have.

Good Luck!! and keep me Posted

... Guy Ferrante

2172. Re: Playing 2600 games on the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd44e8$23427020$0201010a@fernando>
Source record: 65410

The 2600 adapter was nothing more than a 2600 in a smaller box. The 5200 was just a host that provided access to the TV, etc.

You gain nothing by hacking it. Its easier to just buy a real 2600. They are easier to find anyway.

Fernando

JMouchmino <jmouchmino@aol.com> wrote in article <19980301002301.TAA11834@ladder03.news.aol.com>...
> Talking about the 2600...
> There's an adapter for the 5200 that will let you run 2600 carts; it's a true
> Atari item, although I'm not sure it's easy to find.
> The 5200 is almost an Atari computer, so it shouldn't be very difficult to
> break inside this adapter and make it compatible with the XL/XE.
> Sure, what the Atari 8-bit computers lack right now is more complex games, but
> it could be an interesting project, what do you think?
>
>
>

2173. The 9th Adventurer`s Convention

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Larry Horsfield <Alaric@larryhorsfield.demon.co.uk>
Message-ID: <5MyP6fAv7R+0Ewuu@larryhorsfield.demon.co.uk>
Source record: 65411

Hello there in C.S.A.8bit

There must be people in this NG who still play adventure games, be they text and/or graphic, either on their Atari`s or on PC`s under emulation. If so you may be interested to hear about the 1998 Adventurers Convention, which is being held in Birmingham this coming October, as it has been for the past 8 years.

The Convention is being held on Saturday, 24th October 1998, in the Ariel Suite of the Royal Angus Thistle Hotel, St. Chad`s, Birmingham B4, which at the end of the A38M and easy to get to from all parts of the country. It runs from 9am to around 6pm and covers all formats from Spectrums to PC`s, including Atari`s. Tables are available if you wish to bring along your own computer(s) and we actively encourage this as we depend on those attending to bring their computers, so the more the merrier! If you wish to bring hardware and/or software to sell you are more than welcome to, but no pirated software please!

The event attracts adventure enthusiasts from all over the UK, including Northern Ireland, and the atmosphere is very friendly and informal. Many of us stay overnight at the hotel and the evenings can be just as lively and interesting as the convention itself!

During the day we have the popular "Megapoints" competition running. In this the contestants get 20 minutes playing time at a specially written Spectrum text adventure, with the object of scoring as many points as possible in the alloted time. There are usually cash prizes and special certificates for the 3 highest scores. The adventure this year is being written by Ulsterman Jon Scott, author of various Spectrum text adventures published by Zenobi Software.

Tickets are available now and cost 6 ukp per person if you buy yours before 30th June, 1998. Thereafter, or if you pay on the door on the day, the price will be 7 ukp per person. Tickets may be purchased from:

Vicky Jackson, 128 Merton Hall Road, Wimbledon, London, SW19 3PZ

Please make cheques/PO`s payable to V. Jackson

* * * * * * * *

HOTEL ACCOMMODATION:

The Royal Angus Thistle Hotel has special room rates for those attending the Convention. These include full English breakfast and are as follows:

Single Room: 37.50 ukp per night.

Double/Twin: 32.50 per person, per night.

Please contact the hotel to book your accommodation, NOT the convention organisers. The address and phone number are:

Royal Angus Thistle Hotel, St.Chad`s, Queensway, Birmingham, B4 6HY

Telephone: 0121-236-4211

Don`t forget to inform the hotel you are attending the Adventurers Convention, otherwise you will be charged the normal room rates!

NOTE: The Convention is on the weekend before the start of the Birmingham Motor Show at the NEC. Whilst the hotel have promised to reserve a number of rooms for us, you are strongly advised to book your accommodation AS EARLY AS POSSIBLE to avoid disappointment.

If you have any queries about the Convention, or would like to reserve tables for your hard/software, please contact me at the email address below.

Hope to see you in Brum in October!

Larry Horsfield

alaric@larryhorsfield.demon.co.uk

2174. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6dbaddgi1@news01.deltanet.com>
Source record: 65412

Ya, I just built my 1-chip cable for about $6 and it just blew me away. I think the only thing that would stop me from doing an internal upgrade to the computer is the thought of hacking up the machine's case to do it. I just bought a 1200XL on ebay (the 800XL keyboard is driving me nuts) that I need to do another cable for. Has anyone multi-tasked APE yet? If I'm on a Pentium II 233 with 128megs of ram, do you think I would be able to run one instance on com 1 and another on com2 to boot two machines at o
nce? I'll try it and let everyone know when I get the 1200XL.

BTW, APE is incredible - I just want to really thank everyone who went through all the trouble to dream the whole SIO2PC/APE system up. As soon as I get the spare $$$, I'm going to register. As far as I'm concerned, it's worth 5 times what it costs....

Aaron

2175. Re: SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6dbcfm$ld0$1@nnrp1.dejanews.com>
Source record: 65413

In article <6daerurit1@dartvax.dartmouth.edu>,
crow@coos.dartmouth.edu (Preston F. Crow) wrote:
>
> "patrice MULLER" <pamuller@imaginet.fr> writes:
>
> >i have an atari 800xl secam version, i can trade it for stand alone atari
> >systems like pongs ....
>
> I'm familiar with NTSC and PAL. How different is Secam? From a
> software standpoint, is it any different from NTSC, or are there
> programs out there that will only run on one or the other?
>
> I'm mostly just curious, but some of the emulator-writing people would
> probably have a more serious interest if there are differences.

I don't think there are much differences between SECAM and PAL (at least the frequencies are the same). The only difference is the chroma/luma keys are not transmitted the same: when watching PAL RF on a SECAM TV, the image is black and white.

If I recall correct, SECAM Ataris where distributed with a Peritel (SCART) cable which hooked on the monitor port of the Ataris and the SCART (Video) port of the SECAM TVs.

If that's exact, then PAL and SECAM Ataris could be the same hardware.

Now what I'd like to know is either the wiring of this cable (my TV can accept SECAM, PAL and NTSC on its SCART port) or if anyone can sell me a complete SECAM Atari (whith the cable).

Sorry, I don't have anything in exchange (I am not a collector, just a nostalgic geek looking for the computer hardware I began computing with).

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2176. (Off topic) WebTV info

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6db83c$916$1@newsd-199.bryant.webtv.net>
Source record: 65414

Well, a couple of corrections. It was pretty late (or rather, pretty early) when I typed in some stuff about WebTV: The Plus has a 1Gb drive, not a 4 Gb.

I don't have all my information here, but the main processor is a RISC chip...

You can use your own ISP to access through WebTV, but the rate is $9.95 per month unlimited from the $19.99.

The reason they don't add SCSI, etc to this is it starts to become a PC. And this us NOT what the WebTV was made. Like, I don't need to save gigabytes of web page downloads, I surf. I lurk. I gave archiving stuff years ago with my ST.

Now for those crying, "Why is there discussion on WebTV, this is an Atari newsgroup?" Well, you're right. There is a WebTV newsgroup. But the relevance is that some soul out there is using Lynx and an 8 bit. For $99, they can have a 33.6 modem and fast graphics displays. In othr words, real net access, without the price. (Like Atari used to say) If you really want to ftp some programs from umich, then get back on the 8-bit...

I'll get the technical information for you tweeks out there and post it.

2177. Re: Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6db93q$91t$1@newsd-199.bryant.webtv.net>
Source record: 65415

What's complex you ask? How funny you should mention that you use Linux.

Now, ask any Joe on the street and ask him if he knows Linux. He'd just say, "Isn't that Lucy's brother, the one with the blanket?"

My point, and WebTV's is that you don't even HAVE to know ANYTHING about PPP or SLIP or POPs, or whatever alphabet soup you need to get onto the internet. And THAT is why a lot of regular joes DON'T use a PC.

WebTV uses a proprietary technology to display web pages using television monitors. And it is darn good. The resolution is there, unless some coder uses a yellow text on a pink backgound. (And there is a site out there that does!)

Okay, price. $2000 for a pretty decent PC including monitor. For what, web access? These people aren't going to run the company spreadsheet, compose a newsletter, or even deal with Adobe. They just want to access the internet and find out what bait they should use when they fish, to use a Yahoo TV ad.
Even a bare bones system is still at least $1500, when you could get a WebTV Plus for under $300, or a Classic for $99.

But this debate is not so much about WebTV vs a PC, but how to make the internet easy to access, and take it to the regular guy on the street, instead of some smart-ass kids that spout technobabble.

If anyone is in the Bay Area, and want to really see how this thing works, let me know. I work in a store that has these, along with 300 Mhz Pentium IIs connected to a ISDN line. I have shown computer users this, and they have been impressed to see what their sites look like with a WebTV.

I'll admit, there are a lot of idiots out there that make this thing look like an IBM PCjr. (remember THOSE?) But since I had one since about the beginning (Nov '96) I know the features.

2178. Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6dba3b$92h$1@newsd-199.bryant.webtv.net>
Source record: 65416

Web graphics into Graphics 8 images? Are you kidding? Do you know how long it would take to even draw a small one?

Look, some JPEGs I've seen are the same size as the capacity of a 1050 drive. You mean you want to take a 120k image, even squeezing (rather grating it like cheeze) into a Graphic 8 image and watch each line get drawn will take all night. Okay, I'm exaggerating.

2179. Crash? What crash?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6db9ks$926$1@newsd-199.bryant.webtv.net>
Source record: 65417

Oh? Crashing in the middle of an email? Losing stuff? I think it has to be user error, or a computer down the line in transmitting the email.

I've been using this for over a year, I bought one within a month of it being released (Nov. '96) and have NOT had my machine crash.

Periodically there are small software updates, that are done at the main WebTV level. Then there are the big updates, when their servers download software to the terminals. Now in the last three big updates that I remember, and the countless smaller one, I have never heard of anyone yet "crashing" their system. Not from customers or other users.

I'd be interested in hearing how this unit crashed. I preview updates before they are released, so this is news to me. What happened, was it a classic crash and the unit hung up? Did garbage come up all over the screen? Did the unit have to be unplugged to reset it? (WebTVs do not have a physical on/off switch)

2180. Re: WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6db9mf$92b$1@newsd-199.bryant.webtv.net>
Source record: 65418

Advertising?

No.

2181. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6dbche$d9g$1@hades.csu.net>
Source record: 65419

Bill R. Core (he110@cleveland.Freenet.Edu) wrote:

: consists of CGS code, so we could get web pages geared
: specifically to our machines? Justa thought, but that's how we

I didn't think of CGS right offhand, as I've unfortunately never seen it
in action, but I did think of supporting some Atari-8-browser-specific
codes. Or perhaps something along the lines of:

<img src="abc.gif" gr9src="abc.gr9" alt="Alt text here" ...
~~~~~~~~~~~~~~~~
:)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/
~~~~~~~~~~~~~~~~

2182. Demoville Site Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6dbcnm$d9g$2@hades.csu.net>
Source record: 65420

Demoville, the cobweb-filled tribute to the Atari's best demos has been updated a little.

My favorite less-than-8K pair of demos, "Intro1" and "Intro2" have been immortalized; animated GIFs and RealAudio clips for this duo. :)

And the audio awesomeness known as Gumi & Krawco's tribute to Tom Liebich, the "Liebich" demo, is also up at Demoville. Just one screenshot (no need for more), but 4 Real Audio clips! :)

http://zippy.sonoma.edu/kendrick/demoville/

I still need to add some Real Audio clips of Delerium Tremens and Joyride, and do some other demos... but hey, I'm only one person!!! >:^P

Enjoy!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2183. Uses for the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6dbabm$92n$1@newsd-199.bryant.webtv.net>
Source record: 65421

You can use the XEP80 instead of the 850 as a printer interface.

2184. Holmes Atari Games Page 610+ Games - UPDATED

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Aaron Wheeler <nohere@ihug.co.nz>
Message-ID: <01bd451f$b2a36f80$12674cd1@aaronat>
Source record: 65422

Hi all atarians,

Just a note for those interested...

I've again done a big update to my Atari Games pages...
there are approx 610 games online now...
Also various games manuals/hints. (I'm looking to get a heap more
manuals/hints
online soon!)
So if your looking for something to run on those 8bit
emulators, come take a look around...

http://crash.ihug.co.nz/~aaronat/atari.html

There are no BANNERS, or PORN of any kind...just 8bit games.

I'm looking at doing a Atari 8bit High Score page for those interested.
Please send me your high scores for your favorite games..
(No cheaters please!)

Send email to aaronat@ihug.co.nz

Depending on the response, the high score page will be online by the end of
week.

regards

Holmes.

2185. Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Aaron Wheeler <nohere@ihug.co.nz>
Message-ID: <01bd451f$fa77cd60$12674cd1@aaronat>
Source record: 65423

I'm looking at doing a Atari 8bit High Score page for those interested.
Please send me your high scores for your favorite games..
(No cheaters please!)

Send email to aaronat@ihug.co.nz

Depending on the response, the high score page will be online by the end of
week.

regards

Holmes.

http://crash.ihug.co.nz/aaronat/atari.html
Atari Games Pages

2186. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34F9A90C.55DFE371@erols.com>
Source record: 65424

Mark Newton-John wrote:

> Web graphics into Graphics 8 images? Are you kidding? Do you know how
> long it would take to even draw a small one?
>
> Look, some JPEGs I've seen are the same size as the capacity of a 1050
>
> drive. You mean you want to take a 120k image, even squeezing (rather
> grating it like cheeze) into a Graphic 8 image and watch each line get
>
> drawn will take all night. Okay, I'm exaggerating.

Speed isn't the issue here. On an ML level the Atari is capable of
moving
nearly 64K per second. If the image was d/l into a ramdisk (like a 1 meg
MIO)
the image could be displayed in a few seconds. The real problem is
trying to
compress the image to fit the screen and still be viewable. In graphics
8 about
85% of the image would have to be dumped.
The real problem would be readability in handling it in this manner.

Pat.

2187. Re: Atari 835 a 1200 bps modem?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34F9ACB4.7AA225D@erols.com>
Source record: 65425

Curt Vendel wrote:

> The Atari 835 is a 300 baud ONLY modem, however the software
> cartridge: Telelink II did have an option to switch between 300 & 1200
>
> baud even though the hardware wasn't able to support it. What may
> have been happening is there may have been plans for a 1200 baud
> modem,
> but they may have fallen short of time or it would have been too
> expensive at the time. I heard at one time about an Atari 837 but I
> have never been able to confirm this number designation either through
>
> conversations with ex-Atari engineers or in any of the engineers
> manuals
> I've gone through so this may have been just a rumor or nothing at
> all.
>
> Curt

Back in the time when 1200 baud modems had first arrived on the scene

Jim Harris had found a location in Telelink that set the baud rate and
was ready
to create a 300/1200 cart. He mentioned this to me before he did it, and
I asked
him about his method. After understanding how the hardware was going to
be
created I suggested that he set up the cart to handle 2400 baud as well.
He thought
I was a bit wacky to suggest such a thing, but it was an easy
modification. Less
than a year later he was using it. (But not thru an 835, it WAS only 300
baud capable.)

Pat.

2188. Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980301162101.LAA26055@ladder03.news.aol.com>
Source record: 65426

It seems the SECAM computers can only display 128 colors because of different chroma/luminance settings.
The colors are not the same and you have a loss in picture quality.
On some SECAM 130XEs, you have some red ''bars'' on the screen and the picture can be somewhat blurred...
I was told, though, that the image could be made much clearer than it usually is.
The SECAM 800XLs seem to be a lot better.
I actually got my SECAM 800XL in 1984 and bought a PAL version about six years ago and I never really noticed the ''fuzziness'', but believe me, I can really feel the difference now!
Unless you want them for your collection, my advice is to never buy SECAM Ataris!
By the way, I know that the Voice Master (COVOX) were imported to France in two different versions; I remember trying to load a demo of this program on my SECAM XL and it just wouldn't work, while it would run perfectly on my PAL system!
To run the new and not so new Polish demos and some European games, you will REALLY need a PAL system (both NTSC systems and the current emulators have problems dealing with them).
A PAL system will run ALL American games, albeit slightly slower.
Greetings from France,
Bertrand.

2189. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd452e$2d273bc0$52c2accf@asharkis.erols.com>
Source record: 65427

Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article
<6dbaddgi1@news01.deltanet.com>...
<SNIP!>

You know, I'm not going to knock APE. Stephen Tucker did a fine job with it. But even he can't straighten out a problem that I've been having with it.

Suppose I save my club's newsletter disk as a couple of .ATRs on my PC, and then I want to copy them back to a real Atari drive (XF-551 or 1050) thirty-five or more times. I try using MyCopyR, the J option in DOS 2.5 -- anything. The .ATR transfers to the Atari correctly, but when it's time to save to the floppy, the serial bus seems to overrun the drive and the process halts. I don't have that problem when I run SIO2PC software.

I've tried slowing APE down by using stupid mode, going to single speed, playing with other settings. Nothing helps.

My clone is a Pentium 100 and the SIO2PC is on COM 2 with my modem on COM 1. The mouse operates off a card at an entirely different IRQ.

The Atari system consists of a 320K enhanced 130XE with the Puff US-OS+ upgrade, a switched Quintopus, two 1050s and an XF-551, a P: R: (which is switched off when the SIO2PC is operating), an early SIO2PC 2-chip interface with no diode (built by Nick Kennedy), an XEtech Graphic AT printer interface, and a Wizztronics MidiMax interface.

Has anyone else run into something like this?

2190. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6dc2oj$f60$1@alexander.INS.CWRU.Edu>
Source record: 65428

re: having images in an alternate 8-bit friendly form...

That's a good idea, as it wouldn't really add much overhead
to the page in either HTML size or storage space. Would be
cool if it became a practice. "This page best viewed by
Netscape Navigator -or- BrowserXE" or something like that...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2191. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6dc3a0$nk9$1@pale-rider.INS.CWRU.Edu>
Source record: 65429

1050 drive? Are ya kidding? I stopped using mine 5 years or
more ago. my smallest capacity 5.25" is an XF551, which I only
have for backward compatibility. I also have an XF551 with the
CSS 3.5" upgrade. 720K. When my Hard drive is re-set up, it will
be a 320M Maxtor. I don't mess around with 90K formats anymore
unless its a purchased disk, or a DCM. I really wish everyone
still using an Atari 8-bit would get a DSDD drive, at least,
as we have to advance the state of the art beyond SSSD. Whole
new worlds of usefulness open up when you have at least 360K,
instead of 90k. Think of how much informaation could be on a
Disk-of-the-month! AND it could load at UltraSpeed!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2192. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6dc3t2$kl0$1@alexander.INS.CWRU.Edu>
Source record: 65430

An idea would be to download the HTML script and image(s) to a RAMDISK or a hard drive. Then the computer would interpret the page without the overhead of simultaneously downloading. Then it could save the resulting page bitmap (with clickable spots saved as well) to the HD, and you could back up to that page without having to re-download and reinterpret it. Should only take a couple of meg max for a temporary file for that session. You could even save your hotlist in this way, saving a lot of time. Loading a page bitmap from the HD would be a matter of maybe 3 seconds or less! It would poll the HTML from the site, and only if something had changed would it have to re-do the page on your end. In that way, it would be self-correcting.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2193. FA - Atari 800 XL- ends 3/2/98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6dc4tf$dt3$1@usenet50.supernews.com>
Source record: 65431

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=6846671

2194. Re: Holmes Atari Games Page 610+ Games - UPDATED

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-01 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6dc4ochjq1@newsd-122.bryant.webtv.net>
Source record: 65432

You did a great job on your 8bit site. It's a great resource. Be sure to eliminate any downloads if the program's author complains (has that ever happened with these aged 8bit titles?)

Yogi had a great site with lots of downloads but I think yours is much more accessible, plus it has manuals! Whatever happened to Jellystone park anyway...

Thanks and keep up the great work!

vs

2195. Re: FS: Atari 800 XL in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-2TlohCSqmsTz@DRACO>
Source record: 65183

On Mon, 2 Mar 1998 03:51:24, "Jason Conradt" <j*conradt@seanet.com>
wrote:

> http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7208970
>
> Atari 800 XL, in the box, box in okay shape, minor damage. Missile command
> cartridge included, with two Atari Basic manuals. Original power supply and
> RF cable also included. Everything verified working perfectly.
>
>

and here I just bought a 800xl in perfect shape for 6 bux at the swap
meet.

2196. Re: Playing 2600 games on the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NO*SPAM*WANTED!!!!.org>
Message-ID: <Pine.UW2.3.95.980302175624.20180A-100000@reality>
Source record: 65184

On 1 Mar 1998, JMouchmino wrote:

> Talking about the 2600...
> There's an adapter for the 5200 that will let you run 2600 carts; it's a true
> Atari item, although I'm not sure it's easy to find.

Yep, there was one. But it's a 2600 console that uses the 5200 for power, audio/video, and controls(I think). I have one for my Colecovision so it's about the same thing.

> The 5200 is almost an Atari computer, so it shouldn't be very difficult to
> break inside this adapter and make it compatible with the XL/XE.

You forget one thing...the 5200 had so many "mutations" it is incompatible with the 8-bit as it stands. You need the special pins on the 5200 cart port that pump the adapter's audio/video into the 5200. Plus the 5200 has different hardware locations for the same stuff that the 8-bit does.

> Sure, what the Atari 8-bit computers lack right now is more complex games, but
> it could be an interesting project, what do you think?

Another theory would be software emulation, well more like hyopthesis. I know someone (Nick B) who took the source code of Combat and modified it to run on the 8-bit. Both 2600 and 8-bit platforms share virtually the same type of CPU, and you just write the graphics to a space of memory instead directly on the screen. Plus you have to adjust for sound and player input like joysticks and switches.

Perhaps that same concept could be applied making a program that loads 2600 image files, same ones used on PC emulators, and run them on the 2600 adjusting register locations and such. But like I said, it's more of a hypothesis then an actual theory at this point.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

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E-mail me at: mrmaddog (@) microserve (.) net

(For private chats only)

Eric Noss
a.k.a

Mr. Maddog

2197. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Jim Treber <jtreber@mvillage.com>
Message-ID: <34FB63DF.4123@mvillage.com>
Source record: 65185

It's been years since I left the 8 bit scene, but I'm glad I still recognize names here that go back 10 years or more.

I have a friend asking about and interested in an SIO2PC cable. Are these still available from N. Kennedy? Or elsewhere?

Jim Treber

2198. Re: Maganavox Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0203981724360001@macmcurrent.library.carleton.edu>
Source record: 65186

In article <34FB0C0D.2367F76E@erols.comX>, Stephen Knox <gooch@erols.comX>
wrote:

>Recap:
>Works with XEP80

ok...

>Doesnt work with standard video out plug (RF)

I wouldn't expect that to work..

>Doesnt work with composite monitor cable

There are both color and monochrome monitor cables, depending on which
lines are connected. Any idea which you have? If you have a cable that
separates the chroma and luma signals, you'd want to attach the luma
output to your mono monitor. If you just have one video out on your cable
it's probably a regular compositie video signal, but I think that should
work!

>Also,
>Was anything else made that works with the XEP80 besides AtariWriter 80?

A few things. Other editors include:
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

BobTerm, Kermit-65 and VT850 all support the XEP80.

BASIC XE and SpartaDOS X work with the XEP80.

And of course anything that sticks to normal E: gr.0 access will work.

That may be about it!

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2199. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6dfg1tglm1@nnrp1.dejanews.com>
Source record: 65187

```
In article <Ep6tKx.to@cix.compulink.co.uk>,
ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
>
> In article <01bd43ca$baee8310$64646464@gregm>, NOSPAM@erols.com (Greg
> Menke) wrote:
>
> > There is a page zero vector for the reset key- so its easy enough to rou
> > the call right back though a return. I think the call is precipitated b
> > NMI however. The XL series fancied it up a bit, making the reset a bit
> > more authoritative... Remember the 400/800 locking up so a power off/on
> > was
> > required, the Reset key doing nothing...? That vector was used to
> > re-initialize hardware, the device table and lots of other stuff, but NO
> I used to point the reset vector back to the basic carts error handler.
> That way, you can set some error handling code in basic that got triggered
> by a reset. Made basic progs like m/code ones - hit reset and they restart
> from the title screen, or whatever.
>
> ************************************************
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> ************************************************
> * Analyst Programmer/ Freelance IT Journalist *
> ************************************************
>

The vector is called DOSINI in positions 12 and 13, all you have to do is to
write your routine, in assembler and put its adress in dosini, just remember
the last instruction in your routine must be a JMP to the original DOSINI...
Correct me if i miss something....
Hope it helps.

J.Rojas

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading
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2200. Aquatron? Defnder-style game

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <6dfq49sbo1@nnrp1.dejanews.com>
Source record: 65188

Hi there,

Does anyone remember a game for the 8-bit computers called Aquatron.??

I can't seem to find any reference to it anywhere. I used to have it with my old 8-bit, but then sold it all off, and the new 800XL & software I bought doesn't have it.

It was a defender style game with water at the bottom and sky at the top. Approx 1 and 1/2 screens high. You could go to the top of the screen and fly faster to traverse the area. As well, if you came out of the 'faster' area, and tried to go into the water, you would explode.

Anyone remember this?
Perhaps it went under another title??

Many thanks,

John E. Cash

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2201. Atari 800 hardware/software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: dhayner@seacoast.com
Message-ID: <6dfrjktsm1@nnrp1.dejanews.com>
Source record: 65189

FOR SALE: Complete Atari 800 system in excellent condition. Make me an offer on the whole package. I'll sell to the best acceptable one received by March 31. If none are acceptable, I'll entertain offers on individual items. Buyer pays the shipping from Boston.
Hardware:
* 800 computer with OS, 48K RAM, Owner's Guide, extra 16K RAM
* 810 disk drive with Owner's Guide, Introduction to DOS II
* 850 serial interface with Operator's Manual
* 830 acoustic modem and AMODEM
* 1027 character printer
* C. Itoh Prowriter dot matrix printer
* Commodore 1802 monitor with User's Guide
* Paddles, joysticks, trackball
* All power supplies and cables
Software:
* Assembler Editor cartridge and manual
* Atariwriter cartridge and manual
* BASIC cartridge and BASIC Reference Manual
* SynCalc and manual
* SynFile+ and manual
* Centipede cartridge
* Age of Adventure
* Alternate Reality
* Archon, Archon II
* Ballyhoo
* The Best of Antic
* Caverns of Mars
* Conan
* Cosmic Balance II
* Cutthroats
* Data Base/Report System (APX)
* Enchanter
* The Family Tree (Antic)
* Forth (Antic)
* Galahad and the Holy Grail
* Gemstone Warrior
* Ghostbusters
* Hitchhiker's Guide to the Galaxy
* Megafont
* Micropainter
* Moonmist
* Original Adventure
* Planetfall
* Print Shop

* Program-Text Editor (APX)
* Questron
* Sargon III
* Sea Dragon
* The Seven Cities of Gold
* Sorcerer of Claymorgue Castle
* Sorcerers
* Spellbreaker
* Starcross
* Stone of Sisyphus
* Suspect
* Suspended
* Ultima I, II, III, IV
* Witness
* Zork I, II, III

Documentation:

* Mapping the Atari
* Compute's Second Book of the Atari
* Starting Forth
* Assembly Language Programming for the Atari
* De Re Atari
* Hardware Manual
* The Creative Atari
* The Musical Atari
* 45 Antic magazines from Feb/Mar 83 to Dec 87
* 48 Compute magazines from Mar 83 to Jun 87
* 39 Analog magazines from May 85 to Dec 89

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2202. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34FB8C72.EE54965D@mail.bcpl.lib.md.us>
Source record: 65190

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder $10
(2) Ataru 1030 300 Baud Direct Connect modems {each}$10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

2203. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FBAA4C.9E453E4E@erols.com>
Source record: 65191

DAVID L. ORMAND wrote:

> I did this up before I read a message here that seems to indicate that
>
> unmodified Sega controllers will work on an Atari 8-bit. If so, I
> would like to hear about it!
>
> For other machines (like my TI-99/4A primary rig), an almost-compat
> like the Sega controller will not work, so the following mod is
> necessary.
>
> ==
>
> How To Convert a Sega Genesis Controller to Atari Standard Pinout
>
> The Sega controller almost has the same pinout as an Atari Standard
> joystick (wonder why!). The lowest-cost model (no-frills, three
> fire buttons, ~ $10 at Toys R Us) can easily be modified for use with
> Atari STs, Atari 8-bitters, TI-99/4As (mod tested on these) and
> probably
> all other home computers from the 70's and 80's. With this mod, the
> movement pad will work like a regular joystick, and the middle fire
> button ("B") will work as a joystick fire button.
>
> 1. Unscrew the 6 screws and lift off the back. Remove the cable/board
>
> assembly.
>
> 2. Disable the single logic device (74HC157) by:
> a. Cutting pins 4, 7, and 9, or
> b. Cutting the entire chip clean off!
>
> Note that, holding the board so the "notch" at the end of the
> chip is "up", pin 1 is at the upper left corner. Pins number down the
>
> side and up on the other side, with pin 16 opposite pin 1. Remember
> that when looking at the reverse (circuit) side, the image is flipped!
>
> 3. Make a solder bridge between pins 3 and 4, 6 and 7, and 9 and 10.
> If
> globbing on enough solder to make the bridge doesn't appeal to you,
> use
> a bit of wire, like a bit of resistor lead from your junkbox.
>

> Options:
> 1. The one-side circuit board is pretty easy to trace out. You could
> easily jump the other fire buttons to "B" so they all work.
>
> 2. Supposedly, with a bit of ingenuity, you could put a very small
> three-pole, double-throw switch somewheres on the controller, NOT
> cut the chip off the board (but merely clip pins 4, 7, and 9), and
> wire the switch in such that
>
> pin 3/6/10 ------o\
> \o------ where pin 4/7/9 used to connect
> on the circuit board
> pin 4/7/9 ------o
> (stubs on the chip)
>
> And you can switch the controller between Sega and Atari modes!
> (This has not been tried, it just stands to reason!)
> --
> **
> * David Ormand *** Southwest 99ers *
> * dlormand@aztec.asu.edu *** Tucson, Arizona *
> ************************** TMS9900 Lives! *

When I was working at Electronics Boutique and the Genesis
was new, I plugged an unmodified Sega Genesis controller
into my 130XE and it operated fine. All directions were correct
and the "B" button was the fire button. It sounds like the stick you
used has autofire or other options in it. If you buy a stick without
any of the fancy "extras" then any modifications won't be necessary.

Pat.

2204. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34FB8447.1D20@pacbell.net>
Source record: 65192

Steven J. Tucker wrote:
>
> How does all the dram in a large upgrade (like 1 meg) get refreshed? I
> assumed the regular memory was always refreshed by the constant activity
> of the OS, but what about all that extra ram?
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Nope. The DRAM is refreshed by ANTIC. REF is brought up and the RAS
address for the next row of memory is put on the address lines by ANTIC.
This stops the CPU and refreshes memory every 2ms or so. The old ANTIC
only refreshed 128 row addresses, so it could not be used by a 256K
DRAM, which requires 256 rows. The larger chips require even more row
addresses - quite a problem if it weren't for their hidden refresh
capability. With the new chip/SIMMs, you just tell him to refresh and he
does his own addressing stuff. Doesn't matter which ANTIC you use.
You are close on your OS activity refreshing memory. If you cripple
refresh, it is very difficult to see it fail. I used "PASSIONATELY", a
demo, to test my refresh. As you watch it run, the data gets more and
more corrupted.... Drove me nuts for a while!

Bob

I saw 16meg simms that could be used in the 8-bit for $50.... I'm not
too excited about spending $50 for something I really have no use for,
but if someone out there in 8-bit land is willing to finance the
project, I'll build them a 16 meg Atari.

2205. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hPXGXfV.tandrews16@delphi.com>
Source record: 65193

AsciiRider <atebit@wwa.com> writes:

>
>So, What do YOU do with your Atari?
>

I use my 130XE and Bobterm to call Delphi and check out this newsgroup on a nightly basis.

I use Textpro 4.54 for all my word processing and find it more than adequate for anything I try to do with it, including preparing an annual report of the crops I plant for the USDA. They tell me at the local office I give the best crop report they get.

I did my taxes last month, and used Syncalc to break down my property tax and tractor fuel bills and calculate the deductible and refundable parts.

Anybody remeber Customer List Manager from the August '89 Antic? That was mine, and I still use a revised version every year in my vegetable stand business. A modified version keeps track of our Christmas card list.

Oh, and every once in a while I'll even play a game or two!

TJ

2206. re: "private" bbs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: pgf@ivic.net
Message-ID: <888898603mnewspgf@ivic.net>
Source record: 65194

>
>
> Well, at one point slavery was legal, but thankfully not to many people
> agree with you and decided that even though it was legal it was terribly
> wrong.
>
> Eric
>
> Dennis Bishop wrote:
>
> > LAWS DO make it either Right or Wrong.

Hmmm....

Violating the Law is an intrinsically Wrong thing to do. But there are other, more intrinsically wrong things, if only a few of them. I the case mentioned, it was illegal to help slaves escape to Canada at one time. Some people thought it was worse to obey this law than to let people be owned. It was at one point, illegal for a white man and a black man to sit at the same lunch counter is some states. Again, some people thought that a greater wrong than breaking that law would be. There are many other examples, just as there are far more where it is clear that it is a lesser Wrong to obey a stupid, or even Wrong, law, than to disobey it.

pgf

2207. re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: pgf@ivic.net
Message-ID: <888899097mnewspgf@ivic.net>
Source record: 65195

```
>
>
> >I found an Atari FAQ somewhere and it said you can display 256 colors
> >simultaneously. Can it be done in basic on an 800XL? The most colors i
> ever
> >used was 16 in graphics 11
>
> Yes...but I don't know how exactly.
> You know how to make display-lists?
>
> Uhm.. I've seen a method with switching (fast) between
> gr.9 (16lum) and gr.11 (16col) what gives a mixture
> 16colors with 16luminance(?) = 256colors. But that flickers...30/25Hz...
>
> There is another method, but Im not sure how that works...
> it looks the same but without flickering.
>
> -rudi
> PS: Sorry for my bad english
>
```

Don't have the code here--saw it, in among other places, Compute! magazine. (I think). If you have access to a good 8-bit tech book, such as De Rey Atari or Mapping the Atari, it shouldn't be a big deal.

You set up a screen in one of the 16 color modes, say GR. 11, or better yet, GR.9. You make the image on the screen a series of lines of different shades, say 0-15, repeated 16 times or more. you then set up a display list that calls a ml routine every 16th line. This routine bumps up the number in the register that holds the color of the screen, MOD 16. Then you point the appropriate register to the custom DL, and put in a routine that fakes a keyboard input (a simple poke every 8 minutes will do, or maybe at the end of each screen display, during the VBI), and there you have it.

pgf

2208. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Nicholas Bales <bales@GET.THIS.OUT.hol.fr>
Message-ID: <6dga7r$l55$1@news3.isdnet.net>
Source record: 65196
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis a crit dans le message ...
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>

```
Maybe you could ask the Microsoft hotline

Huh, haha, HAAHAA, MMHHHAAAHHAAHAAAAA <hysteric laughter> ;-)

Cheers,
Nick
--
||| Nicholas Bales, Toulouse, France bales@
===|||==== The Atari ST Quick FAQ ===================== hol.fr
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

2209. Re: P: device numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: pgf@ivic.net
Message-ID: <888901416mnewspgf@ivic.net>
Source record: 65197

>
>
> Yes, it is possible to define a printer like a disk drive, e.g. P1:,
> P2:, etc, BUT, I think it was not implemented in either the OS or the
> device.
>
> I may be wrong, but as I remember, the problem arises if multiple
> printers are on. All of them will respond, or the first in the daisy
> chain if a print command is issued. At one time I tried this and calling
> my 1027 P2: didn't make a difference. It's probably because printers
> don't have the device number select like the disk drives.
>
> I should reassemble the rest of my 8-bit system and try this. I had a
> 1027, 1020, and a 1025 connected at the same time, but did not have all
> of them on when I needed to print something.

I don't have the codes, but the numbers were hard wired for the printers,
one was P2:, one was P5:, etc. I don't know of any way to change this on
any of the printers available.....

pgf

2210. FS:ATR8000 interface on EBay

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34FBB774.6B11@ccnet.com>
Source record: 65198

I have a complete ATR8000 Interface system on Ebay for auction.
Bid starts at a $1.00.This device lets you hook up your PC floppys,
printers to your atari 8-bit and has a RS-232 port.It is also a CP/M
computer.

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7111320

Or do a search for item#7111320 on http://www.ebay.com

This web page tells all about the ATR8000 Interface.

http://www.atari.nu/atr8000.html

2211. FT: Atari 8-Bit carts: (In-Store Demo cart, Squish Em, more)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6dd2sscdg1@geraldo.cc.utexas.edu>
Source record: 65254
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I posted these for trade once before, I screwed up my mail boxes, so I lost most of the replies. So here they are again. I'll make it easy this time - I'm ONLY looking for Atari 2600 game(s) I don't have. I don't have a specific want list, but ONLY rare or better games. I will possibly trade all of these for 1 game, depending on what it is.

In-Store Demo Cart CXL4019
Squish 'Em
Caverns of Mars RX8021
Kids on Keys
Coconotes
Defender
Space Invaders
Missile Command
Asteroids
Centipede
Pac-Man
Star Raiders

Thanks, Alex

2212. Re: FT: Atari 8-Bit carts: (In-Store Demo cart, Squish Em, more)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6dd2vfcdg2@geraldo.cc.utexas.edu>
Source record: 65255
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

If I can't make a trade, I'll auction them in the newsgroups as a package,
so if you're interested in that, let me know.

Thanks again, Alex

In article <6dd2sscdg1@geraldo.cc.utexas.edu>, bilstein@mail.utexas.edu (Alexander
Bilstein) says:
>
>I posted these for trade once before, I screwed up my mail boxes, so I
>lost most of the replies. So here they are again. I'll make it easy
>this time - I'm ONLY looking for Atari 2600 game(s) I don't have. I don't
>have a specific want list, but ONLY rare or better games. I will possibly
>trade all of these for 1 game, depending on what it is.
>
>In-Store Demo Cart CXL4019
>Squish 'Em
>Caverns of Mars RX8021
>Kids on Keys
>Coconotes
>Defender
>Space Invaders
>Missile Command
>Asteroids
>Centipede
>Pac-Man
>Star Raiders
>
>Thanks, Alex

2213. Re: Holmes Atari Games Page 610+ Games - UPDATED

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6ddajc$ed6$1@usenet41.supernews.com>
Source record: 65256

In article <01bd451f$b2a36f80$12674cd1@aaronat>, "Aaron Wheeler" <nohere@ihug.co.nz>
wrote:
>Hi all atarians,
>
>Just a note for those interested...
>
>I've again done a big update to my Atari Games pages...
>there are approx 610 games online now...
>Also various games manuals/hints. (I'm looking to get a heap more
>manuals/hints
>online soon!)
>So if your looking for something to run on those 8bit
>emulators, come take a look around...
>
>http://crash.ihug.co.nz/~aaronat/atari.html
>
>There are no BANNERS, or PORN of any kind...just 8bit games.
>
>I'm looking at doing a Atari 8bit High Score page for those interested.
>Please send me your high scores for your favorite games..
>(No cheaters please!)
>
>Send email to aaronat@ihug.co.nz
>
>Depending on the response, the high score page will be online by the end of
>week.
>
>regards
>
>Holmes.
Here go here for over 2000 games for the atari 8-bit computers

http://w3.one.net/~tom_cody

2214. Re: Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980302072400.CAA21261@ladder03.news.aol.com>
Source record: 65257

In article <6dao36$mg8@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>: Gee, how many of you can _really_ get rid of Explorer, I mean get it off
>: of your system, not just getting rid of the icon.
>
>When I used Windows 3.11 I always made sure to install software into it's
>own sub-directory.(unless it was just one file)
>This seems pretty obvious to me.

With PC's that ship with MSIE 4 you CAN NOT uninstall it. My friend Anthony
got fed up with it and deleted it, and W95 became inoperative. It replaces
Windows explorer with it's own code, and nothing short of reinstalling a
pre-IE4 copy of W95 will get rid of it.
DSolimano
Have an Atari Day

2215. Re: Atari 600XL 64k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Stefan Birmanns <sbirmanns@silmaril.imib.rwth-aachen.de>
Message-ID: <34FA732C.BD4FFFDF@silmaril.imib.rwth-aachen.de>
Source record: 65258

> >> Or what I really want to know:
> >>
> >> If your computer is already internally memory expanded, would an external memory upgrade work too. And how does the computer know when to select intern
> >>
> >> CU Mathy Van Nisselroy
> >
> >There is an /EXTSEL Signal on the PBI. It signals the computer to disable the internal RAM.
> >
> >cu
> >Stefan Birmanns
>
> Howdy Stefan
>
> So If I had a 130XE with a 1 MB MIO and an internal 1 MB memory upgrade, the computer would only see the external 1 MB (in the MIO).
> (I don't own a MIO, and from what I hear of it (some of them are very unreliable and any program you have in memory will disappear once you go into the Mio menu)
> I don't want one. But 1 MB still sounds good. Damb, those PAL's are expensive.)
>
> CU Mathy Van Nisselroy

The /EXTSEL Signal disables the internal XL-Memory. I think, most of the internal memory expansions will disable, too.
But what do want to do with 1MB in an XL? I know only a few programs, using the XE-64KB-expansion...

cu
Stefan

2216. P: device numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6dds3satg1@newsd-199.bryant.webtv.net>
Source record: 65259

Yes, it is possible to define a printer like a disk drive, e.g. P1:, P2:, etc, BUT, I think it was not implemented in either the OS or the device.

I may be wrong, but as I remember, the problem arises if multiple printers are on. All of them will respond, or the first in the daisy chain if a print command is issued. At one time I tried this and calling my 1027 P2: didn't make a difference. It's probably because printers don't have the device number select like the disk drives.

I should reassemble the rest of my 8-bit system and try this. I had a 1027, 1020, and a 1025 connected at the same time, but did not have all of them on when I needed to print something.

2217. Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6ddss4atu1@newsd-199.bryant.webtv.net>
Source record: 65260

Going through a bunch of my old Antic magazines, and visiting the Antic magazine web site (www.atarimagazine.com) I was wondering, when was the last issue published?

2218. Re: Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R0203980152070001@nntp.ix.netcom.com>
Source record: 65261

In article <6db93q$91t$1@newsd-199.bryant.webtv.net>,
marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>If anyone is in the Bay Area, and want to really see how this thing
>works, let me know. I work in a store that has these, along with 300 Mhz
>Pentium IIs connected to a ISDN line. I have shown computer users this,
>and they have been impressed to see what their sites look like with a
>WebTV.

Ahh... All this WebTV talk *is* an ad.

Congradulations on a nice soft sell, Mark. Now begin talking about Atari
8-bits, please. :-)

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2219. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Ep6tKx.to@cix.compulink.co.uk>
Source record: 65262

In article <01bd43ca$baee8310$64646464@gregm>, NOSPAM@erols.com (Greg Menke) wrote:

> There is a page zero vector for the reset key- so its easy enough to rou
> the call right back though a return. I think the call is precipitated b
> NMI however. The XL series fancied it up a bit, making the reset a bit
> more authoritative... Remember the 400/800 locking up so a power off/on
> was
> required, the Reset key doing nothing...? That vector was used to
> re-initialize hardware, the device table and lots of other stuff, but NO

I used to point the reset vector back to the basic carts error handler. That way, you can set some error handling code in basic that got triggered by a reset. Made basic progs like m/code ones - hit reset and they restart from the title screen, or whatever.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2220. Re: 120V relays controlled through stick port

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34FAAF0D.1BDCE3D@ix.netcom.com>
Source record: 65263

dwmoar wrote:
>
> If it were me I would use the port to gate a SCR that would in turn drive a
> control a triac. I would want to make sure that my Atari was isolated from
> the 110 volt source though. Just in case something went wrong (like a
> short) Would hate to fry my machine. This could be done through an optic
> isolator. I am also assuming that you are only going to use the ports as an
> output device ? If you would need help designing this type of circuit, I
> would be more than happy to help you with it. If I remember each port could
> support upto 4 of these type of controllers. Perhaps more if one
> multiplexed the control signal output. Anyway just a thought.
>
> Terry McDermid wrote:
>
> > Does anyone have any sugesstions on how to control 120V circuts with an
> > 8-bit via the stick ports? The XEP80 interface sends data in both
> > directions through the stick port.

Dwmoar,
You are correct. However, by using some logic and combining all 8
joystock pins as 1 data byte, you can actually control up to 256
devices. Using the optoisolation is an excelent idea. BTW, you can
actually do a combination of data acquisition and process control with
this system if you really wanted to take the time for all the design
work. By adding the trigger pins of both ports you then have 10 bits of
data to work with. This makes for some rather nice control of the
interface circuit(s), a bit of feed back, if you will.
There is a very nice book called "Your Atari Comes Alive" by Richard
Leinecker and david Burd. The book was published by Alpha Systems, and
is completely designed around the Atari 8-bit computer. I like it better
than the Radio Shack books. The RS books are good AFTER you have gone
through this book and done these projects.
Anyway, Using the joystick ports as control I/O is great and it's
pretty easy to do.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2221. Do you want to be part of a 8-bit atari web ring

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6defaq$el4$1@usenet45.supernews.com>
Source record: 65264

```
if so email

atari-guy@usa.net

goto my home page

http://w3.one.net/~tom_cody
```

2222. Re : Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980302153801.KAA21281@ladder03.news.aol.com>
Source record: 65265

Yes, I didn't clarify that...
Replacing the NTSC chip with a PAL one is a fine solution.
Grtx,
Bertrand.

2223. What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34FAD4EE.26A6B0E3@wwa.com>
Source record: 65266

Well, I've done it. I have actually used my 800xl for something productive. I always tell my girlfriend "Look! you can do this , you can do that, blah blah blah" - but I never actually did anything. We all know the story behind that - most of us have pentiums nearby.

Anyway, I just started collecting 2600 carts. I thought to myself that it would be great to maintain a list of atari carts on an atari. I only have 37 carts, but I wanted to have a list with me when I go junking so that I don't buy ones that I already have. Also, some games were released by different companies so I did need to know who made the carts I have. More importantly, I wanted to alpha sort my list for easy checking in the thrift stores.

So what database should I use? I had a few - Synfile+,Data X, Dataperfect. I played around with all of them before. Synfile+ looked to be the most friendly. Dataperfect looked to be the most powerful. I decided to go with Synfile+.

So I fired it up, created a five index form, and started entering my data. I'd say it took about five minutes to get started. What fun! It took me a little time to figure out the report writing part, but I finally got my list alpha sorted and printed out.

Finally! I did something with this machine from my childhood other than play games. I think it is a perfect match for a small database. It takes less time to boot than a pc, it takes less time to get started entering data also.

So, What do YOU do with your Atari?

Oh yeah, I have a couple Synfile questions. I got it in trade(Bob Klass), so I don't have the manual.

How do you get it to use two drives?
Anyway to to save the reports you design?

AsciiRider
atebit@wwa.com

2224. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980302155001.KAA22615@ladder03.news.aol.com>
Source record: 65267

Original versions of "De Re Atari" are still available from B&C.

www.myatari.com

Bostone1@aol.com

2225. Re: MAC65 DOCS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980302155000.KAA17553@ladder02.news.aol.com>
Source record: 65268

Mac65 docs and many others are available at:

http://www.crestviewfl.com/~richard/atari-docs.htm

Bostone1@aol.com

2226. Re: "private" BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6dekncqgf2@news.campus.mci.net>
Source record: 65269

```
On 1 Mar 1998 16:04:48 , Alan Christie wrote:
]-On 27 Feb 1998, Ronald J. Hall wrote:
]-> ]-"You are not ready for Immortality" Kosh on Babylon 5
]->
]-> You tell'em Dennis! <grin> I run The DarkForce! BBS the same way...no
]-> "cracked" or pirated software allowed...! ;-)
]-
]-This is probably a rhetorical question, but....
]-
]-What is the difference between "cracked" or pirated software? "Cracked"
]-software available for download is pirated...
]-
]-Alan
]-University of Toronto
]-Computer Science, Management and Economics
]-
]-.
```

Hi Alan. Well, I always regarded pirate software as commercial software available to users for free. I always regarded "cracked" software that has had the copy protection removed. As you can see though, the lines are not clear here, and I was not trying to make a statement of definition, just to say that at The DarkForce! BBS, we don't have anything to do with either... ;-)

Have a nice day!

```
_____________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2227. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6demd9$ric@bgtnsc03.worldnet.att.net>
Source record: 65270

AsciiRider wrote:
>
> Well, I've done it. I have actually used my 800xl for something
> productive. I always tell my girlfriend "Look! you can do this , you
> can do that, blah blah blah" - but I never actually did anything. We
> all know the story behind that - most of us have pentiums nearby.
>
> Anyway, I just started collecting 2600 carts. I thought to myself
> that it would be great to maintain a list of atari carts on an atari. I
> only have 37 carts, but I wanted to have a list with me when I go
> junking so that I don't buy ones that I already have. Also, some games
> were released by different companies so I did need to know who made the
> carts I have. More importantly, I wanted to alpha sort my list for easy
> checking in the thrift stores.
>
> So what database should I use? I had a few - Synfile+,Data X,
> Dataperfect. I played around with all of them before. Synfile+ looked
> to be the most friendly. Dataperfect looked to be the most powerful. I
> decided to go with Synfile+.
>
> So I fired it up, created a five index form, and started entering my
> data. I'd say it took about five minutes to get started. What fun! It
> took me a little time to figure out the report writing part, but I
> finally got my list alpha sorted and printed out.
>
> Finally! I did something with this machine from my childhood other than
> play games. I think it is a perfect match for a small database. It
> takes less time to boot than a pc, it takes less time to get started
> entering data also.
>
> So, What do YOU do with your Atari?
>
> Oh yeah, I have a couple Synfile questions. I got it in trade(Bob
> Klass), so I don't have the manual.
>
> How do you get it to use two drives?
> Anyway to to save the reports you design?
>
> AsciiRider
> atebit@wwa.com

that was a great post! I only have virtual ataris in the form of
emulators. But I mostly play games and benchmark modern-day cpus with
'em :-)

--
Remove the extra "h" if you wish to reply.

2228. Re: MAC65 DOCS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6det2smct1@gte1.gte.net>
Source record: 65271

Bostone1 wrote:
>
> Mac65 docs and many others are available at:
>
> http://www.crestviewfl.com/~richard/atari-docs.htm
>
> Bostone1@aol.com

Thanks Bostone! It ws just what i was looking for!

2229. Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Robert Davis <robert.davis@donut.demon.co.uk>
Message-ID: <P3Vt5FAynv+0EwKC@donut.demon.co.uk>
Source record: 65272
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dear Atari owners,

I am wondering if anyone can help me.

I own an Atari Mega 1 that I use for music. It originally came with Microsoft Word for ST and I currently need to do some word processing on it.

Unfortunately, though I still have the mauals and documentation, the Word disk was stolen and I need to get a replacement. Does anyone have a copy of Word for ST they can send me or email me?

Please email me directly since I do not receive all postings to the group.

Thank you for your assistance,

Robert Davis

p.s. Please don't flame me about software piracy. I have purchased all the software I use, I do own a licence for this package and this package is not currently sold commercially.

Robert Davis
---
robert.davis@donut.demon.co.uk

2230. Mercenary - anybody got it to work??

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd4606$c59a1700$b0f7c9c7@cct-w95-gtho>
Source record: 65273

Has anyone got the Mercenary file on Yogi's site to work??

Whats with the split orange bar above the screen? ...and the game
just dies when you try to start the ship up using the number
keys.

Mercenary is one of my all-time favourite games, would be nice
to be able to play it again.

Thanks in advance.

Graham.

---
remove the .nospam from the E-mail address to reply.

2231. Maganavox Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34FB0C0D.2367F76E@erols.comX>
Source record: 65274

Ok,

I've got this Maganox Video Monitor 80 that has one of those monochrome
Green Screens. It has 1 port on the back for video input but no audio
jack :(.

Anyhow,
I've used this in the past with my XEP80 and it works great with that.
I've recently set it back up and wanted to use it without the XEP80 and
connect it directly to my 800XL. No matter what I do, I can't seem to
get the screen to come up. I've used the RF connector in the back to no
avail and also tried my montior plug Im using on my 130XE.
Im at a loss as to how I would connect my 800XL to this thing!

Recap:
Works with XEP80
Doesnt work with standard video out plug (RF)
Doesnt work with composite monitor cable

Any clues?

Also,
Was anything else made that works with the XEP80 besides AtariWriter 80?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

2232. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6df3ib$2uv@news.asu.edu>
Source record: 65275

I did this up before I read a message here that seems to indicate that unmodified Sega controllers will work on an Atari 8-bit. If so, I would like to hear about it!

For other machines (like my TI-99/4A primary rig), an almost-compat like the Sega controller will not work, so the following mod is necessary.

==========

How To Convert a Sega Genesis Controller to Atari Standard Pinout

The Sega controller almost has the same pinout as an Atari Standard joystick (wonder why!). The lowest-cost model (no-frills, three fire buttons, ~ $10 at Toys R Us) can easily be modified for use with Atari STs, Atari 8-bitters, TI-99/4As (mod tested on these) and probably all other home computers from the 70's and 80's. With this mod, the movement pad will work like a regular joystick, and the middle fire button ("B") will work as a joystick fire button.

1. Unscrew the 6 screws and lift off the back. Remove the cable/board assembly.

2. Disable the single logic device (74HC157) by:
a. Cutting pins 4, 7, and 9, or
b. Cutting the entire chip clean off!

Note that, holding the board so the "notch" at the end of the chip is "up", pin 1 is at the upper left corner. Pins number down the side and up on the other side, with pin 16 opposite pin 1. Remember that when looking at the reverse (circuit) side, the image is flipped!

3. Make a solder bridge between pins 3 and 4, 6 and 7, and 9 and 10. If globbing on enough solder to make the bridge doesn't appeal to you, use a bit of wire, like a bit of resistor lead from your junkbox.

Options:
1. The one-side circuit board is pretty easy to trace out. You could easily jump the other fire buttons to "B" so they all work.

2. Supposedly, with a bit of ingenuity, you could put a very small three-pole, double-throw switch somewheres on the controller, NOT cut the chip off the board (but merely clip pins 4, 7, and 9), and wire the switch in such that

pin 3/6/10 ------o\
\o------ where pin 4/7/9 used to connect
on the circuit board

pin 4/7/9 ------o
(stubs on the chip)

And you can switch the controller between Sega and Atari modes!
(This has not been tried, it just stands to reason!)
--
****
* David Ormand *** Southwest 99ers *
* dlormand@aztec.asu.edu *** Tucson, Arizona *
*************************** TMS9900 Lives! *

2233. GFX source code

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6df52g$3t4$1@gte1.gte.net>
Source record: 65276

Hi folks, I am looking for assembler source for initialization of the display list. I want to set up the display list for Antic SPECIAL mode(160X192X4colors). Actually, any gfx mode would be instructional. I am using MAC65 as an assembler. I am studying the book:machine language for beginners, and I learn best from sample programs.

2234. Re: Demoville Site Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6dfds8$e05$1@nnrp1.dejanews.com>
Source record: 65277

```
In article <6dbcnm$d9g$2@hades.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
> Demoville, the cobweb-filled tribute to the Atari's best demos has been
> updated a little.
>
> My favorite less-than-8K pair of demos, "Intro1" and "Intro2" have been
> immortalized; animated GIFs and RealAudio clips for this duo. :)
>
> And the audio awesomeness known as Gumi & Krawco's tribute to Tom Liebich,
> the "Liebich" demo, is also up at Demoville. Just one screenshot (no need
> for more), but 4 Real Audio clips! :)
>
> http://zippy.sonoma.edu/kendrick/demoville/
>
> I still need to add some Real Audio clips of Delerium Tremens and Joyride,
> and do some other demos... but hey, I'm only one person!!! >:^P
>
> Enjoy!
>
> -bill!
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/
>

Both demos were coded by the group TAQUART, i remember intro2 says so..
Hope it helps.

j.Rojas

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading
```

2235. Re: P: device numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <34fc2671.2098868@news.pipeline.com>
Source record: 65278

Actually each printer had it's own embedded code. The 1020 was P8: I
think. The reason for this is so you could have multiple Atari
printers on-line at the same time and by specifying P1: thru P8:
instead of just P: there would be no confusion between the printers.

John
jhardie@pipeline.com
www.atarihq.com

marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>Yes, it is possible to define a printer like a disk drive, e.g. P1:,
>P2:, etc, BUT, I think it was not implemented in either the OS or the
>device.
>
>I may be wrong, but as I remember, the problem arises if multiple
>printers are on. All of them will respond, or the first in the daisy
>chain if a print command is issued. At one time I tried this and calling
>my 1027 P2: didn't make a difference. It's probably because printers
>don't have the device number select like the disk drives.
>
>I should reassemble the rest of my 8-bit system and try this. I had a
>1027, 1020, and a 1025 connected at the same time, but did not have all
>of them on when I needed to print something.

2236. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6df8ki$483$1@news01.deltanet.com>
Source record: 65279

I use my Atari's for nostalgia and entertainment, though that's not to say
that they don't do usefull things in the meantime. I have been known to
turn in papers for school written in AtariWriter and printed on a BMC
BX-80 dot matrix printer, I keep my names/addresses in HomeCard, and
I have been trying to get Pascal to work enough to do my comp sci homework
on it one time. And then there are the tons of games, which are always
huge social events at my pad, with lots of punching and beer-guzzling and
bragging about how good we used to be on the old coin-op Popeye machine at
the local mexican market....

AsciiRider (atebit@wwa.com) wrote:
: Well, I've done it. I have actually used my 800xl for something
: productive. I always tell my girlfriend "Look! you can do this , you
: can do that, blah blah blah" - but I never actually did anything. We
: all know the story behind that - most of us have pentiums nearby.

: Anyway, I just started collecting 2600 carts. I thought to myself
: that it would be great to maintain a list of atari carts on an atari. I
: only have 37 carts, but I wanted to have a list with me when I go
: junking so that I don't buy ones that I already have. Also, some games
: were released by different companies so I did need to know who made the
: carts I have. More importantly, I wanted to alpha sort my list for easy
: checking in the thrift stores.

: So what database should I use? I had a few - Synfile+,Data X,
: Dataperfect. I played around with all of them before. Synfile+ looked
: to be the most friendly. Dataperfect looked to be the most powerful. I
: decided to go with Synfile+.

: So I fired it up, created a five index form, and started entering my
: data. I'd say it took about five minutes to get started. What fun! It
: took me a little time to figure out the report writing part, but I
: finally got my list alpha sorted and printed out.

: Finally! I did something with this machine from my childhood other than
: play games. I think it is a perfect match for a small database. It
: takes less time to boot than a pc, it takes less time to get started
: entering data also.

: So, What do YOU do with your Atari?

: Oh yeah, I have a couple Synfile questions. I got it in trade(Bob
: Klass), so I don't have the manual.

: How do you get it to use two drives?
: Anyway to to save the reports you design?

: AsciiRider
: atebit@wwa.com

2237. WTB Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: Jasen Rogers <jasenr@cyberramp.net>
Message-ID: <6df9vi$97d$1@newshost.cyberramp.net>
Source record: 65280

I need an Atari drive for my 800. Also, if you have one, I could use a 410,
or similar, tape drive.

2238. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-Ep9uLMXVjdQz@DRACO>
Source record: 65281

On Fri, 27 Feb 1998 08:06:16, dwmoar <dwmoar@teleport.com> wrote:

> I hate to burst your bubble, but the 600XL DOES NOT use 256X1 memory chips it use
> 2 16X4 chips. to do the internal upgrade replaceing the internal memory would
> require 64X4 K chips (2 of them) I doubt that you will find these on a old IBM
> motherboard or on the video card. Actuall Best Electronics should be able to
> supply them if need be. ($2.50ea)
> For $20 or so dollars you can buy the 1064 (64K) plug in memory module. This was
> designed by Atari itself. There are a few hacks that can be done using a standard
> 4464 chip, but this can get spendy. $2.00 a pop for the chip time 8 plus you
> hacking your machine - more than you would pay for the 1064 plug in module. Hey
> it is only a thought. If you need the upgrade for docs for the 64K upgrade. Drop
> me a line, and I can e-mail them to you.
>
> dwmoar
>
> kenames@inreach.com wrote:
>
> > > Anyone know a good source for the DRAMS?
> > >
> > > Thanks in advance!
> > >
> > >
> >
> > old video cards for the pc are good dram sources for the 600xl
> > upgrade, others can be gotten from Nuts&Volts mag ads or possibly
> > older pc motherboards that used the 256k x 1 drams. I have a couple
> > here.
>
>
>
in my post i said old video boards use the 64k x 4 rams for the 600xl
internal upgrade, can you read or just not reading.

2239. Re: XEP80 and 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-02 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-2CvidX3hcrY8@DRACO>
Source record: 65282

On Sat, 28 Feb 1998 20:48:49, Stephen Knox <gooch@erols.comX> wrote:

> Ok,
> I got an 850 awhile back for kicks but never really tested it out. I've
> had a XEP80 since they came out ad bought Atariwriter 80 for it. I
> finally got some time and hooked up my 800XL with the XEP80, 850 and
> 1010 cassette. I booted into Atariwriter80 without any problems and
> wrote something really quick. The long and short of it is I cant get
> anything printed out to my printer via the 850.
>
> What am I missing here?
>
> Also,
> Anyone know of any good uses for the XEP80 besides Atariwriter 80? Did
> any other software support it like Printmaster?
>
> --
> Thanks,
> Steve
>
> Remove the X at end of email address for replies
>
> http://pw2.netcom.com/~scknox/index.html
>
>
by default, the xep80 handler will capture the printer port from the
850. there are some options while booting to disable this, they are
listed in the xep80 docs so you should have no trouble figuring it
out. i would look it up but my manual is away in storage, sorry.

2240. Re: FS: Atari 800 XL in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dfkoe$p7$1@usenet41.supernews.com>
Source record: 65199

In article <f5O4dXX6MbiT-pn2-2TlohCSqmsTz@DRACO>, kenames@inreach.com wrote:
>On Mon, 2 Mar 1998 03:51:24, "Jason Conradt" <j*conradt@seanet.com>
>wrote:
>
>> http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7208970
>>
>> Atari 800 XL, in the box, box in okay shape, minor damage. Missile command
>> cartridge included, with two Atari Basic manuals. Original power supply and
>> RF cable also included. Everything verified working perfectly.
>>
>>
>
>and here I just bought a 800xl in perfect shape for 6 bux at the swap
>meet.

Yeah really, Ebay is high some times. I bought one at a flee market MIB for
$5 it also had a 1010 MIB included

2241. Re: Mercenary - anybody got it to work??

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dfkqq$p7$2@usenet41.supernews.com>
Source record: 65200

In article <01bd4606$c59a1700$b0f7c9c7@cct-w95-gtho>, "Graham Thornton"
<dangermouse@prodigy.nospam.net> wrote:
>Has anyone got the Mercenary file on Yogi's site to work??
>
>Whats with the split orange bar above the screen? ...and the game
>just dies when you try to start the ship up using the number
>keys.
>
>Mercenary is one of my all-time favourite games, would be nice
>to be able to play it again.
>
>Thanks in advance.
>
>Graham.
>
>------------------------
>remove the .nospam from the E-mail address to reply.
What atari are you using(400/800 or xe/xl)

2242. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Greg Menke <NOSPAM@erols.com>
Message-ID: <01bd4642$341047f0$64646464@gregm>
Source record: 65201

My father uses 2 800s hooked together with a 810 to integrate a low frequency radio receiver and seismograph. One 800 controls the experiment circuitry and writes the raw data to the 810, the 2nd reads the data and does fourier transforms and loads of other processing ultimately loging seismic "events" and radio data. The 2 machines are synced at bootup so they don't attempt to simultaneously use the floppy. Its kind of interesting that both 800s can share the same floppy drive, but it works.

The experiement is intended to detect low frequency radio waves emitted during an earthquake. To my knowledge, he hasn't measured anything conclusive, but the system is neat to watch. As to why doesn't he grab a digital IO board and use Qbasic/C/Visual whatever on a PC? We have a pile of Atari equipment in the basement, he was aware of the capabilities of the joystick ports, so he went ahead and used them- plus he likes the Atari Basic string and array handling.

To reply, replace nospam with menkesjg. Thanks.

Gregm

Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article <6df8ki$483$1@news01.deltanet.com>...
>
> I use my Atari's for nostalgia and entertainment, though that's not to say
> that they don't do usefull things in the meantime. I have been known to
> turn in papers for school written in AtariWriter and printed on a BMC
> BX-80 dot matrix printer, I keep my names/addresses in HomeCard, and
> I have been trying to get Pascal to work enough to do my comp sci homework
> on it one time. And then there are the tons of games, which are always
> huge social events at my pad, with lots of punching and beer-guzzling and

> bragging about how good we used to be on the old coin-op Popeye machine at
> the local mexican market....
>
>
> AsciiRider (atebit@wwa.com) wrote:
> : Well, I've done it. I have actually used my 800xl for something
> : productive. I always tell my girlfriend "Look! you can do this , you
> : can do that, blah blah blah" - but I never actually did anything. We
> : all know the story behind that - most of us have pentiums nearby.
>
> : Anyway, I just started collecting 2600 carts. I thought to myself
> : that it would be great to maintain a list of atari carts on an atari.

I
> : only have 37 carts, but I wanted to have a list with me when I go
> : junking so that I don't buy ones that I already have. Also, some games
> : were released by different companies so I did need to know who made the
> : carts I have. More importantly, I wanted to alpha sort my list for
easy
> : checking in the thrift stores.
>
> : So what database should I use? I had a few - Synfile+,Data X,
> : Dataperfect. I played around with all of them before. Synfile+ looked
> : to be the most friendly. Dataperfect looked to be the most powerful. I
> : decided to go with Synfile+.
>
> : So I fired it up, created a five index form, and started entering my
> : data. I'd say it took about five minutes to get started. What fun!
It
> : took me a little time to figure out the report writing part, but I
> : finally got my list alpha sorted and printed out.
>
> : Finally! I did something with this machine from my childhood other
than
> : play games. I think it is a perfect match for a small database. It
> : takes less time to boot than a pc, it takes less time to get started
> : entering data also.
>
> : So, What do YOU do with your Atari?
>
> : Oh yeah, I have a couple Synfile questions. I got it in trade(Bob
> : Klass), so I don't have the manual.
>
> : How do you get it to use two drives?
> : Anyway to to save the reports you design?
>
> : AsciiRider
> : atebit@wwa.com
>
>

2243. Re: Aquatron? Defnder-style game

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <6dfqs4$s5s@news.Hawaii.Edu>
Source record: 65202

john.moffat@lion-nathan.co.nz wrote:

: Does anyone remember a game for the 8-bit computers called Aquatron.??

: It was a defender style game with water at the bottom and sky at the top.
: Approx 1 and 1/2 screens high. You could go to the top of the screen and fly
: faster to traverse the area. As well, if you came out of the 'faster' area,
: and tried to go into the water, you would explode.

: Anyone remember this?
: Perhaps it went under another title??

I can recall playing this title, and you do have the name right "Aquatron"

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

2244. Re: Aquatron? Defnder-style game

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd4653$b5be0100$0201010a@fernando>
Source record: 65203

I remember it. Just played it a few times. Very good game & good
graphics, just a "little" bit too hard for me... :-)

john.moffat@lion-nathan.co.nz wrote in article
<6dfq49sbo1@nnrp1.dejanews.com>...
>
>
> Hi there,
>
> Does anyone remember a game for the 8-bit computers called Aquatron.??
>
> I can't seem to find any reference to it anywhere. I used to have it with
my
> old 8-bit, but then sold it all off, and the new 800XL & software I
bought
> doesn't have it.
>
> It was a defender style game with water at the bottom and sky at the top.
> Approx 1 and 1/2 screens high. You could go to the top of the screen and
fly
> faster to traverse the area. As well, if you came out of the 'faster'
area,
> and tried to go into the water, you would explode.
>
> Anyone remember this?
> Perhaps it went under another title??
>
> Many thanks,
>
> John E. Cash
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
>

2245. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: tTODD_C._LYON@snac.mv.com
Message-ID: <968687582.42983655@snac.mv.com>
Source record: 65204

Ihave Frist Word for the Atari ST if that would help
****
Sent via Apple Power a FirstClass(R) BBS (603 882-1556)
A service for the membership of
Southern New Hampshire Apple Core
Manchester User Group
****

2246. Re: Trash PORNO Spam in our Newgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: dougkalley@aol.com
Message-ID: <19980303035201.WAA07743@ladder02.news.aol.com>
Source record: 65205

Don't complain to much untill you try reading comp.sys.apple2.programmer. I gave up trying to read messages there. I honestly couldn't see tech related posts without reading each and every "porn" "xxx" etc titles to find a programming post sandwiched inbetween.

Pretty damn pathetic. To paraphase one of Ken Kesey's raps at a Halloween Dead Show :-)
"No matter how you going about there are always going to be more dumb people in the world then there are smart ones."

2247. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6dg34n$l7r$1@alexander.INS.CWRU.Edu>
Source record: 65206

(Bob Woolley (sp?), Steve Tucker talk about A8 DRAM refresh.)
So, does that mean my 256k Newell upgrade 800xl would work
better with the XE ANTIC? I think I have a stock/original
ANTIC in there.

2248. Re: FT: Atari 8-Bit carts: (In-Store Demo cart, Squish Em, more)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Pauldb@cris.com
Message-ID: <6dg58a$iji@examiner.concentric.net>
Source record: 65207
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

What does the Demo cart do?

Alexander Bilstein (bilstein@mail.utexas.edu) wrote:
: I posted these for trade once before, I screwed up my mail boxes, so I
: lost most of the replies. So here they are again. I'll make it easy
: this time - I'm ONLY looking for Atari 2600 game(s) I don't have. I don't
: have a specific want list, but ONLY rare or better games. I will possibly
: trade all of these for 1 game, depending on what it is.
:
: In-Store Demo Cart CXL4019
: Squish 'Em
: Caverns of Mars RX8021
: Kids on Keys
: Coconotes
: Defender
: Space Invaders
: Missile Command
: Asteroids
: Centipede
: Pac-Man
: Star Raiders
:
: Thanks, Alex

2249. Re: Aquatron? Defnder-style game

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <01bd4668$828158e0$6ce9dbcd@dev-sys>
Source record: 65208

Yep... I remember it... I think I have a copy of it around here
somewhere...

john.moffat@lion-nathan.co.nz wrote in article
<6dfq49sbo1@nnrp1.dejanews.com>...
>
>
> Hi there,
>
> Does anyone remember a game for the 8-bit computers called Aquatron.??

2250. Upgrade a 400 to 48k memory

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dg6vr$75t$1@usenet36.supernews.com>
Source record: 65209

Does any one have info on upgrading a 400 to 48k of memory, I thought I would give it to my son since he could spill liqud on it without killing it.

2251. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: AsciiRider <atebit@wwa.com>
Message-ID: <34FB9F03.A69@wwa.com>
Source record: 65210

Thomas J. Andrews wrote:
>
> AsciiRider <atebit@wwa.com> writes:
>
> >
> >So, What do YOU do with your Atari?
> >
>
> I use my 130XE and Bobterm to call Delphi and check out this newsgroup on a
> nightly basis.
>
> I use Textpro 4.54 for all my word processing and find it more than
> adequate for anything I try to do with it, including preparing an annual
> report of the crops I plant for the USDA. They tell me at the local office
> I give the best crop report they get.
>
> I did my taxes last month, and used Syncalc to break down my property tax
> and tractor fuel bills and calculate the deductible and refundable parts.
>
> Anybody remeber Customer List Manager from the August '89 Antic? That was
> mine, and I still use a revised version every year in my vegetable stand
> business. A modified version keeps track of our Christmas card list.
>
> Oh, and every once in a while I'll even play a game or two!
>
> TJ
>

We have been getting some really great replies to my post. It really is wonderful to see how people use
Ataris. Not that I mind the usual Piracy, For Sale, Auction, WAY over my head hardware stuff, TCP/IP, Atari
vs. CBM, etc..... :)

This is totally unrealted to my original post, but...

I recently became the Suburban Chicago Atarians 8-bit public domain librarian. I was really surprised to see
how much great stuff was in the public domain written by people that obviously loved their computers. I always
thought that public domain software was lesser quality (and in many cases it is).

Anyway, I intend to do a quick and dirty web page of the library. I finally found the text index disk, and I
will upload the stuff Wed. I think it is an impressive collection, over 250 disks packed

with stuff. There
are TONS of Print Shop graphics. You will be able to order the disks from the club, I think they are $2 a
piece. They all have printed labels.

Perhaps you will be able to find a program you haven't seen for a while. I eventually plan to put this stuff
into a database.

Keep on Atari'n
AsciiRider
atebit@wwa.com
ericcron@wwa.com

2252. FT: Astrochase

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Mark Androvich <mandrovi@mail2.quiknet.com>
Message-ID: <01bd466d$8839a260$ddedb7cf@rjiredff>
Source record: 65211

I picked up a copy of this Parker Bros. cart new in box with instructions. Unfortunately, it didn't seem to work on my Atari 800XL. I know that some older carts were not compatable with the XL/XE line, and since the instruction book said it was made for the 400/800, I'm guessing that is the problem.

I'd like to trade it for the 5200 version of Astrochase. Anyone interested?

Thanks,

Mark
--
MARK ANDROVICH
Videogame Enthusiast & Collector

2600(288); Intellivision(32); Colecovision(9); Vectrex(1); 5200(8);
7800(49);
NES(37); Atari 8-bit (36); Lynx(32); SNES(25); VirtualBoy(4); Jaguar(8);
PlayStation(38); N64(5)

2253. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <6dgbth$m6k$1@uni.library.ucla.edu>
Source record: 65212

In article <34FBAA4C.9E453E4E@erols.com>, Patrick Mulvey <pmulvey@erols.com> wrote:

>
>When I was working at Electronics Boutique and the Genesis
>was new, I plugged an unmodified Sega Genesis controller
>into my 130XE and it operated fine. All directions were correct
>and the "B" button was the fire button. It sounds like the stick you
>used has autofire or other options in it. If you buy a stick without
>any of the fancy "extras" then any modifications won't be necessary.
>
> Pat.
>
Only the original Sega pads will work without modification. If it's one by a
3rd party, you have to do what the guy was saying...

2254. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Krister Sundstr&#65533;m <support@axxess.se>
Message-ID: <34fbc9a7.0@d2o1.telia.com>
Source record: 65213
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.
```

Ohh, you are using Microsoft Word. Now, that&#65533;s a cool program!!! Call Bill Gates, he probobly has a copy in his pocket!

```
Krister

>
>-----------------------------------
>Robert Davis
>-----------------------------------
>robert.davis@donut.demon.co.uk
>-----------------------------------
```

2255. Re: Trash PORNO Spam in our Newgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6dgqfklvo1@nets3.rz.RWTH-Aachen.DE>
Source record: 65214

In article <19980222224500.RAA13236@ladder03.news.aol.com>, guy1015@aol.com (GUY1015) says:
>
>
>Its getting me sick, every time I logon here more than half the messages are
>for new PORNO places that want our credit cards. I think its time for a
>MAJOR SPAM on there sites, I dont know about you but Im starting to SPAM them.
>Just Upload a TON of Atari 8bit files to them :)
>
> <<Star>>

Howdy Guy

I tried to send back a message telling me I could buy the Pamela & Tommy video for 10 bucks. Today I received a message from their mailer deamon. The address was closed because of spamming.

CU Mathy Van Nisselroy

PS Haven't found the version of Inertia Mod Player you send me via Email. But Bernard Kok somehow found it. I downloaded it of his BBS (BecoTel)
It's really GREAT. (haven't tried it with the (Gumby/double POKEY) Stereo XE yet, but....)

2256. Re: Atari 600XL 64k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6dgr2rlvo2@nets3.rz.RWTH-Aachen.DE>
Source record: 65215

In article <34FA732C.BD4FFFDF@silmaril.imib.rwth-aachen.de>, Stefan Birmanns <sbirmanns@silmaril.imib.rwth-aachen.de> says:
>
>
>
>
>> >> Or what I really want to know:
>> >>
>> >> If your computer is already internally memory expanded, would an external memory upgrade work too. And how does the computer know when to select int
>> >>
>> >> CU Mathy Van Nisselroy
>> >
>> >There is an /EXTSEL Signal on the PBI. It signals the computer to disable the internal RAM.
>> >
>> >cu
>> >Stefan Birmanns
>>
>> Howdy Stefan
>>
>> So If I had a 130XE with a 1 MB MIO and an internal 1 MB memory upgrade, the computer would only see the external 1 MB (in the MIO).
>> (I don't own a MIO, and from what I hear of it (some of them are very unreliable and any program you have in memory will disappear once you go into the
>> I don't want one. But 1 MB still sounds good. Damb, those PAL's are expensive.)
>>
>> CU Mathy Van Nisselroy
>
>The /EXTSEL Signal disables the internal XL-Memory. I think, most of the internal memory expansions will disable, too.
>But what do want to do with 1MB in an XL? I know only a few programs, using the XE-64KB-expansion...
>
>cu
>Stefan

It's the "being able to" and "If I need it I have it" thing.
And "external" means: Unplug from one computer and plug it
into an other (nice if one computer gets sick). And....there's more
room outside my computer than inside.

CU Mathy Van Nisselroy

2257. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6dgrk4lvo3@nets3.rz.RWTH-Aachen.DE>
Source record: 65216

In article <19980228075801.CAA10980@ladder03.news.aol.com>, cvendel@aol.com (Cvendel) says:
>
>FTE never did very much except take a lot of money on pre-orders of promised
>hardware upgrades and new products, then the guy (Mike Holman) split with the
>money and has been on the lame these past 6 or 7 years now. Supposedly the
>FBI is finally involved and tracking him down, there are A LOT of pissed off
>people just waiting in line to press charges (and perhaps remove limbs) on this
>guy.

Re: Is Fte alive. don't know. But Mike better get himself into "protective custody". Or he might not be
alive for very long. :-)

>However there is hope, B&C Atari Sales & Service at 916-295-9270 is selling
>quite a bit of the old ICD/FTE product line and they just recently starting
>selling the new MY-DOS cartridges, I currently own one and its great! Just
>like SpartaDOS X, no need for a boot disk, just plug it in, turn on your drives
>and your all booted up, $19.95 is not too bad a price either.
>
>
>Curt

Are you sure this is NEW. I've got a letter, written by mr. Charles Marslett himself (oh, holly one.
I be thei survant.) saying he put version 3.1x on cart. I guess 3.14 and 3.16. Have to check that out.
If it's REALLY new, I want one too (as in YESTERDAY).

Please check if this is really new and has all the features 4.53 has???

CU Mathy Van Nisselroy

2258. Re: Pokey Chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6dgs57lvo4@nets3.rz.RWTH-Aachen.DE>
Source record: 65217

In article <34F71680.78C7@mondrian.informatik.uni-stuttgart.de>, Joerg Walz
<jgwalz@mondrian.informatik.uni-stuttgart.de> says:
>
>Hi all!
>
>Does anyone know, where I can order a Atari Pokey Sound Chip
>in Germany.
>
>At least a Chip-Number (if such exists) would be helpful.
>
>Thanks in advance,
>
>Joerg

I guess the only places you will get those is in the USA (B&C ComputerVision, Best
Electronics, American Technavion).
Maybe, just maybe, the ABBUC (a German Atari 8 bit user group with just under 500 members,
most of the ofcourse in Germany
But some live in other countries.) might know where to find them. If you find a place in
Germany let me know. I'm studiing
in Aachen, but live in the Netherlands.

CU Mathy Van Nisselroy

BTW the numbers are only good if your dealling with people who speak ATARI. In normal
electronics stores you get stupid looks.
The number starts with Co 14 I believe. hmmm, aren't these numbers in a FAQ somewhere.

2259. Re: FT: Atari 8-Bit carts: (In-Store Demo cart, Squish Em, more)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd469e$d1b4b520$f2374382@vidar>
Source record: 65218
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Paul-David <Pauldb@cris.com> wrote in article
<6dg58a$iji@examiner.concentric.net>...
>
> What does the Demo cart do?

Demonstrate ;-) It shows some of the capabilities of the Atari 8-bit.
Playing music and showing some graphics, database and such.

2260. Auction: Atari 8-Bit Games/Programs/Controllers/Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: clauction@aol.com
Message-ID: <19980303124700.HAA21013@ladder02.news.aol.com>
Source record: 65219

March Auction - Update 2

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, March 16 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

A1. Atari Personal Computer System Operating System User's Manual. CO16555 November 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point

Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$12.95 min

A2. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$12.95 min

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$4.95 min

Atari 5200 Single Cartridges
2. Berzerk (very good label) -$1 min
3. Countermeasure (excellent label) -$1 min
4. Defender (excellent label) -$1 min
5. Dreadnaught Factor (light label wear along edge) -$2 min
6. Galaxian (excellent label) -$1 min
7. Jungle Hunt (very good label) -$1 min
8. Kangaroo (excellent label) -$1 min
9. Megamania (excellent label) -$2 min
10. Moon Patrol (excellent label) -$1 min
11. Pac-man (excellent label) -$1 min
12. Pole Position (excellent label) -$1 min
13. Popeye (excellent label) -$1 min
14. Qix (excellent label) -$1 min
15. Realsports Soccer (very good label) -$1 min
16. River Raid (very good label) -$1 min
17. Star Raiders (very good label) -$1 min
18. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
19. Pac-man (pair in excellent condition.)

Atari 5200 Manuals
20. Ballblazer -$1 min
21. Buck Rogers -$1 min
22. Centipede -$1 min
23. Congo Bongo -$1 min
24. Countermeasure -$1 min
25. Defender -$1 min
26. Dig Dug -$1 min
27. Dreadnaught Factor -$2 min
28. Frogger -$1 min
29. Frogger II Threeedeep! -$3 min
30. Galaxian -$1 min
31. Mario Bros. -$1 min
32. Megamania -$1 min
33. Missile Command -$1 min
34. Montezuma's Revenge -$4 apprill
35. Ms. Pac-Man -$1 min

36. Pac-man -$1 min
37. Pengo -$1 min
38. Pole Position -$1 min
39. Popeye -$1 min
40. Qix -$1 min
41. Realsports Football and Home Football Playbook -$1 min
42. Realsports Soccer -$1 min
43. Realsports Tennis -$1 min
44. Super Breakout -$1 min
45. Super Cobra -$1 min

Atari 2600 Manuals
46. Asteroids (colored with insert) -$.50 nin
47. Asteroids, Atari (b&w, 5 languages) -$.50 min
48. Battlezone, Atari (colored) -$.50 min
49. Centipede, Atari (colored) -$.50 min
50. Combat, Atari (small black) -$.50 nin
51. Demon Attack, Imagic (Rev. C, colored) -$.50 min
52. Missile Command, Atari (colored) -$.50 nin
53. Yars Revenge, Atari (colored), some scores written in back -$.50 nin
54. Space Invaders, Atari (colored) -$.50 nin
55. Space Invaders, Atari (small black) -$.50 min
56. Space Jockey, Vidtec -$.50 min
57. Joust, Atari (colored) -$.50 min
58. Atari Force Comic Book #1 -$3 min
59. Atari Force Comic Book #2 -$3 min
60. Atari Force Comic Book #3 -$3 min

Atari 7800 Cartridges New in Boxes
61. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
62. Kindercomp cartridge. -$1 min
63. Centipede cartridge -$1 min
64. River Raid cartridge -$2.50 min
65. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer - Disks
66. HomePak (flip side for C64), Batteries Included disk -$1 min
67. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
68. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
69. F-15 Strike Eagle, Micropose disk -$1 min
70. Print Shop Graphics Library 3 with Reference Card. -$4 yd556
71. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1 min
72. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 aaron
73. Track Attack game disk, Broderbund -$1 min

74. Maxi Golf game, Activision 2 disk set -$1 min
75. Atari Word Processor Program Master Diskette (CX8119) -$1.95 aaron

Atari Controllers
76. Standard Atari Paddle Controllers (pair) -$1.95 nin
77. Atari Standard Joystick (single) -$1.95 min
78. Atari Standard Joystick (single) -$1.95 min
78. Koala Pad for Atari 8-bit Computers: Includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. No disks. Very rare. -$6 apprill

Miscellaneous
80. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
81. Flip and File - Same as above. -$1.95 min
82. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
83. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
84. Super Nintendo Mortal Kombat II Instructions -$.25 min
85. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
86. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Instructions
A3. Atari 820 Printer Operators Manual CO14764 -$2.95 min
A4. Atari Home Computer Products Dealer Confidential Price List (Effective February 1, 1983). Y503-011883. Some Writing. -$3.95 min
A5. Atari Personal Computer Products Catalog. CO17535-Rev. A 1981. Silver, 28 pages. Includes unreleased Atari 815 disk drive, CX70 light pen, much more. -$1.50 min
A6. Atari Home Computers Catalog. CO17535-Rev. C 1982. Silver, 37 pages. -$1.50 min
A7. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
A8. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A9. APX Ultimate Renumber Utility Instructions -$.25 min
A10. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A11. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A12. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A13. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A14. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A15. ANALOG Computing Pocket Reference Card. -$2.95 min

Game Catalogs
A16. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 gary123
A17. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 gary123
A18. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 gary123
A19. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 gary123
A20. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 gary123

VHS Movies
(Excellent like-new condition)

VHS1. Bill and Teds Excellent Adventure -$5 yd556

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

Atari Computer Magazines
A.N.A.L.O.G. Magazine Issues. All includes lots of old advertisements, type-in programs, reviews, editorial, and several articles. Will add more descriptions if time allows.

M33. A.N.A.L.O.G. No. 48 November 1986. Status Report - What does Atari really think about it's 8-bit line? How to build your own Atari light pen. Modem Chess. Reviews: Comp-U-Temp (Connecting Temperature Sensors to your Computer). Panasonic KX-P1092. P:R: Connection. SmarTEAM Modem, Neverending Story, Buzzword, Infocom Trinity. -$3.95 min

M34. A.N.A.L.O.G. No. 49 December 1986. Atari 8-bit Gift Guide. ST-Log (ANALOG's ST magazine: C-Manship). Smiles. Brickworks. Fortune Wheel. Reviews: Hardball!, Beach Head II, Wizard's Crown, Translyvania, Crimson Crown, -$3.95 min

M35. A.N.A.L.O.G. No. 50 January 1987. Graphics Issue: Picture Storage Techniques, Krazy Katerpillers, Screen Scroller. Hot Poker, a fast and convenient machine language program that helps eliminate Please Wait Initializing. Screen Scroller, add scrolling text to your home movies/video tapes. ST Coverage: ST Software Reviews (Little Computer People, Time Link, Music Studio). Using Picture Files in ST BASIC. Reviews: Fight Night, World Karate Championship, 500XJ Joystick, Mercenary. More... -$3.95 min

M36. A.N.A.L.O.G. No. 51 February 1987 -$3.95 min
M37. A.N.A.L.O.G. No. 52 March 1987 -$3.95 min
M38. A.N.A.L.O.G. No. 53 April 1987 -$3.95 min
M39. A.N.A.L.O.G. No. 55 June 1987 -$3.95 min

M40. A.N.A.L.O.G. No. 56 July/August 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M41. A.N.A.L.O.G. No. 57 September 1987. Troll War II (type-in game) Part 1. June 1987 CES Report. Basic Diet (ST type-in) eating program. Label Maker. Reviews: The New Aladdin, High Roller, Phantasie II, Autoduel. NFL Game Analyzer. -$3.95 min

M42. A.N.A.L.O.G. No. 58 October 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M43. A.N.A.L.O.G. No. 59 April 1988. History of Video Games: Part I: Our Game Experts Take a Look Back. Shopping for the computer user: 8-bit product guide. Upward. RAM-Init, The Wizard: Part 2 (designing that award winning adventure game). Building your own printer interface. Then and Now - evolution of the 8-bit. Reviews: Stationfall (Infocom), TrailBlazer, Leaderboard. -$3.95 min

M44. A.N.A.L.O.G. No. 60 May 1988. History of Video Games: Part II. Quick Screen (an easy and fast way to display your own custom screens). The MAC/65 De-Tokenizer. Money Pouch. Needlework Design. Binary Load Pictures. Reviews: Beakers (Brouderbund), Charge at Chickamauga, Triple Pak. -$3.95 min

M45. A.N.A.L.O.G. No. 61 June 1988. History of Video Games: Part III. Video Game Digest. 8-Bit News. Micro Dungeon, Character Transfer (merging fonts). Fast Print (a patch to your computer's OS that'll put your screen into warp mode). ST Reviews: Championship Football, Battlezone, Colonial Conquest. -$3.95 min

M46. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M47. A.N.A.L.O.G. No. 63 August 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M48. A.N.A.L.O.G. No. 64 September 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M49. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$2.95 min

M50. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar,

Rogue, Print Shop Graphics. -$2.95 min

M51. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$2.95 min

M52. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$2.95 min

2261. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6dh1gekbn1@news.campus.mci.net>
Source record: 65220

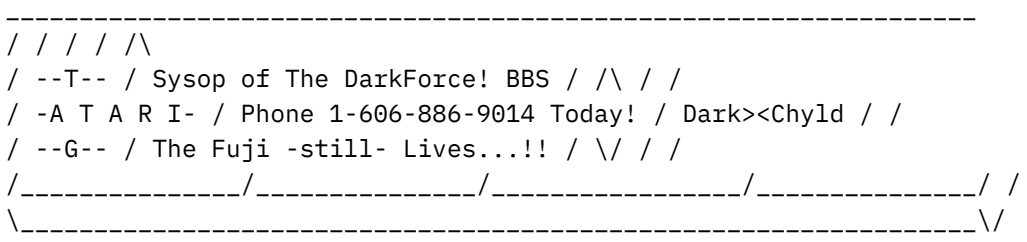
On 2 Mar 1998 20:51:32 , "Nicholas Bales" wrote:
]-
]-Robert Davis a ?crit dans le message ...
]->
]->Dear Atari owners,
]->
]->I am wondering if anyone can help me.
]->
]->I own an Atari Mega 1 that I use for music. It originally came with
]->Microsoft Word for ST and I currently need to do some word processing on
]->it.
]->
]->Unfortunately, though I still have the mauals and documentation, the
]->Word disk was stolen and I need to get a replacement. Does anyone have a
]->copy of Word for ST they can send me or email me?
]->
]-
]-Maybe you could ask the Microsoft hotline
]-
]-Huh, haha, HAAHAA, MMHHHAAAHHAAHAAAAA <hysteric laughter> ;-)
]-
]-Cheers,
]-Nick
]---
]- ||| Nicholas Bales, Toulouse, France bales@
]-===|||==== The Atari ST Quick FAQ ========== hol.fr
]- / | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
]--' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
]-
]-
]-.

Oh Nick! <roflol> Too bad its not closer to April the 1st! (Fools day!)

Seriously, if you can't find someone to help with this, why not grab one
of the following:

Edith
Everest
QED
7UP
ST Writer (elite)

AFAIK, these are all shareware/PD programs and in the case of the first
3, very world class... ;-)


/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /

2262. Re: Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: "Craig S. Thom" <Craig@Thom.org>
Message-ID: <6dh1t9$ur5@camel15.mindspring.com>
Source record: 65221

That just isn't true. If you've installed the "active desktop" component (which replaces the regular Explorer with Internet Explorer), you can get rid of it through "Add/Remove Applications" in Control Panel. It really isn't that tough.

DSolimano wrote in message
<19980302072400.CAA21261@ladder03.news.aol.com>...
>In article <6dao36$mg8@login.freenet.columbus.oh.us>,
>dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>>: Gee, how many of you can _really_ get rid of Explorer, I mean get it off
>>: of your system, not just getting rid of the icon.
>>
>>When I used Windows 3.11 I always made sure to install software into it's
>>own sub-directory.(unless it was just one file)
>>This seems pretty obvious to me.
>
>With PC's that ship with MSIE 4 you CAN NOT uninstall it. My friend
Anthony
>got fed up with it and deleted it, and W95 became inoperative. It replaces
>Windows explorer with it's own code, and nothing short of reinstalling a
>pre-IE4 copy of W95 will get rid of it.
>DSolimano
>Have an Atari Day

2263. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd46ae$23049a80$60c2accf@asharkis.erols.com>
Source record: 65222

So, YOU're the guy that I heard about at SCAT!

Well, I'm the newsletter editor for OHAUG and I use my Atari and my Pentium, hooked up together, to produce that newsletter. Well, actually, most of the work (my writing and that of others) is done on the Atari. I use Xlent Word Processor because the former editor set the newsletter system up that way, but it wouldn't really matter if I switch to TextPRO or something like that. If any text comes in via the Pentium, it gets null-modemed to the Atari and I edit and format it for the newsletter disk there. I also get disks from other user groups and they, of course, get checked out on the Atari so that they can be demo'd, given to our librarian, used in our newsletter, etc.

The Pentium lets me get files from the Pool Disk and I can duplicate the newsletter faster from .ATRs on the Pentium than from copying disks with the Atari alone.

The entire process is done with no hard drive for the Atari system. I can do the job with only one floppy drive, but I usually use three for convenience.

As you say below, user group libraries are great places to get stuff. Of course, we have lots of guys with Web pages and ftp sites up now, and UMICH and the Pool Disk are great sources. But not everybody in the community can access the Web, or UMICH, or even the Pool Disk. That's why I hope that our user groups continue.

<SNIP!>

>
> This is totally unrealted to my original post, but...
>
> I recently became the Suburban Chicago Atarians 8-bit public domain librarian. I was really surprised to see
> how much great stuff was in the public domain written by people that obviously loved their computers. I always
> thought that public domain software was lesser quality (and in many cases it is).
>
> Anyway, I intend to do a quick and dirty web page of the library. I finally found the text index disk, and I
> will upload the stuff Wed. I think it is an impressive collection, over 250 disks packed with stuff. There
> are TONS of Print Shop graphics. You will be able to order the disks from the club, I think they are $2 a
> piece. They all have printed labels.

>
> Perhaps you will be able to find a program you haven't seen for a while.
I eventually plan to put this stuff
> into a database.
>
> Keep on Atari'n
> AsciiRider
> atebit@wwa.com
> ericcron@wwa.com

2264. Re : Aquatron? Defnder-style game

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980303142601.JAA04817@ladder03.news.aol.com>
Source record: 65223

Yep, Aquatron was originally released by Sierra On-Line and then re-distributed
by Main Street Publishing in cheap packaging.
I did have it and remember it was very fast.
Grtx,
Bertrand.

2265. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FC3DE4.EB629C26@erols.com>
Source record: 65224

Patrick P.H. Nguyen wrote:

> In article <34FBAA4C.9E453E4E@erols.com>, Patrick Mulvey
> <pmulvey@erols.com> wrote:
>
> >
> >When I was working at Electronics Boutique and the Genesis
> >was new, I plugged an unmodified Sega Genesis controller
> >into my 130XE and it operated fine. All directions were correct
> >and the "B" button was the fire button. It sounds like the stick you
> >used has autofire or other options in it. If you buy a stick without
> >any of the fancy "extras" then any modifications won't be necessary.
> >
> > Pat.
> >
> Only the original Sega pads will work without modification. If it's
> one by a
> 3rd party, you have to do what the guy was saying...

I think more to the point that if the stick comes without autofire or
other extras
(plain vanilla) it should work. Unless EVERYTHING out there that is
being
produced has something like autofire/rapidfire I would think that some
third
party manufacturer must be producing an electrically equlivent copy.

2266. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FC4293.10E9EEC2@erols.com>
Source record: 65225

AsciiRider wrote:

> So, What do YOU do with your Atari?
> AsciiRider
> atebit@wwa.com

Actually this is one of those "What did I do with my Atari"

In 1985-86 I was producing newsletters (for both LIAUG and my wife's dental
assistants society), writing articles, and because of the advanced graphics
capabilities made a series of installation documents that netted me a promotion.
The company that I worked for was so impressed with the appearance that they
marketed them nationally.

Pat.

2267. Re: Agent USA for Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: "AntiSpam.Jeff.Colbert@mci.com" <db@biscut.com>
Message-ID: <9TUK.30$HR2.79532@news.internetMCI.com>
Source record: 65226

One of the first games I purchased, and one of my favorites. I still enjoy
playing it!

Jeff
Adnan Zafar wrote in message <6dcdksdcf1@news.hal-pc.org>...
>Im desperately looking for this game for the Atari800xl home computer. If
>you know where I can get it, e-mail me at zafar@jal;-pc.org or
>skew@telefragged.com or use my ICQ uin 654916.
>
>Thank you in advance
>
>--
>Adnan Zafar
>skew@telefragged.com
>http://www.3dnet.net/picpage/
>BBC-Skewbone in Quake
>
>

2268. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980303152601.KAA11526@ladder03.news.aol.com>
Source record: 65227

The disk version of Mac65 was released as shareware or PD, I don't remember which, and the docs for it are available at:

http://www.crestviewfl.com/~richard/atari-docs.htm

Bostone1@aol.com

2269. Re: XEP80 and 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980303152601.KAA06733@ladder02.news.aol.com>
Source record: 65228

I'll check my docs, but I'm pretty sure that Atariwriter80 is one of the few programs that assign numbers to the printers. Whatever is connected to the XEP80 would be P: or P1:, and something else is P2:, then there's a P3: and maybe even a P4:. I know this sounds crazy to a lot of folks out there, but somewhere in the XEP80 manual or Atariwriter80 manual, you'll see this kind of thing.
Now when I go home this evening, I'll have to check.....

Bostone1@aol.com

2270. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6dh8qm$k4l$1@pale-rider.INS.CWRU.Edu>
Source record: 65229

(Asks about 'what do you do with A8?'.)
I'm sorta like the newly wed, I just can't leave it alone.
I was gonna write a longish thing about my recent (present)
experience finally getting a hard drive working on my
A8. It was tough and I couldn't have done it without
help from Jim King, Martin Quinones, Jason Duerstock
and Tom Hunt.
Russ

2271. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <6dha9f$gp2$1@uni.library.ucla.edu>
Source record: 65230

In article <34FC3DE4.EB629C26@erols.com>, Patrick Mulvey <pmulvey@erols.com> wrote:
>Patrick P.H. Nguyen wrote:
>
>> In article <34FBAA4C.9E453E4E@erols.com>, Patrick Mulvey
>> <pmulvey@erols.com> wrote:
>>
>> >
>> >When I was working at Electronics Boutique and the Genesis
>> >was new, I plugged an unmodified Sega Genesis controller
>> >into my 130XE and it operated fine. All directions were correct
>> >and the "B" button was the fire button. It sounds like the stick you
>> >used has autofire or other options in it. If you buy a stick without
>> >any of the fancy "extras" then any modifications won't be necessary.
>> >
>> > Pat.
>> >
>> Only the original Sega pads will work without modification. If it's
>> one by a
>> 3rd party, you have to do what the guy was saying...
>
> I think more to the point that if the stick comes without autofire or
>other extras
>(plain vanilla) it should work. Unless EVERYTHING out there that is
>being
>produced has something like autofire/rapidfire I would think that some
>third
>party manufacturer must be producing an electrically equlivent copy.
>
I bought a generic pad that didn't have anything. It still didn't work. I
tried a couple from Sega and they did work.

2272. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6dh9kr$soi@freenet-news.carleton.ca>
Source record: 65231

> Nope. The DRAM is refreshed by ANTIC.

Is there anything these chips wont do? :) Amazing.

> REF is brought up and the RAS
> address for the next row of memory is put on the address lines by ANTIC.

I see on my schematic that REF goes only to the MMU, does this tell the MMU
to unselect all the devices its generating CS for? Is there a list of the
signals on the MMU and what they do anywhere?

> This stops the CPU and refreshes memory every 2ms or so. The old ANTIC
> only refreshed 128 row addresses, so it could not be used by a 256K
> DRAM, which requires 256 rows. The larger chips require even more row
> addresses - quite a problem if it weren't for their hidden refresh
> capability. With the new chip/SIMMs, you just tell him to refresh and he
> does his own addressing stuff.

You just strobe RAS every so often, regardless of the row presented on the
address lines? Are these simm's marketed as hidden refresh, or is it
just part of some new standard all simm's use?

> I saw 16meg simms that could be used in the 8-bit for $50.... I'm not
> too excited about spending $50 for something I really have no use for,
> but if someone out there in 8-bit land is willing to finance the
> project, I'll build them a 16 meg Atari.

Sounds interesting, but how would you control all those banks? :) A couple
of 8bit latches? It would be nice to not have to use up all the
lines available inside, but I guess that would not be compatible with
anything already used to the only method.

Any idea on where I might find more information on dram refresh? I've looked
around on the net but the most i've come up with is come microcontroller
stuff that pretty much amounts to the cpu-refresh scheme.

Thanks for your help :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2273. Atari 800/XL/XE/XEGS Cart List

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <6dh580$4df@newsops.execpc.com>
Source record: 65232

```
It's been a long time since this was posted. Maybe there's some new blood in
the group who can provide updates. Please send any missing cart numbers,
corrections or omissions to this list. Thanks!

================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 3.2 December 21st, 1997 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.execpc.com/~krieg/VidGames.htm =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= * = This cart only runs on 400 and 800 model computers. =
= rso = This is a right slot only cart, exclusively for 800 computers. =
= kbo = Keyboard overlay was included with cartridge. =
= tb = Works with Trackball controller. =
= tf = Works with Track and Field controller. =
= tt = Works with Atari CX77 touch tablet device. =
= kp = Works with Koala pad device. =
= ppt = Requires Chalkboard Inc.'s Powerpad Tablet device. =
= alp = Works with the Atari CX75 light pen device. =
= klp = Works with the Koala light pen device. =
= lg = Requires the Atari light gun controller. =
= 48 = Requires 48K of RAM to run. =
= 64 = Requires 64K of RAM to run. =
= 2 = This cart requires 2 joysticks to play. =
= + = This cart was released more than once in different cart cases. =
= ~ = Multiple versions/releases were made for this title. A special =
= list of these carts is included at the end of this file. =
= <none> = No catalog # for this cart =
= ACE = Amiable Computer Enhancements =
= CPS = Consumer Products Service, a division of Atari. =
= =
= [C] = Checklist for cartridge ownership =
= [I] = Checklist for instructions ownership =
```

```
= [B] = Checklist for original box ownership =
= =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
= =
= Rarity =
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
= them in stock, but they are generally more expensive. =
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run. Consider yourself =
= very lucky to come across one! =
= PR Prototype Never formally released. At one time, these were only=
= available as pre-release carts. Now, several vendors =
= are burning new copies of these prototype games. Not =
= as rare as they sound anymore. =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [C][I][B]
--------------- --------- -- ----------------------------------- --- - - -
Activision CA-009 84 Beamrider R [ ][ ][ ]
Activision CC-008 83 Decathlon U [ ][ ][ ]
Activision CC-102 84 Designer's Pencil, The U [ ][ ][ ]
Activision CZ-005 84 Dreadnought Factor, The C [ ][ ][ ]
Activision CZ-007 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002 83 Kaboom! U [ ][ ][ ]
Activision CZ-006 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003 83 MegaMania U [ ][ ][ ]
Activision CC-104 84 Pastfinder R [ ][ ][ ]
Activision CZ-004 84 Pitfall! U [ ][ ][ ]
Activision CA-011 84 Pitfall II U [ ][ ][ ]
Activision CZ-001 83 River Raid U [ ][ ][ ]
Activision CA-012 83 Space Shuttle: A Journey Into Space U [ ][ ][ ]
Activision CZ-010 84 Zenji U [ ][ ][ ]
Activision CC-101 84 Zone Ranger U [ ][ ][ ]
Adventure Intl 83 Rally Speedway R [ ][ ][ ]
Adventure Intl Starship: The Destiny PR [ ][ ][ ]
ACE DT-80 84 80-Column Dumb Terminal Emulator ER [ ][ ][ ]
Atari Inc ?79 Editor Assembler ER [ ][ ][ ]
Atari Inc ?79 BASIC Computing Language ER [ ][ ][ ]
Atari CXL4010 79 3-D Tic-Tac-Toe U [ ][ ][ ]
```

Atari [CPS] 1200XL SuperSALT Diag. cart (w/ kit) ER [ ][ ][ ]
Atari 79 400/800 SALT Diagnostic cartridge [~]
Atari [CPS] FD100335 83 400/800/XL SuperSALT Diagnostic cart ER [ ][ ][ ]
Atari 83 600/800XL SuperSALT Diag. cart [~]
Atari [CPS] FD100006 810 Diagnostic cartridge ER [ ][ ][ ]
Atari 810/815 Burn-In Disk Test ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) [64] C [ ][ ][ ]
Atari RX8109 88 Airball R [ ][ ][ ]
Atari <none> ?? Animated Puzzle PR [ ][-][-]
Atari RX8092 87 Archon (by Electronic Arts) [48] C [ ][ ][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [ ][ ][ ]
Atari CXL4013 81 Asteroids C [ ][ ][ ]
Atari RX8054 83 Atari Graphics [alp] [klp] R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [ ][ ][ ]
Atari RX8053 83 Atariartist [tt] [kp?] U [ ][ ][ ]
Atari AED80014 84 AtariLab Light Module R [ ][ ][ ]
Atari AED80013 83 AtariLab Temperature Module R [ ][ ][ ]
Atari RX8036 82 AtariWriter [~]
Atari RX8064 87 Ballblazer (by Lucasfilm) [48] C [ ][ ][ ]
Atari RX8086 87 Barnyard Blaster [lg] [48] U [ ][ ][ ]
Atari CXL4002 79 BASIC Computing Language [~]
Atari CXL4004 79 Basketball C [ ][ ][ ]
Atari RX8077 87 Battlezone [48] U [ ][ ][ ]
Atari <none> 83 Berzerk PR [ ][-][-]
Atari RX8081 87 Blue Max (by Synapse) [48] U [ ][ ][ ]
Atari RX8087 87 Bug Hunt [lg] U [ ][ ][ ]
Atari RX8021 87 Caverns of Mars C [ ][ ][ ]
Atari CXL4020 82 Centipede [+] C [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [ ][ ][ ]
Atari RX8104 88 Crime Buster [lg] R [ ][ ][ ]
Atari RX8088 87 Crossbow [lg] R [ ][ ][ ]
Atari RX8102 88 Crystal Castles R [ ][ ][ ]
Atari RX8101 88 Dark Chambers [64] U [ ][ ][ ]
Atari RX8083 87 David's Midnight Magic(Br0derbund)[64]U [ ][ ][ ]
Atari CXL4025 82 Defender C [ ][ ][ ]
Atari RX8??? 89 Deflektor (by US Gold) PR [ ][-][-]
Atari RX8089 88 Desert Falcon [64] U [ ][ ][ ]
Atari RX8026 83 Dig Dug C [ ][ ][ ]
Atari RX8031 83 Donkey Kong C [ ][ ][ ]
Atari RX8040 83 Donkey Kong Jr. C [ ][ ][ ]
Atari RX8039 83 Eastern Front (by APX) C [ ][ ][ ]
Atari CXL4001 79 Educational System Master Cartridge U [ ][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [ ][ ][ ]
Atari RX8085 87 Fight Night (by Accolade) [64] U [ ][ ][ ]
Atari RX8067 84 Final Legacy U [ ][ ][ ]
Atari RX8091 87 Flight Simulator II (by subLOGIC) C [ ][ ][ ]
Atari RX8079 87 Food Fight [64] U [ ][ ][ ]
Atari CXL4024 82 Galaxian C [ ][ ][ ]
Atari RX8090 87 GATO (by Spectrum Holobyte) [64] R [ ][ ][ ]
Atari RX8084 87 Hardball (by Accolade) [64] U [ ][ ][ ]

Atari CXL4019 In-Store Demonstration Program Cart ER [ ][-][-]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [ ][ ][ ]
Atari RX8044 83 Joust C [ ][ ][ ]
Atari <none> 84 Jr. Pac-Man PR [ ][-][-]
Atari RX8049 83 Jungle Hunt [+] U [ ][ ][ ]
Atari <none> 83 Kangaroo [*] PR [ ][-][-]
Atari RX8095 88 Karateka (by Br0derbund) R [ ][ ][ ]
Atari <none> 84 The Last Starfighter PR [ ][-][-]
Atari <none> Letter Tutor [alp] [klp] PR [ ][-][-]
Atari RX8082 87 Lode Runner (by Br0derbund) [64] U [ ][ ][ ]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [ ][ ][ ]
Atari RX8035 82 Microsoft BASIC II Programming Lang. U [ ][ ][ ]
Atari RX8048 84 Millipede U [ ][ ][ ]
Atari CXL4012 81 Missile Command [tb] C [ ][ ][ ]
Atari RX8052 87 Moon Patrol [+] C [ ][ ][ ]
Atari RX8043 83 Ms. Pac-Man C [ ][ ][ ]
Atari CXL4007 80 Music Composer C [ ][ ][ ]
Atari RX8108 88 Necromancer [48] U [ ][ ][ ]
Atari RX8093 87 One-on-One Basketball (Elec. Arts)[64]U [ ][ ][ ]
Atari CXL4022 82 Pac-Man C [ ][ ][ ]
Atari RX8045 83 Pengo U [ ][ ][ ]
Atari CXL4018 80 Pilot Computing Language U [ ][ ][ ]
Atari RX8080 85 The Learning Phone (PLATO) R [ ][ ][ ]
Atari RX8034 83 Pole Position C [ ][ ][ ]
Atari CXL4027 82 Qix C [ ][ ][ ]
Atari RX8029 83 RealSports Football C [ ][ ][ ]
Atari RX8063 87 Rescue on Fractalus (by Lucasfilm)[48]U [ ][ ][ ]
Atari RX8033 83 Robotron: 2084 C [ ][ ][ ]
Atari RX8059 84 Skywriter (by EduFun!) U [ ][ ][ ]
Atari CXL4008 81 Space Invaders U [ ][ ][ ]
Atari CXL4011 80 Star Raiders C [ ][ ][ ]
Atari RX8078 87 Star Raiders II [48] U [ ][ ][ ]
Atari <none> 84 Stargate PR [ ][-][-]
Atari RX8098 88 Summer Games (by Epyx) U [ ][ ][ ]
Atari CXL4006 79 Super Breakout C [ ][ ][ ]
Atari CB101931 84 Super Pac-Man PR [ ][-][-]
Atari <none> 83 Superman III PR [ ][-][-]
Atari CXL4015 81 Telelink I U [ ][ ][ ]
Atari CXL4016 82 Telelink II R [ ][ ][ ]
Atari RX8042 83 Tennis C [ ][ ][ ]
Atari RX8113 88 Thunderfox U [ ][ ][ ]
Atari RX8111 88 Tower Toppler PR [ ][-][-]
Atari RX8069 84 Track and Field [tf] R [ ][ ][ ]
Atari RX8057 84 Typo Attack (by APX) U [ ][ ][ ]
Atari CXL4005 79 Video Easel U [ ][ ][ ]
Atari CA400201 87 XE Demo Cartridge [4 games] [64] ER [ ][-][-]
Austin Franklin <none> Austin 80 SWP ATR 8000 Console Term. ER [ ][ ][ ]
Austin Franklin <none> Austin 80 Console Software [rso] ER [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]

Big Five <none> 84 Bounty Bob Strikes Back! ER [ ][ ][ ]
Big Five <none> 83 Miner 2049er [+] C [ ][ ][ ]
Br0derbund 82 Choplifter! [48] U [ ][ ][ ]
Br0derbund ATCART193 83 Seafox R [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [ ][ ][ ]
CBS Software 4L-0502 84 Astro-Grover [kbo] U [ ][ ][ ]
CBS Software 4L-0505 84 Big Bird's Funhouse [kbo] U [ ][ ][ ]
CBS Software 4L-0109 84 Big Bird's Special Delivery U [ ][ ][ ]
CBS Software Blue Print R [ ][ ][ ]
CBS Software Boulders & Bombs R [ ][ ][ ]
CBS Software 4L-9847 84 Coconotes U [ ][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L-9889 84 Ducks Ahoy! U [ ][ ][ ]
CBS Software 4L-0108 84 Ernie's Magic Shapes U [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands R [ ][ ][ ]
CBS Software M8790 82 K-star Patrol (by K-Byte) U [ ][ ][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L-2541 83 Mountain King (by K-Byte) U [ ][ ][ ]
CBS Software 4L-9849 84 Movie Musical Madness R [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic R [ ][ ][ ]
CBS Software Satan's Hollow R [ ][ ][ ]
CBS Software 4L-9890 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 4L-0365 84 Sesame Street Letter-Go-Round [2 kbo] U [ ][ ][ ]
CBS Software Solar Fox R [ ][ ][ ]
CBS Software 4L-0111 Time Bound U [ ][ ][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
Chalkboard Inc. 10031A-3 83 BearJam [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10011A-3 83 Leo's 'Lectric Paintbrush [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. Leo's Links [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10042A-3 83 LogicMaster [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10021A-3 83 MicroMaestro [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10016A-3 Micro Illustrator [ppt] [*] ER [ ][ ][ ]
Concepts for Darren 86 Math Works: Addition ER [ ][ ][ ]
Concepts for Darren 86 Math Works: Basic Subtraction ER [ ][ ][ ]
Citibank 84 Direct Access (home banking) ER [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 82 Cloudburst (by Tensor Technologies) R [ ][ ][ ]
Datasoft Letter Wizard R [ ][ ][ ]
Eastern House KISS [rso] R [ ][ ][ ]
Eastern House Monkey Wrench [rso] R [ ][ ][ ]
Eastern House 83 Monkey Wrench II [rso] R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [ ][ ][ ]
Epyx 83 Fun with Art U [ ][ ][ ]

Epyx Fun with Music R [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai U [ ][ ][ ]
Epyx 594R 83 Jumpman Junior U [ ][ ][ ]
Epyx Lunar Outpost R [ ][ ][ ]
Epyx 82 Monster Maze [*] U [ ][ ][ ]
Epyx 604R 83 Pitstop U [ ][ ][ ]
Epyx 55 82 Plattermania U [ ][ ][ ]
Epyx 664R 83 Silicon Warrior C [ ][ ][ ]
Epyx SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star 82 Astrochase [*] ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [ ][ ][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]
Fisher-Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher-Price LNL-AT 84 Linking Logic U [ ][ ][ ]
Fisher-Price LLV-AT 84 Logic Levels U [ ][ ][ ]
Fisher-Price MEM-AT 84 Memory Manor U [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli <none> 82 Embargo (by Solitare Group) ER [ ][ ][ ]
Gebelli <none> 81 Firebird ER [ ][ ][ ]
Gentry Rosen's Brigade [w/ disk] ER [ ][ ][ ]
HES C518 83 Attack of the Mutant Camels ER [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
HES C730 Mr. TNT ER [ ][ ][ ]
HSU Software <none> 84 Math Encounter R [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) [~]
IDSI AC1001 82 Pool 400 R [ ][ ][ ]
IDSI AC1021 82 Speedway Blast R [ ][ ][ ]
IDSI ID2103 82 Survival of the Fittest R [ ][ ][ ]
Imagic 720125 83 Atlantis C [ ][ ][ ]
Imagic 720149 82 Demon Attack [*] U [ ][ ][ ]
InHome Software Baseball ER [ ][ ][ ]
InHome Software Captain Beeble ER [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte 81 K-razy Kritters [*] R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [ ][ ][ ]
Koala AT00315-1 83 KoalaPainter [kp] [klp?] [*] U [ ][ ][ ]
LindaSoft Conquest of the Crown ER [ ][ ][ ]
LindaSoft Hypnotic Land ER [ ][ ][ ]
LJK Data Perfect [80 column] R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect [40 column] U [ ][ ][ ]
LJK Letter Perfect [80 column] R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP <none> 83 Smart Terminal R [ ][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
NAP Consumer Electronics 83 Pursuit of the Pink Panther PR [ ][ ][ ]
OrionMicro Express! [~]

O.S.S. <none> 84 Action! [~]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL [~]
O.S.S. <none> 84 Mac/65 [~]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [ ][ ][ ]
Parker Bros. Chess R [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [ ][ ][ ]
Parker Bros. 85 Frogger II: Threeedeep R [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss R [ ][ ][ ]
Parker Bros. 84 James Bond 007 R [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [ ][ ][ ]
Parker Bros. <none> 83 Q*Bert C [ ][ ][ ]
Parker Bros. Risk ER [ ][ ][ ]
Parker Bros. 1340 84 Star Wars: The Arcade Game U [ ][ ][ ]
Parker Bros. 1260 83 Star Wars: RotJ-Death Star Battle R [ ][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [ ][ ][ ]
Parker Bros. Tutankham R [ ][ ][ ]
PPI G2300 Super Sketch Graphics Master ER [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS [~]
Reston Movie Maker R [ ][ ][ ]
Roklan 09-01123 83 Castle Hassle R [ ][ ][ ]
Roklan 83 Da'Fuzz ER [ ][ ][ ]
Roklan 09-01101 83 Deluxe Invaders C [ ][ ][ ]
Roklan 09-01131 83 Diamond Mine U [ ][ ][ ]
Roklan 09-01102 83 Gorf [*] C [ ][ ][ ]
Roklan 09-01124 83 Journey to the Planets C [ ][ ][ ]
Roklan 83 Lifespan ER [ ][ ][ ]
Roklan 83 Rack Em Up ER [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [ ][ ][ ]
Roklan 11-01222 84 Star Maze ER [ ][ ][ ]
Roklan <none> 81 Wizard of Wor C [ ][ ][ ]
Romox <none> 82 Ant Eater R [ ][-][ ]
Romox <none> 82 Attack at EP-CYG-4 (by Bram) [*] R [ ][-][ ]
Romox Flapper ER [ ][ ][ ]
Romox <none> 82 Fortune Hunter R [ ][-][ ]
Romox <none> Princess and the Frog R [ ][-][ ]
Romox <none> 83 Sea Chase R [ ][-][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox <none> 82 Whiz Kid R [ ][-][ ]
Sar-An Magic Dump [rso] R [ ][ ][ ]
Scarborough #102 83 MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom U [ ][ ][ ]
Sega 006-03 83 Congo Bongo R [ ][ ][ ]
Sega 011-03 84 Spy Hunter [2] R [ ][ ][ ]
Sega 004-03 83 Star Trek: Strategic Operations Sim. U [ ][ ][ ]
Sega 012-03 84 Super Zaxxon R [ ][ ][ ]

Sega Tac-Scan R [ ][ ][ ]
Sega Tapper R [ ][ ][ ]
Sega 009-03 84 Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon U [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires R [ ][ ][ ]
Sierra On-Line Creepy Corridors R [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [ ][ ][ ]
Sierra On-Line Jawbreaker R [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line MCL-201 83 Mr. Cool R [ ][ ][ ]
Sierra On-Line OWL-801 83 Oil's Well R [ ][ ][ ]
Sierra On-Line Sammy Lightfoot ER [ ][ ][ ]
Sirius 33022 83 Alpha Shield R [ ][ ][ ]
Sirius Capture the Flag ER [ ][ ][ ]
Sirius 33008 82 Fantastic Voyage(by 20th Century Fox) R [ ][ ][ ]
Sirius 82 Fast Eddie R [ ][ ][ ]
Sirius 83 Final Orbit R [ ][ ][ ]
Sirius 83 Spider City U [ ][ ][ ]
Sirius 83 Squish 'Em R [ ][ ][ ]
Sirius 82 Turmoil (by 20th Century Fox) U [ ][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
SpectraVideo Frantic Freddie ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator U [ ][ ][ ]
Spinnaker Aegean Voyage R [ ][ ][ ]
Spinnaker ALF-AT 84 Alf in the Color Caves R [ ][ ][ ]
Spinnaker ABZ-AT 83 Alphabet Zoo U [ ][ ][ ]
Spinnaker COS-AT Cosmic Life R [ ][ ][ ]
Spinnaker DLD-AT 83 Delta Drawing Learning Program U [ ][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT 83 Facemaker U [ ][ ][ ]
Spinnaker FRF-AT Fraction Fever U [ ][ ][ ]
Spinnaker JUK-AT Jukebox R [ ][ ][ ]
Spinnaker Kid Writer R [ ][ ][ ]
Spinnaker KOK-AT 83 Kids on Keys U [ ][ ][ ]
Spinnaker KDC-AT 83 Kindercomp U [ ][ ][ ]
Spinnaker Ranch ER [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [ ][ ][ ]
Spinnaker UFG-AT Up for Grabs R [ ][ ][ ]
Synapse <none> 82 Chicken [*] U [ ][ ][ ]
Synapse <none> 82 Claim Jumper U [ ][ ][ ]
Synapse <none> Drelbs R [ ][ ][ ]
Synapse <none> File Manager R [ ][ ][ ]
Synapse <none> Fort Apocalypse U [ ][ ][ ]
Synapse <none> Nautilus R [ ][ ][ ]
Synapse <none> Necromancer [48] R [ ][ ][ ]
Synapse <none> Pharoah's Curse, The R [ ][ ][ ]

```
Synapse <none> 82 Picnic Paranoia [*] R [ ][ ][ ]
Synapse <none> 82 Protector II R [ ][ ][ ]
Synapse <none> Shadow World R [ ][ ][ ]
Synapse <none> 82 Shamus [*] C [ ][ ][ ]
Synapse <none> Slamball R [ ][ ][ ]
Synapse <none> 82 Slime [*] U [ ][ ][ ]
Synapse <none> Survivor U [ ][ ][ ]
Synapse <none> Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I [alp] [klp] ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II [alp] [klp] ER [ ][ ][ ]
TG Software <none> 83 Abracadabra R [ ][ ][ ]
TG Software <none> 83 Droids ER [ ][ ][ ]
TG Software <none> 83 Nightstrike ER [ ][ ][ ]
TG Software <none> 83 Ozzy's Orchard R [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THB12011 83 Carnival Massacre ER [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [ ][ ][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [ ][ ][ ]
Thorn EMI THB12004 82 Kickback U [ ][ ][ ]
Thorn EMI THB12009 83 Major League Hockey U [ ][ ][ ]
Thorn EMI THA12008 83 Orc Attack ER [ ][ ][ ]
Thorn EMI THB12005 83 River Rescue U [ ][ ][ ]
Thorn EMI THB12003 82 Soccer U [ ][ ][ ]
Thorn EMI THA12001 82 Submarine Commander U [ ][ ][ ]
Thorn EMI Tank Commander R [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 7-006-400 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
??? VisiCalc ER [ ][ ][ ]

================================================================================
= Duplicate Atari 800/XL/XE Carts (authorized reproductions) =
================================================================================
Rar-
Title Manufacturer Catalog # Yr Original Title ity [C][I][B]
------------------ ------------ --------- -- ------------------ --- - - -
Astrochase [*] Parker Bros. 83 Astrochase R [ ][ ][ ]
Centipede Atari RX8020 ?? Centipede C [ ][ ][ ]
Choplifter! [48] Atari RX8096 88 Choplifter! U [ ][ ][ ]
Educational Sys MC Dorsett D4001 ?? Educational Sys MC R [ ][ ][ ]
K-razy Antiks CBS Software M8786 82 K-razy Antiks C [ ][ ][ ]
K-razy Kritters [*] CBS Software M8788 82 K-razy Kritters U [ ][ ][ ]
K-razy Shoot-Out CBS Software M8784 82 K-razy Shoot-Out C [ ][ ][ ]

================================================================================
= Multiple Version Atari 800/XL/XE Cartridge List =
= =
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= Each of these carts is only listed once in the Master List above. =
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Rar-
Manufacturer Catalog # Yr Title ity [C][I][B]
--- --- -- --- --- - - -
Atari 79 400/800 SALT Diagnostic cartridge ER [ ][ ][ ]
Atari TE15644 82 400/800 SALT Diagnostic cart 2.05 ER [ ][ ][ ]
Atari 400/800 SALT Diagnostic cart 2.07 ER [ ][ ][ ]
Atari 83 600/800XL SuperSALT Diag. cart 3.04 ER [ ][ ][ ]
Atari 83 600/800XL SuperSALT Diag. cart SE.02 ER [ ][ ][ ]
O.S.S. <none> 84 Action! [ver. ??] U [ ][ ][ ]
FTe <none> 84 Action! [ver. 3.7] U [ ][ ][ ]
Atari RX8036 82 AtariWriter [version A, brown] C [ ][ ][ ]
Atari RX8036 84 AtariWriter [version C, silver] U [ ][ ][ ]
Atari CXL4002 79 BASIC Computing Language [ver. A] C [ ][ ][ ]
Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER [ ][ ][ ]
Atari CXL4002 85 BASIC Computing Language [ver. C] R [ ][ ][ ]
O.S.S. <none> 83 Basic XL [ver. 1.02, orange] U [ ][ ][ ]
ICD Basic XL [ver. 1.02, orange] U [ ][ ][ ]
ICD Basic XL [ver. 1.03, black] U [ ][ ][ ]
Reevesoft Diamond GOS [ver. 1.0] R [ ][ ][ ]
Reevesoft Diamond GOS [ver. 2.0] R [ ][ ][ ]
Reevesoft Diamond GOS [ver. 3.0] ER [ ][ ][ ]
OrionMicro Express! [ver. ?] R [ ][ ][ ]
OrionMicro Express! [ver. ?] R [ ][ ][ ]
O.S.S. <none> 84 Mac/65 [ver. 1.00, orange] [*] U [ ][ ][ ]
ICD 84 Mac/65 [ver. 1.01, black] U [ ][ ][ ]
FTe 84 Mac/65 [ver. 1.02, black] U [ ][ ][ ]
ICD SpartaDOS X (OS) [ver. ?] U [ ][ ][ ]
ICD SpartaDOS X (OS) [ver. ?] U [ ][ ][ ]
ICD 88 SpartaDOS X (OS) [ver. 4.17] U [ ][ ][ ]
FTe SpartaDOS X (OS) (by ICD) [ver. 4.21] U [ ][ ][ ]
FTe SpartaDOS X (OS) (by ICD) [ver. 4.22] U [ ][ ][ ]

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= The following games were never released but prototypes may exist. Until =
= someone claims to own a prototype, they will not be part of the regular =
= list. =
==========
Atari Blast 'Em NR [ ][ ][ ]
Atari Macro Assembler NR [ ][ ][ ]
Atari RX8094 Commando NR [ ][ ][ ]
Atari <none> 84 Jr. Pac-Man [beta] NR [ ][ ][ ]
Atari Jungle River Cruise NR [ ][ ][ ]
Atari Mat Mania Challenge NR [ ][ ][ ]
Atari RX8124 MidiMaze NR [ ][ ][ ]
Atari RX8028 RealSports Soccer NR [ ][ ][ ]
Atari RX8037 Star Trux NR [ ][ ][ ]
Atari RX8120 Super Football NR [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]

Atari RX8118 89 Xenophobe NR [ ][ ][ ]
Atari Xevious NR [ ][ ][ ]
CBS Software Big Bird's Egg Catch NR [ ][ ][ ]
MPP Assault Force 3-D NR [ ][ ][ ]
Parker Bros. Montezuma's Revenge NR [ ][ ][ ]
Roklan Anti-Sub Patrol NR [ ][ ][ ]
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=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2274. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_888928386@rtfm.mit.edu>
Source record: 65333
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2275. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6dhlvh$7ov@news.asu.edu>
Source record: 65334

I have enjoyed reading this post!

My primary machine is a TI-99/4A, and it does pretty much everything you do with a "home computer". We have recently gotten a 800, and between the Atari and the TI, we have a wealth of educational software /firmware that blows away anything I've seen in the peecee world except for glitziness.

Not to step on anyone's fingers (too hard), but does anyone here subscribe to the "classic computers" mailing list? I did for a while, but all those people seemed to be interested in was collecting "obsolete" systems for the sake of collecting. I asked upon a few occasions whether anyone actually USED their relics for practical purposes, but it seemed at that time it wasn't high on their list. The typical response was, "I collect old machines; if I want to DO something, I use a peecee like everyone else. Why don't you join the 20th century?"

It's mighty good to see that people are actually USING the old dogs for what they are perfectly good for - almost everything!

Especially educational titles for preschool/elementary children. That's what I use my Atari 8-bit for! (Just to stay on-topic!)
--
****
* David Ormand *** Southwest 99ers *
* dlormand@aztec.asu.edu *** Tucson, Arizona *
********** TMS9900 Lives! *

2276. Re: SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: bluesky6@ix.netcom.com
Message-ID: <34fe52d7.6555206@news.newsguy.com>
Source record: 65335

Some French 800XL were sold WITHOUT a modulator.

There was a peritel interface but all you get is monochrome.

I bought one in 1985-86.

It's no wonder Atari lost out to Commodore & Amstrad for the 800xl and later 130XE : how to sell a machine that only had monochrome?

Ben

Benjamin.Ryzman@SOLsoft.Com wrote:

%In article <6daerurit1@dartvax.dartmouth.edu>,
% crow@coos.dartmouth.edu (Preston F. Crow) wrote:
%>
%> "patrice MULLER" <pamuller@imaginet.fr> writes:
%>
%> >i have an atari 800xl secam version, i can trade it for stand alone atari
%> >systems like pongs ....
%>
%> I'm familiar with NTSC and PAL. How different is Secam? From a
%> software standpoint, is it any different from NTSC, or are there
%> programs out there that will only run on one or the other?
%>
%> I'm mostly just curious, but some of the emulator-writing people would
%> probably have a more serious interest if there are differences.
%
%I don't think there are much differences between SECAM and PAL (at least the
%frequencies are the same). The only difference is the chroma/luma keys are not
%transmitted the same: when watching PAL RF on a SECAM TV, the image is black
%and white.
%
%If I recall correct, SECAM Ataris where distributed with a Peritel (SCART)
%cable which hooked on the monitor port of the Ataris and the SCART (Video)
%port of the SECAM TVs.
%
%If that's exact, then PAL and SECAM Ataris could be the same hardware.

%
%Now what I'd like to know is either the wiring of this cable (my TV
can accept
%SECAM, PAL and NTSC on its SCART port) or if anyone can sell me a
complete
%SECAM Atari (whith the cable).
%
%Sorry, I don't have anything in exchange (I am not a collector, just
a
%nostalgic geek looking for the computer hardware I began computing
with).
%
%-----== Posted via Deja News, The Leader in Internet Discussion
==-----
%http://www.dejanews.com/ Now offering spam-free web-based
newsreading

2277. Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: bluesky6@ix.netcom.com
Message-ID: <34fd51dd.6304653@news.newsguy.com>
Source record: 65336

You're lucky. I have a French 800XL (bought sometime in 1986). And it doesn't have a modulator. Output is only monochrome.

It was my first 'real' computer (in the sense that I bought it with the 1050 diskette drive).

I've not yet figured out how to get colour from it.

Ben

jmouchmino@aol.com (JMouchmino) wrote:

%It seems the SECAM computers can only display 128 colors because of different
%chroma/luminance settings.
%The colors are not the same and you have a loss in picture quality.
%On some SECAM 130XEs, you have some red ''bars'' on the screen and the picture
%can be somewhat blurred...
%I was told, though, that the image could be made much clearer than it usually
%is.
%The SECAM 800XLs seem to be a lot better.
%I actually got my SECAM 800XL in 1984 and bought a PAL version about six years
%ago and I never really noticed the ''fuzziness'', but believe me, I can really
%feel the difference now!
%Unless you want them for your collection, my advice is to never buy SECAM
%Ataris!
%By the way, I know that the Voice Master (COVOX) were imported to France in two
%different versions; I remember trying to load a demo of this program on my
%SECAM XL and it just wouldn't work, while it would run perfectly on my PAL
%system!
%To run the new and not so new Polish demos and some European games, you will
%REALLY need a PAL system (both NTSC systems and the current emulators have
%problems dealing with them).
%A PAL system will run ALL American games, albeit slightly slower.
%Greetings from France,
%Bertrand.

2278. Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd46df$b81558e0$a6374382@vidar>
Source record: 65337

Isn't that just to put the pins for Chroma and Luminance together to get colour Video output ? I think so, but ain't sure. Take Atarian care

Benedict Chong <bluesky6@ix.netcom.com> wrote in article <34fd51dd.6304653@news.newsguy.com>...
> You're lucky. I have a French 800XL (bought sometime in 1986). And it
> doesn't have a modulator. Output is only monochrome.
>
> It was my first 'real' computer (in the sense that I bought it with
> the 1050 diskette drive).
>
> I've not yet figured out how to get colour from it.
>
> Ben
>
> jmouchmino@aol.com (JMouchmino) wrote:
>
> %It seems the SECAM computers can only display 128 colors because of
> different
> %chroma/luminance settings.
> %The colors are not the same and you have a loss in picture quality.
> %On some SECAM 130XEs, you have some red ''bars'' on the screen and
> the picture
> %can be somewhat blurred...
> %I was told, though, that the image could be made much clearer than it
> usually
> %is.
> %The SECAM 800XLs seem to be a lot better.
> %I actually got my SECAM 800XL in 1984 and bought a PAL version about
> six years
> %ago and I never really noticed the ''fuzziness'', but believe me, I
> can really
> %feel the difference now!
> %Unless you want them for your collection, my advice is to never buy
> SECAM
> %Ataris!
> %By the way, I know that the Voice Master (COVOX) were imported to
> France in two
> %different versions; I remember trying to load a demo of this program
> on my
> %SECAM XL and it just wouldn't work, while it would run perfectly on
> my PAL
> %system!
> %To run the new and not so new Polish demos and some European games,

> you will
> %REALLY need a PAL system (both NTSC systems and the current emulators
> have
> %problems dealing with them).
> %A PAL system will run ALL American games, albeit slightly slower.
> %Greetings from France,
> %Bertrand.
>
>

2279. swap

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: redraven@nordnet.fr
Message-ID: <6dhqm6$l9i$1@news.nordnet.fr>
Source record: 65338

I want to swap Atari disk-image with you
in *.atr format. Everything is welcome!

2280. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: rstout@prgone.com
Message-ID: <34fc781e.15953868@news.dx.net>
Source record: 65339

>AsciiRider wrote:
<snip>
>> Oh yeah, I have a couple Synfile questions. I got it in trade(Bob
>> Klass), so I don't have the manual.
>>
>> How do you get it to use two drives?
>> Anyway to to save the reports you design?

Well the manual suggests you could send the report to disk instead of
to the printer. Columnar reports are under the lists option. If you
send it to drive 1 the data will be written to your data disk. It
says you can send it to drive 2.

As I glance thru the manual, it looks like a lot of swapping between
program and data disks, formatting of disks possible only on drive 1
etc.

Bob S.
>>
>> AsciiRider
>> atebit@wwa.com

2281. Re: Maganavox Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34fd813a.97742687@news.pressenter.com>
Source record: 65340

On Mon, 02 Mar 1998 14:44:13 -0500, Stephen Knox <gooch@erols.comX>
wrote:

>Ok,
>
>I've got this Maganox Video Monitor 80 that has one of those monochrome
>Green Screens. It has 1 port on the back for video input but no audio
>jack :(.
>
>Anyhow,
>I've used this in the past with my XEP80 and it works great with that.
>I've recently set it back up and wanted to use it without the XEP80 and
>connect it directly to my 800XL. No matter what I do, I can't seem to
>get the screen to come up. I've used the RF connector in the back to no
>avail and also tried my montior plug Im using on my 130XE.
>Im at a loss as to how I would connect my 800XL to this thing!
>
>Recap:
>Works with XEP80
>Doesnt work with standard video out plug (RF)
>Doesnt work with composite monitor cable
>
>Any clues?
>
>Also,
>Was anything else made that works with the XEP80 besides AtariWriter 80?

Modify your 800XL to have the chroma-luma capability. Atari had
chroma-luma capability in all 8-bits they made ecxept for the 600XL
(no monitor port at all) & 800XL. For some unknown reason I think the
luma pin is unfunctional. Anyway, do a mod (ask around for one, easy
to do) to get that luma back. Connect the Luma plug into the
composite monochrome monitor. Should work. No color goes without
saying.

*** Please make sure responses are also sent via email.

2282. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Brian Grier <reirgjb@ac.letron>
Message-ID: <6dhvo3$r4q@brtph500.bnr.ca>
Source record: 65341
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Robert Davis wrote:

> Dear Atari owners,
>
> I am wondering if anyone can help me.
>
> I own an Atari Mega 1 that I use for music. It originally came with
> Microsoft Word for ST and I currently need to do some word processing on
> it.
>
> Unfortunately, though I still have the mauals and documentation, the
> Word disk was stolen and I need to get a replacement. Does anyone have a
> copy of Word for ST they can send me or email me?
>
> Please email me directly since I do not receive all postings to the
> group.
>
> Thank you for your assistance,
>
> Robert Davis

I think we have had enough fun at his expense, so to answer his question...

What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
support for this product within a year of introducing it. They reasoned that
if the
Atari users were not willing to support Microsoft they would not support
Atari.
This was the result of really bad reviews of the software, and a general
bashing
of the product by those that claimed to have purchased it.

I have not seen a copy of this in years. You would do much better by
getting
yourself a copy of WordUp.

Brian

2283. Re : Re: SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980303234701.SAA19838@ladder03.news.aol.com>
Source record: 65342

Don't be silly, the SECAM Ataris were NEVER EVER monochrome!!!!!!!!!!
Except if you had a black and white TV set...
If you have a TV set accepting SECAM signals, you WILL get color right away through the Peritel!
And 99.9% of the programs that run on a PAL system will also run on a SECAM computer, albeit with less colors and a slight loss in picture quality.
Greetings from France,
Bertrand.

2284. Re: FT: Atari 8-Bit carts: (In-Store Demo cart, Squish Em, more)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <34FCA35A.167E@gte.net>
Source record: 65343
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Paul-David wrote:
>
> What does the Demo cart do?
>

I don't know anything about the cart being offered, but as a kid I remember seeing an Atari 800 in a store that had a constant demonstration going. It would display pictures and text bragging about all the neat things the computer could do. One neat demo had the 800 calculating the trajectory for the first Apollo moon launch, completing the calculations (including some nifty graphics) in under a minute. The program pointed out that the NASA computers assigned to this task took months to calculate this data.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2285. Re: Maganavox Monitor/XEP80/850 problems resolved

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <34FCA49E.399D6EC7@erols.comX>
Source record: 65344

Ok,

I figured out what was going on. The 800XL has such bad chroma/lum output I couldnt see the display when I hooked up my monitor cable. I then tried my 130XE and it worked fine. I then retried the 800XL and turned the brightness up 100% on the monitor and it worked.

As for my other post, I got the printer to work with Atariwriter 80 through my 850 by disconnecting and reconnecting all the cables, go figure?

Now,
Anyone know where I can get another monitor cable? My local Radio Shack doesnt carry these 5pin Din connector cables anymore.
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Jon D. Melbo wrote:

> On Mon, 02 Mar 1998 14:44:13 -0500, Stephen Knox <gooch@erols.comX>
> wrote:
>
> >Ok,
> >
> >I've got this Maganox Video Monitor 80 that has one of those monochrome
> >Green Screens. It has 1 port on the back for video input but no audio
> >jack :(.
> >
> >Anyhow,
> >I've used this in the past with my XEP80 and it works great with that.
> >I've recently set it back up and wanted to use it without the XEP80 and
> >connect it directly to my 800XL. No matter what I do, I can't seem to
> >get the screen to come up. I've used the RF connector in the back to no
> >avail and also tried my montior plug Im using on my 130XE.
> >Im at a loss as to how I would connect my 800XL to this thing!
> >
> >Recap:
> >Works with XEP80
> >Doesnt work with standard video out plug (RF)
> >Doesnt work with composite monitor cable
> >
> >Any clues?

> >
> >Also,
> >Was anything else made that works with the XEP80 besides AtariWriter 80?
>
> Modify your 800XL to have the chroma-luma capability. Atari had
> chroma-luma capability in all 8-bits they made ecxept for the 600XL
> (no monitor port at all) & 800XL. For some unknown reason I think the
> luma pin is unfunctional. Anyway, do a mod (ask around for one, easy
> to do) to get that luma back. Connect the Luma plug into the
> composite monochrome monitor. Should work. No color goes without
> saying.
>
> *** Please make sure responses are also sent via email.

2286. Re: P: device numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Doc-o@webtv.net
Message-ID: <6dibm5$qd6$1@newsd-123.bryant.webtv.net>
Source record: 65345

With the introduction of the 1200Xl (and subsequent XL's and XE's) the OS was changed to allow addressing printers as Pn: ala addressing drives as Dn: (n being = 1 - 8).

From the 1200XL OS System Manual Supplement to the ATARI 400/800 Tech Ref Notes, Chapter 5, General Enhancements to the REV. B OS Functions, page 24: " The printer handler has been changed so that it will process the unit number in the IOCB, allowing separate addressing for printers P1 through P8."

From COMPUTE!, Issue 73, Vol. 8, No. 6, (June 1986), page 112: (For XL's and XE's, not 400 or 800) "Two major drawbacks:

(1) all printers still respond as P1: or just P: ...

(2) only the following printers have these secondary numbers (NOTE: At that time the XEP80 had not been introduced):

Any printer attached via an 850 P2:
1025 P3:
1020 P4:
1027 P5:
1029 P6:

The XEP80 added more possibilities. From the XEP80 Owner's Manual, page 8:

Printer attached to parallel port P1:
Any printer attached via an 850 P2:
1025 P3:
1020 P4:
1027 P5:
1029 P6:
XMM801 P7:
XDM121 P8:

Sorry, I couldn't respond sooner. I moved recently and had to unpack to find some of this info.

2287. Re: SIO2Mac Cables? Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0303982314170001@port113.bitstream.net>
Source record: 65346

In article <34f48353.12885182@news.pressenter.com>, jmelbo@pressenter.com wrote:

> On Mon, 23 Feb 1998 19:16:04 +0000, John Morgan <jwmpc@earthlink.net>
> wrote:
>
> >I know Wintel machines corner over ninety percent of the market, but
> >there must be some sort of emulator made to use on the Mac for the
> >eight-bits. Got an 800XL, works fine, but get stuff from the ether by
> >PPC 7200/90. Can games be emulated on the Mac? Is there a cable? If
> >you've got a lead, please let me know.
>
> I know there is a version of the Rainbow Atari8 emulator. Sorry,
> don't have the url handy for you.

Try this for Rainbow (which, btw, started out on the Mac :):

http://www.shenleyfields.demon.co.uk/rainbow.html

There is also a new one called "Wacke" (for "Weightless Atari Computer
Keepsake Emulator) at this URL:

http://www.ctaz.com/~msdei/mac/mac.html

The best place for info about any emulators for Macs is emulation.net.

Other than null-modem cables for transfering files, no one has come up
with anything similar to APE or SIO2PC for Macs :(--yet.

Mark

2288. Re: WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6dipj8$9t7@nntp02.primenet.com>
Source record: 65347

The mortal Daniel Klugh wrote:
: I asked if they had any RGB cables for the Saturn and they just stared at
: me like I was from another planet.But one worker spoke up and said that
: "RGB was a type of monitor that isn't used anymore".

15KHZ RGB isn't used anymore, but all computer monitors are "RGB", they
just don't scan down any lower than 31khz, typically.

: Why not just have a SCSI port so that you could plug in hard disk
: drives,graphic systems and anything else you wanted/needed?

Because it's not a full computer. If they tried to turn it into a Java
box, this might make sense.

2289. Re: P: device numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6diq7s$a4h@nntp02.primenet.com>
Source record: 65348

The mortal John Hardie wrote:
: Actually each printer had it's own embedded code. The 1020 was P8: I
: think. The reason for this is so you could have multiple Atari
: printers on-line at the same time and by specifying P1: thru P8:
: instead of just P: there would be no confusion between the printers.

Daisy chained serial was a concept way ahead of its time. USB anyone?

2290. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6diqdh$a5e@nntp02.primenet.com>
Source record: 65349

```
The mortal Cvendel wrote:
: However there is hope, B&C Atari Sales & Service at 916-295-9270 is selling
: quite a bit of the old ICD/FTE product line and they just recently starting
: selling the new MY-DOS cartridges, I currently own one and its great! Just
: like SpartaDOS X, no need for a boot disk, just plug it in, turn on your drives
: and your all booted up, $19.95 is not too bad a price either.

What are the features of the MYDOS cartridge? What is its RAM footprint?
And is it a stackable cart?
```

2291. Re: History video - some comments

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6diqop$abf@nntp02.primenet.com>
Source record: 65350

```
The mortal Dean Garraghty wrote:
: directed by Steven Spielberg!! It isn't! The video will be available to
: buy, and that's that. No rentals, no appearance on a TV station. I have had
^^^^^^^

You may be selling yourself short. I don't expect my documentary to be
broadcast immediately either, but I definitely think the content is worth
of broadcast and there is a chance that it could break through.

--
================================================================================
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
================================================================================
```

2292. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6diqsg$ae9@nntp02.primenet.com>
Source record: 65351

The solution is a scrollable 640x400 display, which should be passable for
1-bit dithered graphics and fonts.

Scrolling is what the Atari does best.

--
==========
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==========

2293. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6dir08$afa@nntp02.primenet.com>
Source record: 65352

John Harris' MAE assembler seems to be the best choice.

It has tons of advanced features.

2294. xfers between PC & Atari8

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ffc1ce.5297964@news.pressenter.com>
Source record: 65283

I remember that with my Happy 1050 I could read IBM 360K disks if only
ONE side of the disk was used.

*** Please make sure responses are also sent via email.

2295. Files to .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd47b9$a1da44c0$09374382@vidar>
Source record: 65284

I would like to know where and what filename a utility to copy .EXE files
on PC hard disk to .ATR image. Thanks and take Atarian care

2296. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34FDEF45.5A51A37A@sisna.com>
Source record: 65285

If you got Synfile from me, Bob Klaas then you received the manual that went with the Original disk, unless you bought a box of disks that came with systems years ago? I have Synfile+ with manual sitting here now you can trade me out of today even?

bob

2297. Help!! With XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Jasen Rogers <jasenr@cyberramp.net>
Message-ID: <6dkn5tmir1@newshost.cyberramp.net>
Source record: 65286

My XEGS won't work!! When I turn it on, the screen is black. I get power on light. No sounds-thats it!! Any help would be appreciated.

2298. Re: WTB 800 Disk/Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Jasen Rogers <jasenr@cyberramp.net>
Message-ID: <6dknfemog1@newshost.cyberramp.net>
Source record: 65287

I need an Atari Disk drive for my 800. Also, if you have one, I could use a tape drive. Prefer Atari Brand. Although, I do have an ATR8000.

2299. Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6dkqsu$ae6$1@nnrp1.dejanews.com>
Source record: 65288

HELP���� Does anyone out there if i can modify Superdos 5.1 to make it load with an Indus GT, i really don't like Mydos... Better tell me why should i switch to Mydos and i would consider it, with Superdos i have Aux.sys, Super Bas, SuperBin, and to my experience is 98% compatible, the only software i know dislikes Superdos is Kyan Pascal, but Kyan dislikes any dos but 2.5 anyway.

Thanks for your time.....

Viva Mexico!!!!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2300. Re: Help!! With XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dkofp$s2q$1@usenet40.supernews.com>
Source record: 65289

In article <6dkn5tmir1@newshost.cyberramp.net>, "Jasen Rogers" <jasenr@cyberramp.net>
wrote:
>My XEGS won't work!! When I turn it on, the screen is black. I get power on
>light. No sounds-thats it!! Any help would be appreciated.
>
>
I had the problem once, I used my power supply from an 800xl and it now works
great. The LED would come on and then nothing else.

it could also be the RF unit inside the XEGS

2301. Sparta Dos 3.3c On Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34FDF669.B46588F7@sisna.com>
Source record: 65290

Sparta Dos 3.3c is now available in Cartridge form from Video 61.
Give Lance Rinquist a call at 612-462-2500.

No need to load a disk just plug in the cart and follow the instrucions,
comes on a 16k cartridge.

Lance also supports all the old stuff from the 2600 era to new stuff
being developed today.

New 2600 games IE:
Sea Monster, KLAX, Pick N pile, Dice Puzzle, Gostbusters II, My Golf,
Bobby Goes Home, Mr. Postman, Mission 3000, Space Tunnel, Open Sesame
Dancing Plates, Snail Against Squirrel, and many more items. Prices may
exceed the Atari 8-bit users budget but if you want it he possibly has
the item in stock. He does now take Visa/Mastercard and American
Express
can't find it anywhere else give him a call.

bob

2302. Re: New Atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dkp37$s2q$2@usenet40.supernews.com>
Source record: 65291

In article <34f40f6c.15198941@news.dx.net>, rstout@prgone.com (Robert Stout) wrote:
>tom_cody@one.net (tom cody) wrote:
>
>>In article <6crafk$1dg@usenet83.supernews.com>, tom_cody@one.net (tom cody)
> wrote:
>>>contains 2600+ software titles for use wth APE
>>>contains instruction on building sio2pc cable
>>>
>>>lot mory to come soon
>>>
>>>http://w3.one.net/~tom_cody
>>
>>
>>I fixed the message board that no one was kind enough to inform me was not
>>working, please post.
>
>I visited your web page yesterday, liked it, bookmarked it, tried
>the message board search function but it seemed there weren't any
>messages about qwk...I couldn't tell it wasn't working. I didn't try
>to post anything on it...is that what wasn't working ?

the post CGI script was a little messed up

2303. Re: Files to .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6dkm46$39$1@dartvax.dartmouth.edu>
Source record: 65292

"Vidar \"Hawk\" Olavesen" <olavese@online.no> writes:

>I would like to know where and what filename a utility to copy .EXE files
>on PC hard disk to .ATR image. Thanks and take Atarian care

If you want to create a new .ATR image from a bunch of files, use
'unix2atr.' Of course, if you don't run Unix on your PC, then you'll
have to compile it under whatever system you do use, which may involve
some porting.

Get the source at:
http://www.cs.dartmouth.edu/~crow/atari/

--PC

--
Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
to die!"
Darth Vader: "Stop saying that!"
Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]

2304. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5NcHXnh.rldetlefsen@delphi.com>
Source record: 65293

Cvendel <cvendel@aol.com> writes:

> However there is hope, B&C Atari Sales & Service at 916-295-9270 is selling
>quite a bit of the old ICD/FTE product line and they just recently starting
>selling the new MY-DOS cartridges, I currently own one and its great! Just
>like SpartaDOS X, no need for a boot disk, just plug it in, turn on your drives
>and your all booted up, $19.95 is not too bad a price either.

A new Mydos? I know Charles Marslette made a rom version
called RDOS(I have it here somewhere), that was version 3.x,
and never updated. It'll be interesting to see if a newer
version has appeared.
Rick D.

2305. Re: Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34FE0F04.F2232D1A@sisna.com>
Source record: 65294

```
Convert to Sparta Dos of your choice?
bob
```

2306. New CD-ROM Disk available

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34FE1002.7861DC74@sisna.com>
Source record: 65295

Ibm format CD-ROM for the Atari 8-bit is now avaiable throuh either
Video 61 or K-Products.

The new cd-rom has many old shareware/public domain software available
but the latests version 1.1 has documentation files, for the Atari 8-bit
from A-Z not available before this date.

Price is the same either location..$20.00 plus 3.00 s/h. enclose a copy
of this when ordering.

bob

2307. FA eBay: Tandy CoCo 1+2s;Atari 800 XLs,Disk+Tape drives;Commodore VIC-20,Tape Drives;

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Bill Frandsen <bfrandse@rrnet.com>
Message-ID: <6dl4p3phv1@news.rrnet.com>
Source record: 65296
Cross-posted to:
alt.toys.hi-tech,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,rec.games.video.classic,rec.games.video.marketplace

I have up for auction (all ending on Saturday evening) the 6 different early 80's classic computer equipment. Current bids are between $5 and $26. Pictures for all items are included on their auction description pages:

* 2 Different Atari 800 XL CPUs +1 Power Supply
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7218842

* 2 Different Commodore CBM C2N Cassette Drives
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7217487

* Commodore VIC-20 + Data Master Tape Drive
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7218160

* Atari 1050 Disk Drive + 1010 Tape Drive + 1PS
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7218471

* Tandy Radio Shack TRS-80 Color Computer 1
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7219276

* Tandy Radio Shack TRS-80 Color Computer 2 64K
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7219487

If the above links don't come thru, try this address instead, it'll redirect you to my current auction page:
http://rrnet.com/~bfrandse/auctions.html

I also have the following other electronic toy items for auction there as well in case you're interested, their current bids range from $5 to $20.50:
* Radio Shack Computerized Arcade Tabletop Game
* GAF Melody madness concentration handheld
* Radio Shack LCD Baseball handheld w/Box+Ins
* TomyTronic Flourescent Electronic Tennis Handheld w/Box + Ins
* Parker Brothers Merlin Handheld Game w/Inst.

* TI Speak & Spell w/Word Stumper Module (Raised keys)
* TI Speak & Spell w/diff Word Stumper Module (Flat Keys)
* TI Speak & Read with workbook (Flat Keys)
* TI Speak & Math (Flat Keys)

* 3 Simon games by Castle, Radio Shack and Tiger
* V-Tech Wizard + Mini Wizard LED Simon Games
* Milton Bradley, MB Simon + Pocket Simon Games
* 3 Misc Simon like handheld games by Tiger, Sears
* 3 Misc Pong Units: Radio Shack TV Scoreboard + Wonder Wizard

Thanks for your interest!

All items are up for auction on the "eBay" auction site. I cannot accept bids on your behalf, you must place them at the links above. Registration and bidding on eBay is totally free.

Bill

2308. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <34FE1859.14C4@wwa.com>
Source record: 65297

Aaron Christopher Finney wrote:
>
> I know, I know. Another idiot who can't use his 850....
>
> Well, I made the serial cable for it with the pinouts in the faq and
> the cable tests out dandy with an ohmeter. Using 850 express or IceT,
> I can control the modem (i.e. send the at commands for off-hook, reset,
> etc) but nothing seems to be coming in. I can connect to remote hosts
> and the rx/tx lights flash like demons, but nothing on the screen at
> all. The modem is a newer Practical Peripherals v.34 crapper.
>
> Thanks in advance,
>
> Aaron

This is exactly the same problem that I had which I never solved. I
could dial and connect, but nothing on screen.

Eric

2309. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <34FE1720.FF6@gte.net>
Source record: 65298
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Christopher L. Tumber wrote:
>
> Yesterday, I found a power supply (Part No:
> CO 61982). Unfortunately, when I turn the 130XE on I just get a blank, red
> screen. The 800XL just gives me a blank, black screen.
>

I'm guessing you either have the wrong power supply, or one of the
voltages that should be coming out of it is not present.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2310. Jeu SORCERY sur ST(E)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: fa3 <fa3@club-internet.fr>
Message-ID: <34FD6863.F2934BB0@club-internet.fr>
Source record: 65299

Je recherche SORCERY (la petite sorciï¿½re qui vole dans un dï¿½cor moyennageux). Si quelqu'un peut me mettre ï¿½a sur une disquette 3 1/2....
Merci d'avance...

Par curiositï¿½, quelqu'un sait-il ce qui se passe quand on a rï¿½solu le jeu ? J'en ai des souvenirs mais imprï¿½cis...

2311. FS: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Greg Miller <gmiller@iswt.com>
Message-ID: <34FD90FA.12BCA970@iswt.com>
Source record: 65300

Check out my web page at http://www.classic-games.com for more details.

2312. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6dlh4t$6ct$1@gte1.gte.net>
Source record: 65301

Thanks to all you folks for your reccommendations. I am trying MAC65 out and looking for source code examples at this point. Atari Dave even sent me the MAC65 docs via email. Thanks Dave. And thanks to everyone who has been helping me on this.

2313. Re: Trash PORNO Spam in our Newgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6di9d3$6s$1@alexander.INS.CWRU.Edu>
Source record: 65353

re: Inertia...

Does anyone know if the Inertia MOD player will work on NTSC Atari systems? If not, it just adds reason to get a PAL chip. I wonder if I get more scanlines with PAL (I wrote a quickie program once that put as many scanlines on the screen as possible, and I got 231. Add one more scanline and the top of the screen warped).
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2314. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6didpf$cq9$1@usenet.kent.edu>
Source record: 65354

I play games (naturally) but I'm also working on an analog synthesizer program. I like the Atari sound and hope to create a decent synth emulator along the lines of a mini-modular design. I also have been looking for drum machine software to use the Atari in a band (yes, live!) I found Techpop from Analog which I like, but I imagine there are more out there (any suggestions are welcome).

The Atari is an unusual, great machine. I intend on using it for years.

-Alex

2315. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6diljq$t93$1@pale-rider.INS.CWRU.Edu>
Source record: 65355

(asks about A8 drum programs, mentions Tech Pop)
There's 'Rythmize', a pretty neat drum program.
Not drum, but bassynth and banjo were neat also.

2316. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZtUk-9s.rldetlefsen@delphi.com>
Source record: 65356

Olav Queseth <olav@radio.kth.se> writes:

>Just to make things a little more difficult there are two descriptions of how
>to upgrade the 600XL. Hanen't tried any of them, but I'll do that someday
>when I get some spare time...
>
>/Olav

The upgrade I'm using was published Michigan Atari Magazine, by Don Neff of Mace
and works just fine.
Rick D.

2317. Re: Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RtUmXRq.rldetlefsen@delphi.com>
Source record: 65357

Mark Newton-John <marknewtonjohn@webtv.net> writes:

>Going through a bunch of my old Antic magazines, and visiting the Antic
>magazine web site (www.atarimagazine.com) I was wondering, when was the
>last issue published?

The last published issues was 9.02(jun90), but it had a few pieces in Start
for a while. I don't know when it ended there.
Rick D.

2318. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RNdGfho.rldetlefsen@delphi.com>
Source record: 65358

<kenames@inreach.com> writes:

>old video cards for the pc are good dram sources for the 600xl
>upgrade, others can be gotten from Nuts&Volts mag ads or possibly
>older pc motherboards that used the 256k x 1 drams. I have a couple
>here.

The upgrade is from 16K to 64K. If a 256K or greater upgrade is desired, then
a 800XL or 130XE is a must start place, not a 400 or 600XL.
Rick D.

2319. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZPUFn1I.rldetlefsen@delphi.com>
Source record: 65359

The two 4416 ram chips get replaced by two 41464-10 ramchips at 1.69 each from Jameco Electronics. Shipping is $5.00. I'll get the upgrade posted(a Q & D version, not the entire article).
Rick D.

2320. Re: Drive re-mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZtWGPPm.rldetlefsen@delphi.com>
Source record: 65360

Alan Christie <94chrisv@scar.utoronto.ca> writes:

>> Can anyone explain the principles of remapping the drives as per SpartaX's
>> 'swap' command but using disk versions of SpartaDOS?

Essentially, the DOS either keeps two tables-the real drive dat table, and a
list the points to the correct drive when a number is used(ask for3, but it gets
changed to 7), or it just swaps the entire drive data entries around as needed.
I don't know about SpartaDos, but Mydos will let you set the Ramdisk to any
number you need, 1-8, replacing(not swapping) any existing drive.
Rick D.

2321. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6divv4$m4i$1@gte2.gte.net>
Source record: 65361

```
Which assemblers would be compact enough that it can run on the old
atari 400's?
```

2322. Re: SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6dj79a$ll9$1@nnrp1.dejanews.com>
Source record: 65362

In article <34fe52d7.6555206@news.newsguy.com>,
bluesky6@ix.netcom.com (Benedict Chong) wrote:
>
> Some French 800XL were sold WITHOUT a modulator.

Yeah, in fact all the SECAM 800xl I saw back in the 80s didn't come with a modulator.

> There was a peritel interface but all you get is monochrome.

Huh? Certainly not. If your TV set was SECAM and had a peritel(SCART) interface, you got vivid colours, not monochrome. Are you sure you're TV is not PAL?

> I bought one in 1985-86.
>
> It's no wonder Atari lost out to Commodore & Amstrad for the 800xl and
> later 130XE : how to sell a machine that only had monochrome?

Atari lost out to CBM and AMSTRAD when J. Tramiel bought Atari. Atari used to be very competitive in terms of marketing here in France, until 1984. You could see Ataris everywhere (even in some Club Med villages and on TV shows) and they were very popular (although not as much as the Apple //e). From 1984 to 1985, Atari France just disappeared from the scene (and let AMSTRAD rule the French home computer market). In 1986, they made a big push with the STs. That's another story, though.

That's just my remembrance of the home computers golden age in France.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2323. Upgrade from 800 to 800XL or 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: asl00@eng.amdahl.com
Message-ID: <EpA2yq.AsH@ccc.amdahl.com>
Source record: 65363

I'm considering upgrading my Atari 800 to either a 800XL or 130XE. I understand the 130XE has chroma/luminence out but does the 800XL?

Any opinions about either? I've done some research and know some of the basic differences of each machine but have never touched either keyboard. This would be primarily for gaming.

Any help would be appreciated. Thanks.

P.S. The 130XE doesn't have a power supply so if someone can tell me what type it uses, I'd be greatful.
--

Andrew Lee
<andrew_lee@amdahl.com>

2324. 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: aaron@orr.wfi-inc.com
Message-ID: <6dj9h8$c6k$1@news01.deltanet.com>
Source record: 65364

I know, I know. Another idiot who can't use his 850....

Well, I made the serial cable for it with the pinouts in the faq and the cable tests out dandy with an ohmeter. Using 850 express or IceT, I can control the modem (i.e. send the at commands for off-hook, reset, etc) but nothing seems to be coming in. I can connect to remote hosts and the rx/tx lights flash like demons, but nothing on the screen at all. The modem is a newer Practical Peripherals v.34 crapper.

Thanks in advance,

Aaron

2325. Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpAKFC.47o@cix.compulink.co.uk>
Source record: 65365

In article <01bd46df$b81558e0$a6374382@vidar>, olavese@online.no (
Olavesen) wrote:

> Isn't that just to put the pins for Chroma and Luminance together to get
> colour Video output ? I think so, but ain't sure. Take Atarian care
I can't believe everyone is having so much trouble with this concept. PAL,
NTSC and SECAM are different TV standards. They are not compatible. If you
have a PAL Atari, you need a PAL TV, ditto for the others.

Many modern TVs have different variations on multistandards and will work
or do a partial impression of working. An example is that a couple of
years ago, many TVs sold in the UK would not support NTSC properly but
would sync to 50 or 60hz so you got a picture but it was letterboxed due
to the different number of scan lines.

Of course, if you go via RF as opposed to composite or whatever then you
have another set of hurdles, many TVs in the UK support NTSC and SECAM via
SCART leads or phonos but can't handle it via RF.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2326. Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd475f$5904e480$b3374382@vidar>
Source record: 65366

Yes, I know that there's difference in PAL/NTSC. But I had an old cable
that was not connected on the pin with the color signal and therefore only
the greys came thru. I made another cable and it was colors. I have NTSC
130XE which of course can give problems to my PAL equipment, but it works
on my PAL/NTSC Sony TV, but not on the RGB/Composite monitor. I just
thought it was the same cable problem I had. Take Atarian care

"Iain Laskey" <ilaskey@cix.compulink.co.uk> wrote in article
<EpAKFC.47o@cix.compulink.co.uk>...
> In article <01bd46df$b81558e0$a6374382@vidar>, olavese@online.no (
> Olavesen) wrote:
>
> > Isn't that just to put the pins for Chroma and Luminance together to
get
> > colour Video output ? I think so, but ain't sure. Take Atarian care
> I can't believe everyone is having so much trouble with this concept.
PAL,
> NTSC and SECAM are different TV standards. They are not compatible. If
you
> have a PAL Atari, you need a PAL TV, ditto for the others.
>
> Many modern TVs have different variations on multistandards and will work

> or do a partial impression of working. An example is that a couple of
> years ago, many TVs sold in the UK would not support NTSC properly but
> would sync to 50 or 60hz so you got a picture but it was letterboxed due
> to the different number of scan lines.
>
> Of course, if you go via RF as opposed to composite or whatever then you
> have another set of hurdles, many TVs in the UK support NTSC and SECAM
via
> SCART leads or phonos but can't handle it via RF.
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT Journalist *
> **
>

2327. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Olav Queseth <olav@radio.kth.se>
Message-ID: <34FD424C.52C270E6@radio.kth.se>
Source record: 65367

Steven J. Tucker wrote:

> Any idea on where I might find more information on dram refresh? I've looked
> around on the net but the most i've come up with is come microcontroller
> stuff that pretty much amounts to the cpu-refresh scheme.
>
> Thanks for your help :)
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

I find the samsung electronics products pages be extremely useful for finding
datasheets for memory products. There is all sorts of info on how to perform
refresh in various modes.

Look at the DRAM product page at:
http://www.samsungsemi.com/Products/dram/ds_edo.html

Hope this helps.

Regards Olav

2328. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6djjhi$pm5$1@pale-rider.INS.CWRU.Edu>
Source record: 65368

(Asks which assembler run on a (stock, I assume) 400.)
Only the Assembler Editor cart, I suspect. And you'd have
to use tape drive, like the setup Phillip Price first used
to program A8 on, in a hut by the beach, made (oh, can't
remember) Made some pretty neat game with that setup,
save to tape, run. I bet he got pretty good at making
his code work the first time!

2329. Re: Mercenary - anybody got it to work??

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd477f$0327ca80$b0f7c9c7@cct-w95-gtho>
Source record: 65369

Tom,

I've tried it with:

stock 1200XL (NTSC Antic & 1200XL OS)

upgraded 1200XL (PAL Antic & XE OS)

XLit emulator on Pentium 166.

... and I've tried using both 48K and 64K modes.

Graham.

2330. Frontier Elite II

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: foft@usa.net
Message-ID: <6djtgg$aa3$1@nnrp1.dejanews.com>
Source record: 65370

hello can anybody supply me with any ATARI Frontier Elite II sites I need to know becasue the PC version is different and half the things are of no relevence

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2331. Re: hd question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6djq29$283@cyber1.servtech.com>
Source record: 65371

In article <6cmqq0$l6t$1@mohawk.hwcn.org>,
William Moeller <af332@freenet.hamilton.on.ca> wrote:
>Adrian Pickering (adrian@cherwell.com) wrote:
>: SCSI? I've been out of the *scene* since I got my first Amiga all those
>: years ago. But you can get scsi setups? So I could scsi network between an
>: Amiga and Atari 800xl? Are then any formats read/write -able by both
>: machines?
>
>: Adrian
>
>No, as far as I know, the formats are incompatible. You have to place a
>high level format on your Atari 8 partitions which are Atari Dos like (MY
>Dos) or Sparta Dos.....I doubt you could multiplex a hard disk to have
>both Amiga and Atari information on it, and usable by each machine.
>
>Willy

Well... actually... depending on what you mean by "formats read/write-able
by both machines..." there is, SORT OF, a common format: the MS-DOS
floppy. One can put CrossDOS on the Amiga, and a Black Box with Floppy
Board with 3.5" floppy drive on the Atari and run CSS' "BBXFER" utility.
It's not as convenient as having, say, a commonly-recognizably-formatted
HD online on both machines at the same time -- but "SneakerNet" is quite
adequate especially if the Amiga and Atari are sitting side-by-side.

The really fun part about this is that it can go further. I can
read/write MS-DOS floppies on my wife's Macintosh, using "Apple File
Exchange," and just discovered that I can read/write MS-DOS floppies on
the SPARCstation at my new job!

(There are even two ironies here. The first is that the ONE kind of
computer I DON'T currently have access to, is a real, true, PC -- the one
computer out of the bunch on which MS-DOS is "native!" The second is that
the Black Box and Floppy Board that I'm using to read MS-DOS floppies on
the Atari, are those which I bought from Willy himself, a couple of years
ago! Hi Willy! The BB is working GREAT! :-))

Hope this helps...

Chris Chiesa
cfchiesa@servtech.com

2332. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34FD7F14.6F58DA71@teleport.com>
Source record: 65372

I don't know, but this is just a thought. You speak of DRAM refreshing. Instead of dealing with the continued problem of keeping the memory refreshed as is required by the Dram. Why not use a SRAM ? Actually it could be much better alternative. No refresh..... faster writes and reads. Yes there are the down side of COST COST COST. I have been toying with the idea of building a meg unit that hangs off the PBI bus. The cost of doing this would be the loss of internal basic, though I do believe that there is another way that I can do the switching without loosing basic. My friend is tugging at me to do this. Right now I got a drawing of a unit that I would like to make that is about the size of 2 cigarette packs. It is a 1 meg unit with bi-directional buffering. I have also thought about adding a colck unit to it. Anyway like I said this is just a thought..

Atari*Dave
The Hardware Man

Steven J. Tucker wrote:

> I'll build them a 16 meg Atari.
>
> Sounds interesting, but how would you control all those banks? :) A couple
> of 8bit latches? It would be nice to not have to use up all the
> lines available inside, but I guess that would not be compatible with
> anything already used to the only method.
>
> Any idea on where I might find more information on dram refresh? I've looked
> around on the net but the most i've come up with is come microcontroller
> stuff that pretty much amounts to the cpu-refresh scheme.
>
> Thanks for your help :)

2333. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6djugm$980@cyber1.servtech.com>
Source record: 65373

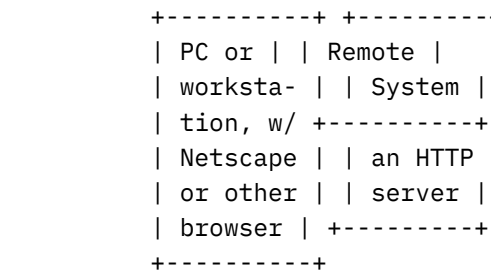
In article <6dba3b$92h$1@newsd-199.bryant.webtv.net>,
Mark Newton-John <marknewtonjohn@webtv.net> wrote:
>Web graphics into Graphics 8 images? Are you kidding? Do you know how
>long it would take to even draw a small one?
>
>Look, some JPEGs I've seen are the same size as the capacity of a 1050
>drive. You mean you want to take a 120k image, even squeezing (rather
>grating it like cheeze) into a Graphic 8 image and watch each line get
>drawn will take all night. Okay, I'm exaggerating.

You'd almost never NEED to do it that way.

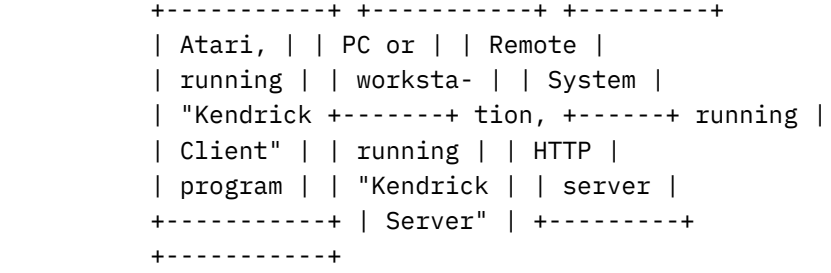
First you get a Black Box or equivalent, which lets you run a modem at
9600 baud (the highest speed I've personally verified) and AFAIK maybe
even higher. Maybe Bob Puff or someone else will find a way to retrofit
the BB for 56K. :-)

Then you create the scheme Bill's been trying to explain. People
seem not to quite understand the idea, possibly through lack of a
diagram which I know provide:

Ordinary Web-Browsing:



Atari-based Web-Browsing w/Kendrick Proxy-Server:


Atari, running "Kendrick Client" program
PC or workstation, running "Kendrick Server"
Remote System running an HTTP server

Now, here's what happens. In the "ordinary" case, as you know, a
"browser" program runs on the PC-or-workstation. The browser accepts
users' keystrokes and mouse-clicks, and sends appropriate HTTP requests to
servers running on remote systems "out there somewhere" on the Internet.

The servers respond by transmitting, via HTTP protocol, various types of data -- primarily, or "wrapped in," HTML. The browser interprets the incoming data and displays it (or starts up a "helper" application) as appropriate. That's all there is to Web-browsing; the "hard parts" would seem to be "interpreting HTML" and "speaking HTTP."

Note that, for the most part, the servers DON'T KNOW and DON'T CARE what kind of browser they're speaking to: they can ASK, for special purposes, but for most intents-and-purposes it doesn't matter. As long as whoever contacts the server, "speaks" proper HTTP _to_ the server, the server happily spits out appropriate HTTP, and assumes that the "contactee" will know what to do with it.

In the "Atari-based" case, instead of running a "browser" program on the PC, we run the "Kendrick Server." This is a program which, like a browser, knows how to "speak HTTP" to remote servers to make requests and receive responses. The only difference is that, instead of accepting users' keystrokes and mouse-clicks, and itself displaying the data received from the HTTP server, the "Kendrick Server" acce keystrokes and mouse-clicks from, and delivers display-data to, the "Kendrick Client" program running on the Atari! Presumably a "Kendrick Protocol" would be used for this purpose.

If the Atari were capable of displaying the full number of colors, and the full resolution, of webpages as a PC or workstation can do, then the "Kendrick Server" would have very little work to do indeed: it would be a very simple "two-way forwarding" program which merely facilitated communication between the Atari and the HTTP servers. This, I think, is what people such as Mark Newton-John are picturing, when they point out that "a 120K JPEG would take hours," etc.

But, of course, the Atari ISN'T capable of displaying the full number of colors, OR the full resolution, of a webpage as a PC or workstation can. So the "Kendrick Server" intercedes on the Atari's behalf. Instead of simply "forwarding" the data received from the HTTP server, the "Kendrick Server" "repackages" it into something the Atari CAN handle. Specifically, the "Kendrick Server" maintains in memory a representation (bitmap, or whatever is appropriate) of "what the display would look like, IF I were really a Web browser," and at intervals it scales this down, and/or reduces/alters its colors, and creates a representation that the Atari CAN handle: 8K (Graphics 8 full-screen size) or less, in however many colors the Atari is using (2 for Graphics 8; 4 for Graphics 7.5, perhaps more if the "Kendrick Client" uses APAC or similar tricks).

I imagine the "Kendrick Server" will only relatively rarely be called upon to scale-and-transmit an ENTIRE PAGE to the Atari. Very likely, the "Kendrick Client/Server Protocol" will include the capability for the "Kendrick Client" to request display of a particular region of the current page, at a specific resolu- tion, then simply provide the Atari user with "Zoom In/Out" buttons and horizontal-and-vertical scroll bars. The "Kendrick Client" program could handle SOME of the Zooming-and-scrolling,

"on board" the Atari by manipulating graphics modes and display lists -- and whatever its necessary limitations, when the "Kendrick Client" reached the limits of what it could do LOCALLY, it would simply notify the "Kendrick Server" to take over and, say, transmit a new piece of the webpage.

This is all entirely feasible. Inventing the "Kendrick Client/Server Protocol," and writing a "Kendrick Client" and "Kendrick Server" capable of using it to communicate, would not be dparticularly difficult. Writing a "Kendrick Server" capable of speaking HTTP, and of interpreting and rendering HTML, JPEG, GIF, etc., would be a chore, but not an impossible one; much, maybe even most, of the code is probably already written and available online somewhere, as part of one or another public-domain or shareware browser (I recall something named Mosaic). But it could all be done.

In fact, if you're willing to accept a few compromises on the PC or workstation running the "Kendrick Server," it might be possible to ENTIRELY ELIMINATE the need for the "Kendrick Server" to do ANY of those difficult things I mentioned, i.e. speaking HTTP, and interpreting all those document-and-image formats! How about a "Kendrick Server" of more general capability, able to "snapshot" the contents of windows put up by OTHER applications, and able to "stuff" external keystroke-and-mouse events INTO other applications? You could then run your favorite PC-based browser, and just let the "Kendrick Server" "look over its shoulder" and relay a copy of the screen, as already described, to the Atari running the "Kendrick Client." You wouldn't have to update the "Kendrick Server" to keep up with changes to HTML or browser technology; a window would still be a window and you could still look at it. Best of all, the "Kendrick Server" could latch onto ANY application, not just your Web browser: you could look at ANY window/app on the host system! Of course you'd want the ability to SUPPRESS that ability, at times, in the interest of security... :-) The REAL beauty of this approach, though, is that it lets both the "Kendrick Server" AND "Kendrick Client" programs be EXTREMELY SIMPLE -- once you figure out how to grab snapshots of other apps' windows, and stuff events into other apps, anyway.

I don't konw how to do those things under, say, Windows -- but I know it can be done because products like "Remote Control" exist which allow one PC to operate another remotely in EXACTLY the manner we're after. I DO know how to grab window-content snapshots under X/Motif, and have seen hints that stuffing keystrokes-and-mouse-operations into other apps is also not particularly difficult. Why, I think I'll just have to try WRITING the doggoned thing!

Bill, what do you think? Want to try it? :-)

Chris Chiesa
cfchiesa@servtech.com

2334. Re: Pokey Chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <34FD850C.5EDA295A@teleport.com>
Source record: 65374

For those with inquiry minds the Pokey chip number is CO12294-01 it shouldn't cost more than 5.00 or so. If you need one. I have
several in stock here in the US. Will be willing to send one to you for cost plus shipping. Hope that this helps you

Atari*Dave
The Hardware Man

> >Hi all!
> >
> >Does anyone know, where I can order a Atari Pokey Sound Chip
> >in Germany.
> >
> >At least a Chip-Number (if such exists) would be helpful.
> >
> >Thanks in advance,
> >
> >Joerg
>

2335. XFormer 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd478e$bbf0f1e0$75c2accf@asharkis.erols.com>
Source record: 65375

A while ago I promised a little more info on my experience with XFormer 98. I was truly disappointed upon its first run because it caused my PC to hang whenever I wanted to change a disk assignment.

I wrote to Darek Mihocka about that problem and the rough sound I was getting and he responded very quickly. In a series of messages back and forth, Darek concluded that the sound was a problem of sound card latency and varied from one sound card to another. It didn't seem to be affected by processor speed or memory usage.

The hanging problem was caused by something to do with the the program looking for SCSI devices, something my PC doesn't have. Darek actually sent me a revised .exe of the program that took care of that problem.

I know there has been some bashing of Emulators, Inc. and its owner in the past, but this time there seems to be a favorable turn-around. If you have the problems I had when you get your copy, write to him or look at his website for a bug fix or update.

Now, if I can only find the time to give XForner 98 a thorough test ...

2336. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6dk65hjgs1@nnrp1.dejanews.com>
Source record: 65376

```
In article <6diljq$t93$1@pale-rider.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
>
> (asks about A8 drum programs, mentions Tech Pop)
> There's 'Rythmize', a pretty neat drum program.
> Not drum, but bassynth and banjo were neat also.
>

There is a program called Digidrum, it has a drum machine and a little synt.
You can get it somewhere in the net if i remember correctly.
```

Also, i use my Atari as a language trainer for me and my sons, i've learn
to program in basic, action, assembler, pascal, c, and currently i'm triyng
to show my kids and myself logo and forth.....And of course, looooooots of
great games��� any one out there thinks the win95 ver of Montezuma's revenge
would beat the A8 version???? Don't think so...

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2337. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FDC363.22ECA16A@erols.com>
Source record: 65377

Patrick P.H. Nguyen wrote:

> In article <34FC3DE4.EB629C26@erols.com>, Patrick Mulvey
> <pmulvey@erols.com> wrote:
> >Patrick P.H. Nguyen wrote:
> >
> >> In article <34FBAA4C.9E453E4E@erols.com>, Patrick Mulvey
> >> <pmulvey@erols.com> wrote:
> >>
> >> >
> >> >When I was working at Electronics Boutique and the Genesis
> >> >was new, I plugged an unmodified Sega Genesis controller
> >> >into my 130XE and it operated fine. All directions were correct
> >> >and the "B" button was the fire button. It sounds like the stick
> you
> >> >used has autofire or other options in it. If you buy a stick
> without
> >> >any of the fancy "extras" then any modifications won't be
> necessary.
> >> >
> >> > Pat.
> >> >
> >> Only the original Sega pads will work without modification. If
> it's
> >> one by a
> >> 3rd party, you have to do what the guy was saying...
> >>
> > I think more to the point that if the stick comes without autofire
> or
> >other extras
> >(plain vanilla) it should work. Unless EVERYTHING out there that is
> >being
> >produced has something like autofire/rapidfire I would think that
> some
> >third
> >party manufacturer must be producing an electrically equlivent copy.
> >
> I bought a generic pad that didn't have anything. It still didn't
> work. I
> tried a couple from Sega and they did work.

Try looking inside and see if there is any IC's. That would indicate a
hidden feature and therefore not a plain copy...

2338. Bristles and Boulder Dash on Carts????

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6dk5q3$8oe$1@news1.Radix.Net>
Source record: 65378

I saw the 8-bit cartridge list posted just recently and noticed that both Bristles and Boulder Dash were listed as being released on cartridge. How long were they aout on Cart, what were the requirements, and where might I be able to get a copy on cart??? I have both games on disk from back in 1984 or so, but on cartridge would be so much better!

Did First Star make the cartridges, or did some other company?

2339. Re: Maganavox Monitor/XEP80/850 problems resolved

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FDC88B.F039CEDE@erols.com>
Source record: 65379

Stephen Knox wrote:

> Ok,
>
> I figured out what was going on. The 800XL has such bad chroma/lum
> output I
> couldnt see the display when I hooked up my monitor cable. I then
> tried my
> 130XE and it worked fine. I then retried the 800XL and turned the
> brightness
> up 100% on the monitor and it worked.
>
> As for my other post, I got the printer to work with Atariwriter 80
> through
> my 850 by disconnecting and reconnecting all the cables, go figure?
>
> Now,
> Anyone know where I can get another monitor cable? My local Radio
> Shack
> doesnt carry these 5pin Din connector cables anymore.
> --
> Thanks,
> Steve
>
> Remove the X at end of email address for replies
>
> http://pw2.netcom.com/~scknox/index.html
>
> Jon D. Melbo wrote:
>
> > On Mon, 02 Mar 1998 14:44:13 -0500, Stephen Knox <gooch@erols.comX>
> > wrote:
> >
> > >Ok,
> > >
> > >I've got this Maganox Video Monitor 80 that has one of those
> monochrome
> > >Green Screens. It has 1 port on the back for video input but no
> audio
> > >jack :(.
> > >
> > >Anyhow,
> > >I've used this in the past with my XEP80 and it works great with
> that.

> > >I've recently set it back up and wanted to use it without the XEP80
> and
> > >connect it directly to my 800XL. No matter what I do, I can't seem
> to
> > >get the screen to come up. I've used the RF connector in the back
> to no
> > >avail and also tried my montior plug Im using on my 130XE.
> > >Im at a loss as to how I would connect my 800XL to this thing!
> > >
> > >Recap:
> > >Works with XEP80
> > >Doesnt work with standard video out plug (RF)
> > >Doesnt work with composite monitor cable
> > >
> > >Any clues?
> > >
> > >Also,
> > >Was anything else made that works with the XEP80 besides
> AtariWriter 80?
> >
> > Modify your 800XL to have the chroma-luma capability. Atari had
> > chroma-luma capability in all 8-bits they made ecxept for the 600XL
> > (no monitor port at all) & 800XL. For some unknown reason I think
> the
> > luma pin is unfunctional. Anyway, do a mod (ask around for one,
> easy
> > to do) to get that luma back. Connect the Luma plug into the
> > composite monochrome monitor. Should work. No color goes without
> > saying.
> >
> > *** Please make sure responses are also sent via email.

Try both B&C Computervisions and |Best Electronics.
If you handy soldering you can make one from parts at Radio Shack
but if your not adept at soldering, buy it...

2340. Re : Bristles and Boulder Dash on Carts????

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980304185000.NAA26816@ladder03.news.aol.com>
Source record: 65380

There were actually three First Star Software titles available on ROM:
Bristles, Boulder Dash and Flip And Flop.
Astro Chase was edited by First Star Software on disk and tape but Parker Bros.
bought the rights for the cartridge version.
Bristles, Boulder Dash and Flip And Flop are quite rare, so consider yourself
lucky if you manage to find one of these!
I have Boulder Dash and Flip And Flop on ROM, complete with box and
instructions, but I would only trade them for something unusual.
Greetings,
Bertrand.

2341. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34fdb0f9.987821@news.pressenter.com>
Source record: 65381

On 4 Mar 1998 10:14:00 GMT, aaron@orr.wfi-inc.com (Aaron Christopher Finney) wrote:

>I know, I know. Another idiot who can't use his 850....
>
>Well, I made the serial cable for it with the pinouts in the faq and
>the cable tests out dandy with an ohmeter. Using 850 express or IceT,
>I can control the modem (i.e. send the at commands for off-hook, reset,
>etc) but nothing seems to be coming in. I can connect to remote hosts
>and the rx/tx lights flash like demons, but nothing on the screen at
>all. The modem is a newer Practical Peripherals v.34 crapper.

Let me ask you something.... you say you can issue commands to the modem... do you see the modem's respons to your commands issued in command mode? In other words does it say OK and stuff? Try ATI0, ATI1, ATI2 etc. Do they come back with results you can see? If so then you have the capability to get data from the modem. If not... maybe the receive data line is not right on the cable.

Try to set your modem to use error correction, but not compression. Also, force your modem to behave as a 9600bps modem. See your modem manual for commands. If you need a hand, and your modem is Rockwell chipset based write back and I can give you some commands to try.

*** Please make sure responses are also sent via email.

2342. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34fdc0ba.5021634@news.pressenter.com>
Source record: 65382

I vote for MAC/65 but then I have not used the Atari Macro Assembler or MAE. I have heard good things of others as well. I have the Synassembler somewhere but I liked Mac/65 better. My Mac/65 is one of the orange OSS carts.

*** Please make sure responses are also sent via email.

2343. Re: Using Atari drives on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6dmncr$56g@freenet-news.carleton.ca>
Source record: 65133

Robert S Ely (rely@ix.netcom.com) writes:
> What I'd like to see (and maybe already available) is a PC based
> program and interface that would allow direct read AND write to Atari
> Floppy drive(s). The program should be able to create .ATR images of
> almost any size and be able to copy BOOT disk info. It must be
> SpartaDOS/MyDOS/ AtariDOS compatible too! Something like A.P.E. but for
> the PC and direct connect Atari floppy drive.

You can read and write directly to your drive using the ProSystem
software and Pro cable. It works much like an x1541 cable does for
the c-64.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2344. 8 bit carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980305185200.NAA19121@ladder02.news.aol.com>
Source record: 65134

I have Princess and Frog, Pole Position, RealSports Football, and Flight Simulator II on auction at eBay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7576068

2345. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Ouns <ouns@sprint.ca>
Message-ID: <01bd486b$26afd500$0e0867d1@hello-world>
Source record: 65135

You probably need atariDOS to run games002.atr.

Darek Lorenc <dlorenc@controlp.tarnow.pl.removeit> wrote in article
<01bd481e$5e93b880$254fc1c1@net>...
> I've a simple question:
> 1. I've got XL-IT emulator.
> 2. I've got games002.atr
> 3. I've got *.rom files
> 4. After run XL-IT I set file games002.atr to diskette d1.
> 5. In spite of trying to download varies types of rom files I can't run
any
> program.
>
> Don't be angry with me and please tell me in simple steps how can I run
for
> example River Raid.
> What keys I have to press ??? Is this so difficult or I'm so stupid ???
;)
> (what I do wrong)
> --
> { DaReK LoReNc }
> dlorenc@controlp.tarnow.pl
>
>
>

2346. Re: Files to .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Ouns <ouns@sprint.ca>
Message-ID: <01bd486c$06cfee40$0e0867d1@hello-world>
Source record: 65136

I use xformer3.60 regularly, try this, xformor dos.atr filename.ext
which give you dos.atr in d1:, and filemane.ext in d2:
hope this help

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bd47b9$a1da44c0$09374382@vidar>...
> I would like to know where and what filename a utility to copy .EXE files
> on PC hard disk to .ATR image. Thanks and take Atarian care
>
>
>
>

2347. Wanted: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6dn0rg$s8r@sjx-ixn5.ix.netcom.com>
Source record: 65137

Howdy Hi. Looking for a lot of SIO cables, 5-10, the usual type, 2 female plugs, about 3 feet. Anyone know where I can find these cheap? Thanks in advance!

JZ

2348. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0503981528290001@refdesk.library.carleton.edu>
Source record: 65138

In article <6dl8v0$6fh@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>Disable hardware flow control in your modems internal configuration. The 850
> interface does not support it.
>
>The correct command on my modem (rockwell) is AT&K0
>
>If that isn't in the FAQ it should be. :)

Noted! :)

I've been collecting modem tips for several years for a FAQ section, one
of these days I'll try and pull it all together. Problem has always been,
people say a lot of conflicting things on this topic!

I happen to use that at&k0 all the time in my own setup, and I know it's
made the difference for several other people as well.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2349. Re: Wanted: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dn8uh$9uv$1@usenet46.supernews.com>
Source record: 65139

In article <6dn0rg$s8r@sjx-ixn5.ix.netcom.com>, "Johnny Zymurgy" <thehelmet@hotmail.com>
wrote:
>Howdy Hi. Looking for a lot of SIO cables, 5-10, the usual type, 2 female
>plugs, about 3 feet. Anyone know where I can find these cheap? Thanks in
>advance!
>
>JZ
>
>
I would also like to put of 15-20 of them cheap. If any one knows where I can
put them up cheap please leave message here or e-mail

2350. Re : Sparta Dos 3.3c On Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980305232401.SAA29900@ladder02.news.aol.com>
Source record: 65140

Bob, do you have a list of the new Atari 8-bit carts sold by Video 61?
Thanks!

2351. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6dnrmb$pme@bgtnsc02.worldnet.att.net>
Source record: 65141
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian Grier wrote:
>
> Robert Davis wrote:
>
> > Dear Atari owners,
> >
> > I am wondering if anyone can help me.
> >
> > I own an Atari Mega 1 that I use for music. It originally came with
> > Microsoft Word for ST and I currently need to do some word processing on
> > it.
> >
> > Unfortunately, though I still have the mauals and documentation, the
> > Word disk was stolen and I need to get a replacement. Does anyone have a
> > copy of Word for ST they can send me or email me?
> >
> > Please email me directly since I do not receive all postings to the
> > group.
> >
> > Thank you for your assistance,
> >
> > Robert Davis
>
> I think we have had enough fun at his expense, so to answer his question...
>
> What you have is most likely Microsoft WRITE, not WORD. Microsoft dropped
> support for this product within a year of introducing it. They reasoned that
> if the
> Atari users were not willing to support Microsoft they would not support
> Atari.
> This was the result of really bad reviews of the software, and a general
> bashing
> of the product by those that claimed to have purchased it.
>
> I have not seen a copy of this in years. You would do much better by
> getting
> yourself a copy of WordUp.
>
> Brian

I concur. If you ever actually _used_ MS Write and got any kind of
decent output, you're a far better man than I. Write was way worse than
worthless (damn! what's a synonym for than that starts with w?). Even

Word Writer would be better, though WordUp is a good replacement.
Personally, I would go with a cheap copy of Calamus 1.09n or Pagestream.
They're overkill, but they're cheap!

Why Gates would ever think that users of computers with a Digital
Research based OS would use an MS product is beyond me...

Dan

2352. Re: Using Atari drives on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <34FF05E6.A10FF423@earthlink.net>
Source record: 65142

Robert S Ely wrote:

> What I'd like to see (and maybe already available) is a PC based
> program and interface that would allow direct read AND write to Atari
> Floppy drive(s). The program should be able to create .ATR images of
> almost any size and be able to copy BOOT disk info. It must be
> SpartaDOS/MyDOS/ AtariDOS compatible too! Something like A.P.E. but for
> the PC and direct connect Atari floppy drive.
>

I like the idea, but wish it was available for the Mac. After all, serial input/output has been the standard way to access printers and other peripherals other than SCSI on the Mac. Wouldn't it be cool if a connector could be made to access the input port on the *front* of the 850 rather than accessing data from one of the serial interfaces on the back. If the SIO2PC does this already, I apologize, I'm not familiar with the specs.

2353. ch jeu de bridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: fa3 <fa3@club-internet.fr>
Message-ID: <34FE5A5D.768F367C@club-internet.fr>
Source record: 65143

Je recherche un jeu de bridge fonctionnant sur Atari Falcon (ï¿½cran VGA
) avec ou sans ï¿½mulateur ST...
Merci.

2354. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6dl3vk$ho4$1@usenet.kent.edu>
Source record: 65302

How about this- I teach college statistics and needed to report a summary
of test scores to my students last week. SPSS on my Pentium was failing
(lots of bugs in the version I have) so I wrote a quick BASIC program
on my 800XL to compute means and standard deviations! It was easier to
do it this way!

-Alex

2355. Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6dl49k$ho4$2@usenet.kent.edu>
Source record: 65303

I'm curious what everyone's favorite Atari 8-bit games are. Here's my list:

Encounter!
Necromancer
Return of Heracles
Drelbs
Bruce Lee
Enchanter (lots of Infocom, really)
Mig Alley Ace

Probably more, but that's off the top of my head.

-Alex

2356. Using Atari drives on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: bbroer@one.net
Message-ID: <34fe107e.0@news.one.net>
Source record: 65304

Hi...

I have been experimenting with the XL-it emulator, and as a once avid Atari user (I still have my 400, 800, and 800XL) I have been curious about converting my hundreds of disks to an XFD images that I can use with this emulator.

Have any of you figures this out? I have siocopy and psiox, but I don't know what format they write to. If you don't have an answer, do any of you know the specs for the XFD format, and the raw data formats coming from the above packages. I am an experienced PC systems software developer, and I was once a very good atari programmer, and if I can wrangle enough time, i can develop something if I can find the specs.....

Please Email me at bbroer@one.net .

Thanks
Brad Broerman
Sofware Engineer, Paycor Inc.

2357. Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: aa993@FreeNet.Carleton.CA
Message-ID: <6dl0u6$2s0@freenet-news.carleton.ca>
Source record: 65305
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

I have an 800XL and 130XE that have been sitting around without a power supply (yeah, same 'ol story..). Yesterday, I found a power supply (Part No: CO 61982). Unfortunately, when I turn the 130XE on I just get a blank, red screen. The 800XL just gives me a blank, black screen.

Do these machines need a cartridge? I thought BASIC was built in? Or is there a problem? Is the power supply fried? There's definately power, and a video signal output...

Any suggestions? Keypresses don't have any effect. Am I missing something obvious?

2358. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34fe2b5b.1039287@news.pressenter.com>
Source record: 65306

On 5 Mar 1998 01:59:34 GMT, aa993@FreeNet.Carleton.CA (Christopher L. Tumber) wrote:

>I have an 800XL and 130XE that have been sitting around without a power
>supply (yeah, same 'ol story..). Yesterday, I found a power supply (Part No:
>CO 61982). Unfortunately, when I turn the 130XE on I just get a blank, red
>screen. The 800XL just gives me a blank, black screen.

Hope it isn't too late, but heck if it is then maybe save ya grief
next time, but you shouldn't go plugging in power supplies to
equipment unless you KNOW there is a match. Volatge level, DC or AC,
and if DC then also polarity, as well as the supply's sustainable
amperage output must be observed. If not, you can fry equipment.

I'm not sure which power supply that part number means.

*** Please make sure responses are also sent via email.

2359. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19980305050201.AAA05208@ladder02.news.aol.com>
Source record: 65307

>Subject: Favorite games?
>From: arickett@kent.edu

>I'm curious what everyone's favorite Atari 8-bit games are. Here's my
>list:
>
>Encounter!
>Necromancer
>Return of Heracles
>Drelbs
>Bruce Lee
>Enchanter (lots of Infocom, really)
>Mig Alley Ace
>
>Probably more, but that's off the top of my head.
>

How about some of the new ones?
Draconus
Fred
Mission Shark
and of course, Rockman!! from Mirage

2360. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6dl8v0$6fh@freenet-news.carleton.ca>
Source record: 65308

```
Eric Cron (ericcron@wwa.com) writes:
> Aaron Christopher Finney wrote:
>>
>> I know, I know. Another idiot who can't use his 850....
>>
>> Well, I made the serial cable for it with the pinouts in the faq and
>> the cable tests out dandy with an ohmeter. Using 850 express or IceT,
>> I can control the modem (i.e. send the at commands for off-hook, reset,
>> etc) but nothing seems to be coming in. I can connect to remote hosts
>> and the rx/tx lights flash like demons, but nothing on the screen at
>> all. The modem is a newer Practical Peripherals v.34 crapper.
>>
>> Thanks in advance,
>>
>> Aaron
>
> This is exactly the same problem that I had which I never solved. I
> could dial and connect, but nothing on screen.

Disable hardware flow control in your modems internal configuration. The 850
interface does not support it.

The correct command on my modem (rockwell) is AT&K0

If that isn't in the FAQ it should be. :)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
```

2361. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6dldgr$i3m$1@pale-rider.INS.CWRU.Edu>
Source record: 65309

(A couple guys discuss having problems using an 850.)
I would slow your modem down to 2400 baud, then see how it
works. (Can I remember?) NO (had to look it up). ats37=6
and atn0.
If that doesn't cure it, I don't know.
Probably that will cure it. Then slowly increase baud rate.
I don't think you'll normally have much luck above 9600
or even 4800.

2362. Re: ProSystem yippees (was Re: SIO2PC yippees)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <01bd47fa$9c913500$14e9dbcd@dev-sys>
Source record: 65310

> If you think the Sio2PC cable is cool, you should try out a ProSystem
> cable! I'd like to give my own thanks for everyone who posted info on the

I'd like to... what's the difference in the two? Where is info
available? (I have the SIO2PC cable)

2363. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6dligh$do3$2@hades.csu.net>
Source record: 65311

rldetlefsen@delphi.com wrote:
: Cvendel <cvendel@aol.com> writes:
:
: > However there is hope, B&C Atari Sales & Service at 916-295-9270 is selling
: >quite a bit of the old ICD/FTE product line and they just recently starting
: >selling the new MY-DOS cartridges, I currently own one and its great! Just
: >like SpartaDOS X, no need for a boot disk, just plug it in, turn on your drives
: >and your all booted up, $19.95 is not too bad a price either.
:

Yes! Details! What version of MyDOS is it? Is it 100% fully compatible?
Any extra neato features? And as asked before, is it stackable
(like SDX/RT8)?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2364. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6dli6s$do3$1@hades.csu.net>
Source record: 65312

Good lord, chris!

I didn't have TIME to read all of this message! :)
But I think you got the point out pretty well. ;)
Thanks!

christopher f. chiesa (cfchiesa@cyber1.servtech.com) wrote:
<snip>
: Atari-based Web-Browsing w/Kendrick Proxy-Server:

```
: +-----------+ +-----------+ +---------+
: | Atari, | | PC or | | Remote |
: | running | | worksta- | | System |
: | "Kendrick +-------+ tion, +------+ running |
: | Client" | | running | | HTTP |
: | program | | "Kendrick | | server |
: +-----------+ | Server" | +---------+
: +-----------+
```

<snip>

: Bill, what do you think? Want to try it? :-)

Well, someone give me a goddamned MODEM interface that goes above 2400 bps,
and I'll try it!!! :)

Of course, a language a tad bit better than Action! would be nice, too, but...

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2365. Re: Netscape, Explorer setup vs. WebTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19980305072301.CAA22490@ladder02.news.aol.com>
Source record: 65313

In article <6dh1t9$ur5@camel15.mindspring.com>, "Craig S. Thom"
<Craig@Thom.org> writes:

>That just isn't true. If you've installed the "active desktop" component
>(which replaces the regular Explorer with Internet Explorer), you can get
>rid of it through "Add/Remove Applications" in Control Panel. It really
>isn't that tough.
>
>DSolimano wrote in message
><19980302072400.CAA21261@ladder03.news.aol.com>...
>>In article <6dao36$mg8@login.freenet.columbus.oh.us>,
>>dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>>
>>>: Gee, how many of you can _really_ get rid of Explorer, I mean get it off
>>>: of your system, not just getting rid of the icon.
>>>
>>>When I used Windows 3.11 I always made sure to install software into it's
>>>own sub-directory.(unless it was just one file)
>>>This seems pretty obvious to me.
>>
>>With PC's that ship with MSIE 4 you CAN NOT uninstall it. My friend
>Anthony
>>got fed up with it and deleted it, and W95 became inoperative. It replaces
>>Windows explorer with it's own code, and nothing short of reinstalling a
>>pre-IE4 copy of W95 will get rid of it.
>>DSolimano
>>Have an Atari Day

Then why did W95 stop working when he removed it?
DSolimano
Have an Atari Day

2366. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <6dlkpj$828$1@winter.news.erols.com>
Source record: 65314
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Dan Mazurowski <smedley.antispam@gte.net> wrote:

>Christopher L. Tumber wrote:
>>
>> Yesterday, I found a power supply (Part No:
>> CO 61982). Unfortunately, when I turn the 130XE on I just get a blank, red
>> screen. The 800XL just gives me a blank, black screen.
>>

>I'm guessing you either have the wrong power supply, or one of the
>voltages that should be coming out of it is not present.

Naw, that's the right power supply, and it only outputs one voltage.

The red screen symptom sounds a lot like what happens when a 5200
fries its RAM.

Wonder if you can get them to kick into the diagnostic mode by holding
down the option key when you power up.
--
Jay Tilton
tiltonj@erols.com

2367. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ff55fc.11954251@news.pressenter.com>
Source record: 65315

On 5 Mar 1998 04:16:32 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>Eric Cron (ericcron@wwa.com) writes:
>> Aaron Christopher Finney wrote:
>>>
>>> I know, I know. Another idiot who can't use his 850....
>>>
>>> Well, I made the serial cable for it with the pinouts in the faq and
>>> the cable tests out dandy with an ohmeter. Using 850 express or IceT,
>>> I can control the modem (i.e. send the at commands for off-hook, reset,
>>> etc) but nothing seems to be coming in. I can connect to remote hosts
>>> and the rx/tx lights flash like demons, but nothing on the screen at
>>> all. The modem is a newer Practical Peripherals v.34 crapper.
>>>
>>> Thanks in advance,
>>>
>>> Aaron
>>
>> This is exactly the same problem that I had which I never solved. I
>> could dial and connect, but nothing on screen.
>
>Disable hardware flow control in your modems internal configuration. The 850
> interface does not support it.
>
>The correct command on my modem (rockwell) is AT&K0
>
>If that isn't in the FAQ it should be. :)
>
>Steve

The 850 pinouts (at least for R1 port) show a CTS and and RTS line....
is it just that the handler ignors them or is the rev 1.0 of the 850
manual I have incorrect about those signals being present in the
hardware of the 850?

*** Please make sure responses are also sent via email.

2368. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35005690.12101789@news.pressenter.com>
Source record: 65316

Archon was always one of my faves.

*** Please make sure responses are also sent via email.

2369. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <34FE61CD.DA2F1F18@cherwell.com>
Source record: 65317

Euskara wrote:

> >Subject: Favorite games?
> >From: arickett@kent.edu
>
> >I'm curious what everyone's favorite Atari 8-bit games are. Here's my
> >list:
> >
> >Encounter!
> >Necromancer
> >Return of Heracles
> >Drelbs
> >Bruce Lee
> >Enchanter (lots of Infocom, really)
> >Mig Alley Ace
> >
> >Probably more, but that's off the top of my head.
> >
>
> How about some of the new ones?
> Draconus
> Fred
> Mission Shark
> and of course, Rockman!! from Mirage

Elektraglide
Rescue on Fractalus
Dog Daze ;)
the Boulder Dash series
My brothers both used to love Drop Zone

2370. Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Darek Lorenc <dlorenc@controlp.tarnow.pl.removeit>
Message-ID: <01bd481e$5e93b880$254fc1c1@net>
Source record: 65318

I've a simple question:
1. I've got XL-IT emulator.
2. I've got games002.atr
3. I've got *.rom files
4. After run XL-IT I set file games002.atr to diskette d1.
5. In spite of trying to download varies types of rom files I can't run any program.

Don't be angry with me and please tell me in simple steps how can I run for example River Raid.
What keys I have to press ??? Is this so difficult or I'm so stupid ??? ;)
(what I do wrong)
--
{ DaReK LoReNc }
dlorenc@controlp.tarnow.pl

2371. Re: Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <wT6rqFftRdiq-pn2-GWd52BnlewLz@di09-ks.cth.com.au>
Source record: 65319

On Thu, 5 Mar 1998 00:17:12, rojasdelap@yahoo.com wrote:

> HELP���� Does anyone out there if i can modify Superdos 5.1 to make it
> load with an Indus GT, i really don't like Mydos... Better tell me why should
> i switch to Mydos and i would consider it, with Superdos i have Aux.sys, Super
> Bas, SuperBin, and to my experience is 98% compatible, the only software i
> know dislikes Superdos is Kyan Pascal, but Kyan dislikes any dos but 2.5
> anyway.
>
>
> Thanks for your time.....
>

The only way I could do that was to download the syncromesh software
to the drive first, then superdos would work with it fine.
Since I now own the source code to superdos, I could modify it, but it
is extreamly complex self modifying code with very little in the way
of comments.

2372. Otter Stuff on eBay: Only a few hours remain

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <28220.otter@oz.net>
Source record: 65320
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

I have the following items up for auction on eBay. Only a few hours remain these. All end shortly after 11:00 a.m. (Pacific Time) 05 MAR 98

5 Atari 2600 catridges: Coco Nuts, Spider Fighter, Kaboom!, E.T., and Vanguard.

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7179999

5 Parker Brothers cartridges for the Atari 2600: Spiderman, GI Joe, Q*Bert, Star Wars -- The Empire Strikes Back, Frogger

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7180677

7 Atari 5200 cartridges: Defender, Football, Galaxian, Missile Command, Pac-Man, Qix, Space Invaders

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7180927

Atari 7800 system with Ms. Pac-Man (7800), Starmaster (2600), Quick Shot joystick, power supply, RF switch and cable

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7181327

Complete Atari 800 computer system: Console, disk drive, tape drive, printer, joystick, power supplies, SIO cables, disks, and 5 cartridges -- Asteroids, Atari Writer, Basic, Centipede, Pac-Man

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7182561

Atari 2600 Remote Control Receiver Box

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=7183037

-- Otter

2373. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6dl3j3$pl2$1@news.dmv.com>
Source record: 65321

John Schnittker (jschnitt@gte.net) wrote:
: just wanted to say that i built the sio2pc cable and it was easy and
: works great. I want to THANK everyone who has posted info on
: construction of this great cable. I substituted an ordinary silicon
: switching diode for the germanium diode but it still works fine. If any
: one else is building the 1489 cable drop me a line if you want to talk
: about it

Me too. The single chip SIO2PC interface DOES work great. Thanks to
Nick Kennedy for inventing the SIO2PC interface and software (v4.16 last I
heard) in the first place.

SW

2374. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd482c$9def2ba0$85374382@vidar>
Source record: 65322
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

My 800XL went red when the Antic chip fried. I replaced it and it worked
great.

Christopher L. Tumber <aa993@FreeNet.Carleton.CA> wrote in article
<6dl0u6$2s0@freenet-news.carleton.ca>...
>
> I have an 800XL and 130XE that have been sitting around without a power
> supply (yeah, same 'ol story..). Yesterday, I found a power supply (Part
No:
> CO 61982). Unfortunately, when I turn the 130XE on I just get a blank,
red
> screen. The 800XL just gives me a blank, black screen.
>
> Do these machines need a cartridge? I thought BASIC was built in? Or is
there
> a problem? Is the power supply fried? There's definately power, and a
video
> signal output...
>
> Any suggestions? Keypresses don't have any effect. Am I missing something

> obvious?
>
>

2375. Re: Using Atari drives on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34FE9B9D.9FB83CBC@ix.netcom.com>
Source record: 65323

Bradley D Broerman wrote:
>
> Hi...
>
> I have been experimenting with the XL-it emulator, and as a once avid Atari
> user (I still have my 400, 800, and 800XL) I have been curious about
> converting my hundreds of disks to an XFD images that I can use with this
> emulator.
>
> Have any of you figures this out? I have siocopy and psiox, but I don't know
> what format they write to. If you don't have an answer, do any of you know the
> specs for the XFD format, and the raw data formats coming from the above
> packages. I am an experienced PC systems software developer, and I was once a
> very good atari programmer, and if I can wrangle enough time, i can develop
> something if I can find the specs.....
>
> Please Email me at bbroer@one.net .
>
> Thanks
> Brad Broerman
> Sofware Engineer, Paycor Inc.

Brad,
There are a couple of ways to do this. First off, don't go with the
..XFD format, use .ATR images instead. Now, get a copy of A.P.E. and an
SIO2PC or A.P.E. cable. The cable connects your SIO port to a PC's
Serial port. Atari Peripheral Emulator (A.P.E.) will allow you to MAKE
the disk images and copy files/disks to the resulting .ATR images (Even
boot disks).
Another way (how I happen to do it) is to d/l a copy of PC Xformer 3.60
or buy the new PC Xformer for Win95 and buy/build an XF cable. This
cable connects a real Atari floppy drive to the PC's parallel port abd
allows you ro read (read only!) Atari floppies via PC Xformer and save
directly to premade/copied .ATR disk images.
Either way works pretty well, but I'd really recommend A.P.E. for best
results. I happen to use PCXf as my regular emulator.
What I'd like to see (and maybe already available) is a PC based
program and interface that would allow direct read AND write to Atari
Floppy drive(s). The program should be able to create .ATR images of
almost any size and be able to copy BOOT disk info. It must be
SpartaDOS/MyDOS/ AtariDOS compatible too! Something like A.P.E. but for
the PC and direct connect Atari floppy drive.

--
Robert S Ely --- Communications Systems Technician

rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2376. Re: Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd4835$aaf08d40$51c2accf@asharkis.erols.com>
Source record: 65324

Funny. I used to run Kyan out of Sparta Dos 3.2D and SDX regularly.

rojasdelap@yahoo.com wrote in article <6dkqsu$ae6$1@nnrp1.dejanews.com>...

<SNIP!>

the only software i
> know dislikes Superdos is Kyan Pascal, but Kyan dislikes any dos but 2.5
> anyway.
>
>
> Thanks for your time.........
>
> Viva Mexico!!!!
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
>

2377. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6dmgc6$3ff$1@alexander.INS.CWRU.Edu>
Source record: 65325

I mean, the thing. I can't edit your 'from:' address, so I post
here.
XLit. You probably have no boot record on that .atr games disk
image. I would guess. Or, if there is a boot record, you should
start xlit with the command atarixl -nobasic.
The ROMs should work, again with -nobasic when you start,
and no disk in d1:.
I dunno.

2378. Re: Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6dmicn$t69$1@nnrp1.dejanews.com>
Source record: 65326

In article <wT6rqFftRdiq-pn2-GWd52BnlewLz@di09-ks.cth.com.au>,
sup8pdct@mail.cth.com.au wrote:
>
> On Thu, 5 Mar 1998 00:17:12, rojasdelap@yahoo.com wrote:
>

> The only way I could do that was to download the syncromesh software
> to the drive first, then superdos would work with it fine.
> Since I now own the source code to superdos, I could modify it, but it
> is extreamly complex self modifying code with very little in the way
> of comments.
>

Let me explain my situation: i bought the Indus in Mexico, here, the drive
came with DOS 2.5 not DOS XL, i think as i own an Indus i 'have the rights'
to own the syncromesh software, if i'm right would anyone of you have a copy
in .ATR?? did xl made into P.D. can i get it in UMICH???
Thanks for you time

J.Rojas
The only one Atarian left in Mexico

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2379. Re: SIO2Mac Cables? Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <34FE551C.3A7E6C4D@earthlink.net>
Source record: 65327

I thought that the SIO2PC *was* essentially a null-modem cable. What does it do different that makes it so great? Does it use the Atari as a sort of super peripheral? And the big question is: who would produce such a device, or how do we produce such an effect for the Mac? Thanks for all the advice, though I have had some difficulty using a games disk from emulation.net. I guess that I have to convert it using the disk utility provided with the Rainbow demo. Going to try the WACKE emulator next. All this is kind of hard to keep working at when I've got a working 800XL right next to the Mac, but it *is* nice in a strange sort of way. Guess I'll have to read more about APE to find out what it exactly does.

2380. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <889119000.622141@proxy.netwing.at>
Source record: 65328

>I've a simple question:
>1. I've got XL-IT emulator.
>2. I've got games002.atr
>3. I've got *.rom files
>4. After run XL-IT I set file games002.atr to diskette d1.
>5. In spite of trying to download varies types of rom files I can't run any
>program.

Is this a mega-image (~1MB) ?
AFAIK you should use a dos-image for d1 (mydos??.atr?),
and games002.atr for d2.

-rudi

2381. XLit-problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <889119186.306643@proxy.netwing.at>
Source record: 65329

Suddenly I always get a message "no basic-rom or cartridge", something like
that.
I do have all rom's !! What's wrong ?

-rudi

2382. Homepage now avaiable in english

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: tgrasel@controlware.de
Message-ID: <6dmnfh$34n$1@nnrp1.dejanews.com>
Source record: 65330

```
The homepage of the ABBUC Regionlgroup Frankfurt / Main (Germany) is now
avaiable in german and english.
If feel and visit the pages full of brand new hard and software for
ATARI-8bit, ATARI ST, PC, MAC, and ISTEC PABX-systems.
The address is http://home.t-online.de/home/tgrasel
```

For users around germany, please remark:
Next ATARI 8-Bit fair in Schreiersgr�n (near Zwickau; germany) at March 21th.
If you want more information - sen me a mail to tgrasel@controlware.de

```
Thomas Grasel

Member of ABBUC Regionalgroup Frankfurt / Main

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading
```

2383. Homepage now avaiable in english

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: tgrasel@controlware.de
Message-ID: <6dmnfn$35r$1@nnrp1.dejanews.com>
Source record: 65331

The homepage of the ABBUC Regionlgroup Frankfurt / Main (Germany) is now
avaiable in german and english.
If feel and visit the pages full of brand new hard and software for
ATARI-8bit, ATARI ST, PC, MAC, and ISTEC PABX-systems.
The address is http://home.t-online.de/home/tgrasel

For users around germany, please remark:
Next ATARI 8-Bit fair in Schreiersgr�n (near Zwickau; germany) at March 21th.
If you want more information - send me a mail to tgrasel@controlware.de

Thomas Grasel

Member of ABBUC Regionalgroup Frankfurt / Main

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2384. Auction: ANALOG/Atari Explorer, OS Reference, More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-05 00:00:00 UTC
From: clauction@aol.com
Message-ID: <19980305175301.MAA12067@ladder02.news.aol.com>
Source record: 65332

March Auction - Update 5

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, March 16 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$4.95 min

Atari 5200 Single Cartridges
2. Berzerk (very good label) -$1 min
3. Countermeasure (excellent label) -$1 min
4. Defender (excellent label) -$1 min
5. Dreadnaught Factor (light label wear along edge) -$2 min
6. Galaxian (excellent label) -$1 min
7. Jungle Hunt (very good label) -$1 min
8. Kangaroo (excellent label) -$1 min
9. Megamania (excellent label) -$2 min
10. Moon Patrol (excellent label) -$1 min
11. Pac-man (excellent label) -$1 min
12. Pole Position (excellent label) -$1 min
13. Popeye (excellent label) -$1 min
14. Qix (excellent label) -$1 min
15. Realsports Soccer (very good label) -$1 min
16. River Raid (very good label) -$1 min
17. Star Raiders (very good label) -$1 min
18. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
19. Pac-man (pair in excellent condition.) -$2 min

Atari 5200 Manuals
20. Ballblazer -$1 min
21. Buck Rogers -$1 min
22. Centipede -$1 min
23. Congo Bongo -$1 min
24. Countermeasure -$1 min
25. Defender -$1 min
26. Dig Dug -$1 min
27. Dreadnaught Factor -$2 min
28. Frogger -$1 min
29. Frogger II Threeedeep! -$3 min
30. Galaxian -$1 min
31. Mario Bros. -$1 min
32. Megamania -$1 min
33. Missile Command -$1 min
34. Montezuma's Revenge -$4 apprill
35. Ms. Pac-Man -$1 min
36. Pac-man -$1 min
37. Pengo -$1 min
38. Pole Position -$1 min
39. Popeye -$1 min
40. Qix -$1 min
41. Realsports Football and Home Football Playbook -$1 min
42. Realsports Soccer -$1 min
43. Realsports Tennis -$1 min
44. Super Breakout -$1 min
45. Super Cobra -$1 min

Atari 2600 Manuals
46. Asteroids (colored with insert) -$.50 nin

47. Asteroids, Atari (b&w, 5 languages) -$.50 min
48. Battlezone, Atari (colored) -$.50 min
49. Centipede, Atari (colored) -$.50 min
50. Combat, Atari (small black) -$.50 nin
51. Demon Attack, Imagic (Rev. C, colored) -$.50 min
52. Missile Command, Atari (colored) -$.50 nin
53. Yars Revenge, Atari (colored), some scores written in back -$.50 nin
54. Space Invaders, Atari (colored) -$.50 nin
55. Space Invaders, Atari (small black) -$.50 min
56. Space Jockey, Vidtec -$.50 min
57. Joust, Atari (colored) -$.50 min
58. Atari Force Comic Book #1 -$3 min
59. Atari Force Comic Book #2 -$3 min
60. Atari Force Comic Book #3 -$3 min

Atari 7800 Cartridges New in Boxes
61. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
62. Kindercomp cartridge. -$1 min
63. Centipede cartridge -$1 min
64. River Raid cartridge -$2.50 min
65. Robotron: 2084 (computer style) cartridge -$3 min

Atari 8-Bit Computer - Disks
66. HomePak (flip side for C64), Batteries Included disk -$1 min
67. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
68. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
69. F-15 Strike Eagle, Micropose disk -$1 min
70. Print Shop Graphics Library 3 with Reference Card. -$4 yd556
71. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1 min
72. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 aaron
73. Track Attack game disk, Broderbund -$1 min
74. Maxi Golf game, Activision 2 disk set -$1 min
75. Atari Word Processor Program Master Diskette (CX8119) -$1.95 aaron

Atari Controllers
76. Standard Atari Paddle Controllers (pair) -$1.95 nin
77. Atari Standard Joystick (single) -$1.95 min
78. Atari Standard Joystick (single) -$1.95 min
78. Koala Pad for Atari 8-bit Computers: Includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. No disks. Very rare. -$6 apprill

Miscellaneous
80. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min

81. Flip and File - Same as above. -$1.95 min
82. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
83. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
84. Super Nintendo Mortal Kombat II Instructions -$.25 min
85. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
86. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari 8-bit Reference
A1. Atari Personal Computer System Operating System User's Manual. CO16555 November 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$12.95 min

A2. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$12.95 min

Atari Computer Books/Instructions
A3. Atari 820 Printer Operators Manual CO14764 -$2.95 min
A4. Atari Home Computer Products Dealer Confidential Price List (Effective February 1, 1983). Y503-011883. Some Writing. -$3.95 min
A5. Atari Personal Computer Products Catalog. CO17535-Rev. A 1981. Silver, 28 pages. Includes unreleased Atari 815 disk drive, CX70 light pen, much more. -$1.50 min
A6. Atari Home Computers Catalog. CO17535-Rev. C 1982. Silver, 37 pages. -$1.50 min
A7. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
A8. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A9. APX Ultimate Renumber Utility Instructions -$.25 min
A10. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A11. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A12. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A13. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A14. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A15. ANALOG Computing Pocket Reference Card. -$2.95 min

Game Catalogs
A16. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 gary123
A17. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 gary123
A18. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 gary123
A19. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 gary123
A20. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 gary123

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$5 yd556

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

Atari Computer Magazines
A.N.A.L.O.G. Magazine Issues. All includes lots of old advertisements, type-in programs, reviews, editorial, and several articles.

M30. A.N.A.L.O.G. No. 45 August 1986. Special Language Issue: BASIC XL's Hidden Memory, Multi-Lingual Atari (Guide to Programming Languages for Atari 8-bit Computers), Stencil Graphics (An easy way to create high-speed special effects in BASIC), LBASIC. BASIC Editor II. RAM DOS XL. Roll Em (type-in game). Troll War (type-in game). Reviews: Atariwriter Plus. Advan BASIC Compiler. Ultima IV, Sargon III, Ballyhoo, Whistler's Brother. -$4.95 min

M31. A.N.A.L.O.G. No. 46 September 1986. June C.E.S and the 8-bit Atari. Magic Spell (type-in to spell check documents produced by AtariWriter and others). Soft Touch. Atari Touch Tablet tutorial. Moonlord (type-in game). Launch Code (type-in game). Reviews: Blackhawk, Fooblitzky, Racing Destruction Set, Monday Morning Manager, Computer Baseball, Micro League Baseball, Page Designer. -$4.95 min

M32. A.N.A.L.O.G. No. 47 October 1986. The Xanth 8-bit Demos. DiskFile (type-in, helps 1050/DOS 2/5 owners access previously unavailable sectors for comments). Deathzone (type-in game). DLIs: A Minute to Learn. Pixel Perfect - how to effectively use graphics and painting software on your Atari. Reviews: COVOX Voice Master, Graphics Magician, NAM, Star Raiders II, Star Fleet I, Super Boulderdash, Parrot (voice/sound digitizer). -$4.95 min

M33. A.N.A.L.O.G. No. 48 November 1986. Status Report - What does Atari really think about it's 8-bit line? How to build your own Atari light pen. Modem Chess. Reviews: Comp-U-Temp (Connecting Temperature Sensors to your Computer). Panasonic KX-P1092. P:R: Connection. SmarTEAM Modem, Neverending Story, Buzzword, Infocom Trinity. -$3.95 min

M34. A.N.A.L.O.G. No. 49 December 1986. Atari 8-bit Gift Guide. ST-Log (ANALOG's ST magazine: C-Manship). Smiles. Brickworks. Fortune Wheel. Reviews: Hardball!, Beach Head II, Wizard's Crown, Translyvania, Crimson Crown, -$3.95 min

M35. A.N.A.L.O.G. No. 50 January 1987. Graphics Issue: Picture Storage Techniques, Krazy Katerpillers, Screen Scroller. Hot Poker, a fast and convenient machine language program that helps eliminate Please Wait Initializing. Screen Scroller, add scrolling text to your home movies/video

tapes. ST Coverage: ST Software Reviews (Little Computer People, Time Link, Music Studio). Using Picture Files in ST BASIC. Reviews: Fight Night, World Karate Championship, 500XJ Joystick, Mercenary. More... -$3.95 min

M36. A.N.A.L.O.G. No. 51 February 1987. Sixth Anniversary Issue. A History of ANALOG Computing. The Tablet Typist (add text to your own touch-pad generated pictures). Slither (type-in maching language game). ICD Future. Starlanes (type-in game). An Introduction to the Vertical Blank Interrupt. The System Rerun Button (rewire your RESET key to rerun programs automatically). Reviews: Chessmaster 2000, Top Gunner Collection, Atari Planetarium, Great American Cross Country Roadrace. -$3.95 min

M37. A.N.A.L.O.G. No. 52 March 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldines, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

M38. A.N.A.L.O.G. No. 53 April 1987. Music During the Vertical Blank Interrupt. Background Printer (device handler). Floyd the Droid Goes Blastin (type-in machine language game). Multicopy (versatile utility for copying files). Modems and the Atari 8-Bits. Reviews: The Learning Phone (Atari Plato cartridge), Blazing Paddles, Carina BBS, Flight Simulator Scenery Disks, Mail Order Monsters, Moonmist, Rommel Battles for Tobruk, Video Vegas. -$3.95 min

M39. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Heracles, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

M40. A.N.A.L.O.G. No. 56 July/August 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M41. A.N.A.L.O.G. No. 57 September 1987. Troll War II (type-in game) Part 1. June 1987 CES Report. Basic Diet (ST type-in) eating program. Label Maker. Reviews: The New Aladdin, High Roller, Phantasie II, Autoduel. NFL Game Analyzer. -$3.95 min

M42. A.N.A.L.O.G. No. 58 October 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M43. A.N.A.L.O.G. No. 59 April 1988. History of Video Games: Part I: Our Game Experts Take a Look Back. Shopping for the computer user: 8-bit product guide. Upward. RAM-Init, The Wizard: Part 2 (designing that award winning adventure game). Building your own printer interface. Then and Now - evolution of the

8-bit. Reviews: Stationfall (Infocom), TrailBlazer, Leaderboard. -$3.95 min

M44. A.N.A.L.O.G. No. 60 May 1988. History of Video Games: Part II. Quick Screen (an easy and fast way to display your own custom screens). The MAC/65 De-Tokenizer. Money Pouch. Needlework Design. Binary Load Pictures. Reviews: Beakers (Brouderbund), Charge at Chickamauga, Triple Pak. -$3.95 min

M45. A.N.A.L.O.G. No. 61 June 1988. History of Video Games: Part III. Video Game Digest. 8-Bit News. Micro Dungeon, Character Transfer (merging fonts). Fast Print (a patch to your computer's OS that'll put your screen into warp mode). ST Reviews: Championship Football, Battlezone, Colonial Conquest. -$3.95 min

M46. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M47. A.N.A.L.O.G. No. 63 August 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M48. A.N.A.L.O.G. No. 64 September 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M49. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$2.95 min

M50. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$2.95 min

M51. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$2.95 min

M52. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$2.95 min

2385. Re: 600xl -v- 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dnnflcjd1@usenet44.supernews.com>
Source record: 65144

In article <6da3ib$34b@sjx-ixn4.ix.netcom.com>, "Johnny Zymurgy" <thehelmet@hotmail.com>
wrote:
>>By the way, ANYBODY need the docs for the Black Box? I can scan them.
>>I doubt Bob Puff would mind since you have to own a Black Box to make
>>use of the docs, or plan to develope software that uses it. Either
>>way I can't imagine Bob minding.
>
>
>Sure! Although I don't think you can (should) post them here, as some news
>readers reject binaries.
>
>
this may be a dumb question but what is the BLACK BOX

2386. MyDOS documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6dnv0nib1@dartvax.dartmouth.edu>
Source record: 65145

I'm looking for documentation on the info that MyDOS stores in the boot sectors for version 4.53. I found the 4.51 source code, but it doesn't seem to agree with what I'm seeing with 4.53. What I really need to know is what values are dependent on the density, number of sectors, whether DOS.SYS exists, and so forth (I also need to know what those values mean, of course).

A pointer to the 4.53 source code would probably be enough for me to find the answers; is that available?

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

2387. schematic for the XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dnvq5$i7j$1@usenet46.supernews.com>
Source record: 65146

does anyone know of a site that has the schematic for the XEGS, I would rather not have to buy it just to track does were pin 16 on the 6520 goes. The trace goes under the chip and out the end along with 6 other traces. If not I guessI could get my meter out of storage but finding it could take forever.

2388. Chroma/Luminence on XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: asl00@eng.amdahl.com
Message-ID: <EpDpou.K13@ccc.amdahl.com>
Source record: 65147

Does the XEGS have chroma/luminence output? I read about such upgrades to the XLs but can they be applied to the XEGS as well?

Thanks in advance.

--
Andrew Lee
<andrew_lee@amdahl.com>

Any opinions expressed above are mine and do not necessarily represent the opinions or policies of Amdahl Corporation.

2389. New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34FFBBF0.933D08E@erols.com>
Source record: 65148

The Long Island Atari User Group has arrived on the Internet!

Home Page for LIAUG http://liaug.com

Our new home page was the work of Harvey Schoen our newsletter editor
for obtaining the Domain name and Mark Glicksman the club Vice
President.
(Who quickly put together the pageinfo and graphics.) Today will be the
first
day that our group has any info up on the internet, and we intend to be
here
well into the next millenium! We will be updating this area in the near
future!
Thanks guys for the great start!

(Note the easy to remember domain name!)

Patrick J. Mulvey
President of the Long Island Atari User Group.

2390. Re: Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <wT6rqFftRdiq-pn2-R8N0vL6R4giR@di10-ks.cth.com.au>
Source record: 65149

On Thu, 5 Mar 1998 16:04:21, rojasdelap@yahoo.com wrote:

> In article <wT6rqFftRdiq-pn2-GWd52BnlewLz@di09-ks.cth.com.au>,
> sup8pdct@mail.cth.com.au wrote:
> >
> > On Thu, 5 Mar 1998 00:17:12, rojasdelap@yahoo.com wrote:
> >
>
> > The only way I could do that was to download the syncromesh software
> > to the drive first, then superdos would work with it fine.
> > Since I now own the source code to superdos, I could modify it, but it
> > is extreamly complex self modifying code with very little in the way
> > of comments.
> >
>
> Let me explain my situation: i bought the Indus in Mexico, here, the drive
> came with DOS 2.5 not DOS XL, i think as i own an Indus i 'have the rights'
> to own the syncromesh software, if i'm right would anyone of you have a copy
> in .ATR?? did xl made into P.D. can i get it in UMICH???
> Thanks for you time

I did have it at one time. The only working copy I have is part of
spartados X.
Have you ever tried superdos 4.3????

2391. Re: Homepage now avaiable in english

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <34FFAD20.243DB96@kaa.bbn.hp.com>
Source record: 65150

>The homepage of the ABBUC Regionlgroup Frankfurt / Main (Germany) is >now avaiable in german and english.

And it is impossible for all of us using an ATARI ST with CAB to access
it because of the usage of Javascript.

Well done.

Tschuess,
Frank

2392. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f696af4106ef1e0989695@news.midwest.net>
Source record: 65151

```
In article <01bd481e$5e93b880$254fc1c1@net>,
dlorenc@controlp.tarnow.pl.removeit says...
> I've a simple question:
> 1. I've got XL-IT emulator.
> 2. I've got games002.atr
> 3. I've got *.rom files
> 4. After run XL-IT I set file games002.atr to diskette d1.
> 5. In spite of trying to download varies types of rom files I can't run any
> program.
>
> Don't be angry with me and please tell me in simple steps how can I run for
> example River Raid.
> What keys I have to press ??? Is this so difficult or I'm so stupid ??? ;)
> (what I do wrong)
> --
> { DaReK LoReNc }
> dlorenc@controlp.tarnow.pl
>
Yogi has created (and stated) that you need a file (disk image) called
menu.atr - you boot with menu.atr in d0: and the mega image in d1:
and a menu comes up w/ the filenames.
--
Ron
rlaski@midwest.net
```

2393. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f696de7e59ea9d1989696@news.midwest.net>
Source record: 65152

In article <MPG.f696af4106ef1e0989695@news.midwest.net>,
rlaski@midwest.net says (wrongly) :) ...
>
> Yogi has created (and stated) that you need a file (disk image) called
> menu.atr - you boot with menu.atr in d0: and the mega image in d1:
> and a menu comes up w/ the filenames.
> --
> Ron
> rlaski@midwest.net
>
OK ok! menu.atr goes in d1: (not d0:) and the mega.atr goes in d2: (not
d1:) :)

--
Ron (big oops!)
rlaski@midwest.net

2394. Re: ch jeu de bridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <34ffb50d.88342693@news.pressenter.com>
Source record: 65153

On Thu, 05 Mar 1998 08:55:10 +0100, fa3 <fa3@club-internet.fr> wrote:

>Je recherche un jeu de bridge fonctionnant sur Atari Falcon (ï¿½cran VGA
>) avec ou sans ï¿½mulateur ST...
>Merci.

Ahhh, uga muga chuga;-] weider ino kaka. Duspsy clupsy mumpsy. Cooga
tummy porsty.

Don't even think about scolding me. You either get the point or you
don't.

*** Please make sure responses are also sent via email.

2395. Re: Files to .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3500b7f2.89083996@news.pressenter.com>
Source record: 65154

On 5 Mar 1998 18:28:33 GMT, "Ouns" <ouns@sprint.ca> wrote:

>I use xformer3.60 regularly, try this, xformor dos.atr filename.ext
>which give you dos.atr in d1:, and filemane.ext in d2:
>hope this help

Yes, and one can even use the form:

MS-DOS .BAT...

FOR %%f IN (*.*) DO xf36.exe dosdisk.atr filldisk.atr %%f

This needs a little modification, but it was just posted to remind
people how to automate their work. Look up the help info for the
MS-DOS "FOR" command. If anyone is unclear what this is all about or
needs more help please drop me a line.

*** Please make sure responses are also sent via email.

2396. Re: 600xl -v- 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3501b99d.89511239@news.pressenter.com>
Source record: 65155

On Fri, 06 Mar 1998 02:34:00 GMT, tom_cody@one.net (tom cody) wrote:

>In article <6da3ib$34b@sjx-ixn4.ix.netcom.com>, "Johnny Zymurgy" <thehelmet@hotmail.com>
wrote:
>>>By the way, ANYBODY need the docs for the Black Box? I can scan them.
>>>I doubt Bob Puff would mind since you have to own a Black Box to make
>>>use of the docs, or plan to develope software that uses it. Either
>>>way I can't imagine Bob minding.
>>
>>
>>Sure! Although I don't think you can (should) post them here, as some news
>>readers reject binaries.
>>
>>
>this may be a dumb question but what is the BLACK BOX

I'll post what I have done in the binaries group. Watch there.

*** Please make sure responses are also sent via email.

2397. Re: SIO2Mac Cables? Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <35006719.4802@zeus.fh-pforzheim.de>
Source record: 65156

well, as i am not a hardware-freak...

if my informations are correct, sio2pc does nothing more than
converting the volt-levels from 12v to 5v and vice versa...
i think atari uses 5v and pcs 12v on the modem (seriell)-port

i use this wonderful hardware connected to my ATARI 1040 STE ;)
and not to a PC... :) and it works wonderful...

bye, heaven/taquart

http://wwwstud.ira.uka.de/~s_tomczy/index.html

2398. Re: Crash? What crash?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: buzzard@world.std.com
Message-ID: <EpEEt3.JK2@world.std.com>
Source record: 65157

Mark Newton-John <marknewtonjohn@webtv.net> wrote:
[re webtv]
>Oh? Crashing in the middle of an email? Losing stuff? I think it has to
>be user error, or a computer down the line in transmitting the email.

Apparently it was a hard hang in the middle
of creating (typing) an email. I don't see how it
could be "user error", because if the system
"can't crash" (as you asserted), there would
be no user action which could crash it, and hence
no such "error" could do so. (Unless you simply
mean "user error" in the sense of "misreporting
something that wasn't really a crash".)

I've never even _seen_ a webtv, so I'm afraid
I can't be more coherent about it than this.
For example I have no idea what happens if
you have phone line problems and lose carrier.
But she definitely has had to "reboot" it.

Of course, in the PC world, your differing
experiences would be easily explained: bugs
often only affect certain users, because they
are setup sensitive. Since all wetbvs are
the same, it's definitely more odd. Perhaps
she simply exercises features in a manner that
you never do, which is certainly the classic
way of encountering software bugs.

Regardless, all crash/bug reporting is anecdotal;
you can't get a sense for how "crash-proof"
a given item is without collecting samples across
a large number of users.

Sorry to go so far offtopic anyway.

Sean

2399. Re: SIO2Mac Cables? Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd4902$17e22220$40c2accf@asharkis.erols.com>
Source record: 65158

It's a lot more than a null-modem cable, and SIO2PC software or APE
software used with that cable turns the PC into a super peripheral for the
8-bit, not the other way around.

The cable converts voltage levels to and from the SIO so that they are like
RS-232 signals going to and from the PC's serial port.

The software, in both cases, allows the PC to use its RAM, hard drive, etc.
for additional ramdisks/storage for the Atari using virtual disk images
(.ATR extender.) They also allow pass through printing to the PC's
printer, and in the case of APE, allow the use of the PC's modem which has
to be faster than the Atari's. APE provides many more conveniences.

John Morgan <jwmpc@earthlink.net> wrote in article
<34FE551C.3A7E6C4D@earthlink.net>...
> I thought that the SIO2PC *was* essentially a null-modem cable. What
> does it do different that makes it so great? Does it use the Atari as a
> sort of super peripheral? And the big question is: who would produce
> such a device, or how do we produce such an effect for the Mac? Thanks
> for all the advice, though I have had some difficulty using a games disk
> from emulation.net. I guess that I have to convert it using the disk
> utility provided with the Rainbow demo. Going to try the WACKE emulator
> next. All this is kind of hard to keep working at when I've got a
> working 800XL right next to the Mac, but it *is* nice in a strange sort
> of way. Guess I'll have to read more about APE to find out what it
> exactly does.
>
>

2400. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6dp224$nrk@bgtnsc02.worldnet.att.net>
Source record: 65159
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Dan,

> Why Gates would ever think that users of computers
> with a Digital Research based OS would use an MS
> product is beyond me...

The problem wasn't that Microsoft Write (or more commonly known as "Microsoft Wrong") was a MS product --- the problem was that its was BAD software (even by Microsoft standards). About the only way that Atari could help promote it was to give it away for free by bundling it with its systems in the late 80's.

As an Atari dealer, I found it much less aggrevating to REMOVE it, throw it in the trash can and substitute Word Writer in the bundle before delivering new systems to buyers. There's nothing worse than delivering a new Atari system to a customer and then having to try to explain why he or she couldn't get the bundled software to work properly and have face needless hours of total frustration.

Atarians didn't buy their systems to have to face that kind of aggrevation. We EXPECT our systems and software to install and work easily and properly WITHOUT having to read exhaustive manuals, 'made-easy' books, or undergo hours of needless frustration.

Most ANYTHING would be a better choice for word processing than Microsoft Wrong!

Sheldon (Computer STudio - Asheville, NC)

2401. WANTED: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Ron Strom <ronstr@obvious.cet.com>
Message-ID: <jiqnokugbcoqa.pminews@spk-44.cet.com>
Source record: 65160

Will pay top dollar for a "Bounty Bob Strikes Back" cart by
Big Five Software for the Atari 8-bit (800XL)?

Ron

To reply, remove the obvious. from my address

Ronald L. Strom
Spokane, WA
ronstr@obvious.cet.com

2402. Re: ch jeu de bridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <34FFA31B.330CFC8B@earthlink.net>
Source record: 65161

Jon D. Melbo wrote:

> On Thu, 05 Mar 1998 08:55:10 +0100, fa3 <fa3@club-internet.fr> wrote:
>
> >Je recherche un jeu de bridge fonctionnant sur Atari Falcon (ï¿½cran VGA
> >) avec ou sans ï¿½mulateur ST...
> >Merci.
>
> Ahhh, uga muga chuga;-] weider ino kaka. Duspsy clupsy mumpsy. Cooga
> tummy porsty.
>
> Don't even think about scolding me. You either get the point or you
> don't.
>
> I see your french is worse than mine

2403. Tales of Beta Lyrae Trained??

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6dpbom$m1e$1@news1.Radix.Net>
Source record: 65162

Anyone know where I can find a copy of the Tales Of Beta Lyrae with a trainer? I have always wanted to get to the end of this game, but never have! I don't know if the .exe file floating around on various sites is trained....

Thanks!

2404. FS The only atari system ever needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6dpcvg$n6l$1@usenet42.supernews.com>
Source record: 65163

ATARI 800 with 2659+ games and a 386 PC

Atari 800 with PC 386 file server 1050 disk drive(with INTERNAL APE prosystem)
410 tape drive, 19 carts, 2 tapes, and a SIO2PC cable(built into Atari 800) and a 386
COMPAQ computer to run as a file server for all 2659+ atari games

the PC computer is as follows
Desktop Case with power supply
System is 386SX-20
120 MB Hard Drive with APE (software to use the INTERNAL sio2pc cable
and over 2659+ atari games)
12 MB of memory
5 1/4" and 3 1/2" floppy drives
Built-in vga hookup
2 COM ports, 2 printer ports
PS/2 hookup for mouse and keyboard

APE is shareware but has most of the features and will allow you to use
any of the atari software on the 800 from the PC I STRONGLY suggest
registering APE doing so will allow faster load times and will removes
all nag screens

800 has 48k of memory, the 410 is in the orginal box
2 working joysticks

carts include:
Basic
Centipede
pacman
qix
miner 2049er
galaxian
donkey kong
asteroids
defender
MS Pac man
Facemaker
Dig Dug
Missle Command
Pole Position
Joust
KinderCop
Star Raiders
Jumpman JR.
Star Trek

TAPES include:
Shamus
Hangman

All necessary power cords and connector cords are included

MAKE OFFER

2405. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980306125552.2730B-100000@fissure.scar.utoronto.ca>
Source record: 65164

On 5 Mar 1998 arickett@kent.edu wrote:

> I'm curious what everyone's favorite Atari 8-bit games are. Here's my
> list:
>
> Encounter!
> Necromancer
> Return of Heracles
> Drelbs
> Bruce Lee
> Enchanter (lots of Infocom, really)
> Mig Alley Ace
>
> Probably more, but that's off the top of my head.
>

I agree with a few of them... you forgot games like AR: The City and The Dungeon or Phantasie I and II.. Zybex, Draconus, mirax Force, beachhead II, Archon.... actually the list goes on and on and on....

Alan
University of Toronto
Computer Science, Management and Economics

2406. Re: Jeu SORCERY sur ST(E)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980306125925.2730C-100000@fissure.scar.utoronto.ca>
Source record: 65165

On Wed, 4 Mar 1998, fa3 wrote:

> Je recherche SORCERY (la petite sorcière qui vole dans un décor
> moyennageux). Si quelqu'un peut me mettre ça sur une disquette 3
> 1/2....
> Merci d'avance...
>
> Par curiosité, quelqu'un sait-il ce qui se passe quand on a résolu le
> jeu ? J'en ai des souvenirs mais imprécis...
>
Tu cherches les jeux Atari ST, on parle de Atari 8bit dans ces lettres.
Les deux sont tres different. Essayez comp.sys.atari.st...

My French is pretty rusty, but I think he should get the point.

Alan
University of Toronto
Computer Science, Management and Economics

2407. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980306130822.2730D-100000@fissure.scar.utoronto.ca>
Source record: 65166

On Thu, 5 Mar 1998, Rieder Rudi wrote:

> >I've a simple question:
> >1. I've got XL-IT emulator.
> >2. I've got games002.atr
> >3. I've got *.rom files
> >4. After run XL-IT I set file games002.atr to diskette d1.
> >5. In spite of trying to download varies types of rom files I can't run any
> >program.
>
>
> Is this a mega-image (~1MB) ?
> AFAIK you should use a dos-image for d1 (mydos??.atr?),
> and games002.atr for d2.
>
> -rudi

Get a copy of MENU.ATR from Yogi's jellystone site or wherever else you
can find it. Put MENU.ATR on drive 1, put games002.atr on drive 2.
games002.atr is a megaimage. I know, I have it.. boot drive #1 from Xlit
and you get a menu that shows you all the games, about 2 screen fulls..

Alan
University of Toronto
Computer Science, Management and Economics

2408. 600XL:16K to 64K Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JBQq40M.rldetlefsen@delphi.com>
Source record: 65167

As requested, here is the diagram to upgrade a 600XL to 64K.

This is excerpted from a Michigan Atari Magaznie article by Don Neff(MACE, WAUG).

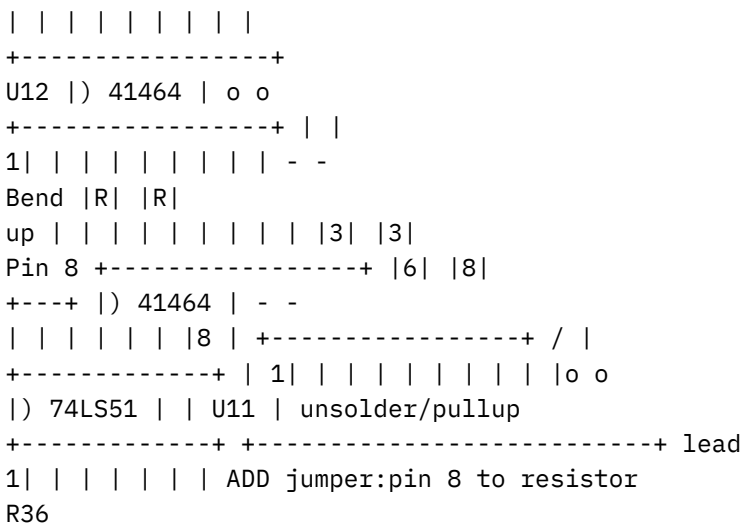
This is the upgrade in its simplest form. If you do not understand it, don't do it. You assume all risk, but I have used this several times and it works just fine.

You need: 2 41464-10 64K X 4 bit Dram chips, sockets optional.
some hookup wire, soldering iron, and tools

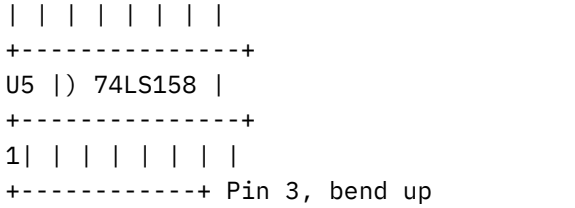
Open the case and remove the circuit board. With the cart port at the back...

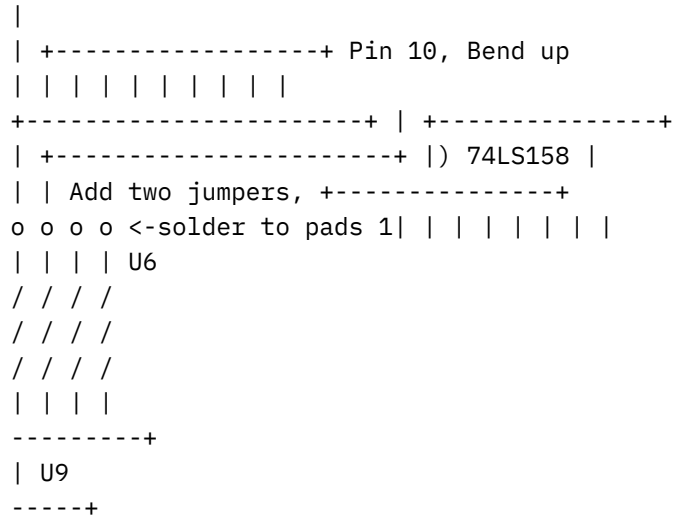
Replace the 2 16K drams. They are U11 & U12. If they are socketed, then Great. If not, carefully unsolder them, the fine traces are on top! Pull up the (3)pins and fold over the fine lead, pull up the resistor lead. Unsolder as needed. You may want to tape the resistor/jumper. I.C. notches go left.

RAM:(Replace 2 dram chips, add jumper):



ADDRESSING(add 2 jumpers):





You are done. Test the board, FRE(0) should be about 37K.
Reassemble.

2409. -=2600 Cartridges for $1.00 each=-

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: st8ofu4ea@aol.com
Message-ID: <19980306192300.OAA19272@ladder03.news.aol.com>
Source record: 65168

```
Atari 2600 Carts. 69 Total.
$1.00 Each with a $15.00 minimum order ( + $5.00 shipping)

Adventure
Air Sea Battle
Armor Ambush
Asteroids
Astroblast
Atari Video Cube
Battlezone
Berzerk
Bowling
Breakout
Centipede
Chopper Command
Circus Atari
Combat
Crystal Castles
Defender
Demon Attack
Demons To Diamonds
Dodge Em
Dragonfire
E.T.
Football (Super Challenge)
Football (Real Sports)
Frogs and Flies
Frogger
Galaxian
Grand Prix
Haunted House
Home Run
Ice Hockey
Infiltrate
Journey
Joust
Kangaroo
Lock n Chase
Mash
Maze Craze
Milliped
Missile Command
Mouse Trap
Ms. Pac Man
```

Name This Game
Night driver
Pac Man
Pigs in Space
Pengo
Phoenix
Pooyan
Raiders of the Lost Ark
Riddle of the Spinx
Soccer (Real Sports)
SolarFox
Space Attack
Space Cavern
Space Invaders
Space Jocker
Stampede
Stargate
Starmaster
Star Raiders
Super Cobra
Surround
Sword Quest
Taz
Vanguard
Video Olympics
Warlords
Yar's Revenge
Zaxxon

-=St8ofU4Ea@aol.com=- Cool name, huh?

2410. Re: Tales of Beta Lyrae Trained??

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <889212807.796734@proxy.netwing.at>
Source record: 65169

>Anyone know where I can find a copy of the Tales Of Beta Lyrae with a
>trainer? I have always wanted to get to the end of this game, but never
>have! I don't know if the .exe file floating around on various sites is
>trained....

Is there an end? If you play to the end-level it
starts again from the first level - at the next difficulty-level.
I don't know what comes after the final difficulty ...

-rudi

2411. Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6dphhe$i24@james.hwcn.org>
Source record: 65170
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips <xiting@worldnet.att.net> wrote:

>Why Gates would ever think that users of computers with a Digital
>Research based OS would use an MS product is beyond me...
~^~^~^

2412. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35005253.128610952@news.pressenter.com>
Source record: 65171

On Fri, 6 Mar 1998 02:21:04 -0600, rlaski@midwest.net (Ronald A.
Laski, Jr.) wrote:

>In article <MPG.f696af4106ef1e0989695@news.midwest.net>,
>rlaski@midwest.net says (wrongly) :) ...
>>
>> Yogi has created (and stated) that you need a file (disk image) called
>> menu.atr - you boot with menu.atr in d0: and the mega image in d1:
>> and a menu comes up w/ the filenames.
>> --
>> Ron
>> rlaski@midwest.net
>>
>OK ok! menu.atr goes in d1: (not d0:) and the mega.atr goes in d2: (not
>d1:) :)

Just to clear things up.... both of ya's were right. D1: is disk
device 0 as far as the drive select switches go. Binary you know is
0s & 1s. Two bits is value ranges from 0 to 3 rather than 1 to 4.

*** Please make sure responses are also sent via email.

2413. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <35005454.2761408@teleport.com>
Source record: 65172

John,
I have some samples that I can send to you of source code that I
have written. Would you like me to send you some? By the way I am sending
that original OSS MAC65 manual out to you this afternoon. Will drop you
email later on the postage and stuff.

Atari*Dave

John Schnittker wrote:

> Thanks to all you folks for your reccommendations. I am trying MAC65 out
> and looking for source code examples at this point. Atari Dave even sent
> me the MAC65 docs via email. Thanks Dave. And thanks to everyone who has
> been helping me on this.

2414. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <350052AC.EA95DB98@teleport.com>
Source record: 65173
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Hey, If the machine does indeed have a bad memory chip. Holding down option to get to the internal diagnostics, will have no effect. You really will need a good O-scope or the Salt cartridge diagnostics to check out the problem. I do fix all modles of the 8-bits for a flat fee of $35.00 plus shipping. I warrant all repairs for 180 days from the date of repair. If you want futher information drom me e-mail at dwmoar@teleport.com

Atari*Dave
The Hardware Man

Jay Tilton wrote:

> Dan Mazurowski <smedley.antispam@gte.net> wrote:
>
> >Christopher L. Tumber wrote:
> >>
> >> Yesterday, I found a power supply (Part No:
> >> CO 61982). Unfortunately, when I turn the 130XE on I just get a blank, red
> >> screen. The 800XL just gives me a blank, black screen.
> >>
>
> >I'm guessing you either have the wrong power supply, or one of the
> >voltages that should be coming out of it is not present.
>
> Naw, that's the right power supply, and it only outputs one voltage.
>
> The red screen symptom sounds a lot like what happens when a 5200
> fries its RAM.
>
> Wonder if you can get them to kick into the diagnostic mode by holding
> down the option key when you power up.
> --
> Jay Tilton
> tiltonj@erols.com

2415. Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6dplq8$kl0$1@dartvax.dartmouth.edu>
Source record: 65174

I've been mulling over the idea of building new Atari 8-bit hardware. I really don't have the expertise or resources to do so, but it is an interesting idea.

For building new computers, how hard would it be to recreate Antic, Pokey, and GTIA functionallity with generic parts (PALs or commodity CPUSs)?

Perhaps more useful would be to build new disk drives. I'm thinking that it would be cool to take a standard PC floppy drive and build a custom controller that spoke SIO, and would read all the old formats (90K, 130K, and 180K) as well as standard PC formats (pretending that each 512-byte sector was really two 256-byte sectors). It should be possible to fit it into a 1050 case.

Of course, one big question that comes up with that is whether the limitation of PC drives not being able to read FM (i.e., single density) disks is a matter of the hardware or the controller.

Thoughts?

```
--PC
--
/*********************************************************/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/*********************************************************/
```

2416. Re: Tales of Beta Lyrae Trained??

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6dpoah$3c6$1@news1.Radix.Net>
Source record: 65175

Rieder Rudi (rieder@MAPSONkufgem.at) wrote:
: >Anyone know where I can find a copy of the Tales Of Beta Lyrae with a
: >trainer? I have always wanted to get to the end of this game, but never
: >have! I don't know if the .exe file floating around on various sites is
: >trained....

: Is there an end? If you play to the end-level it
: starts again from the first level - at the next difficulty-level.
: I don't know what comes after the final difficulty ...

: -rudi

Good question, how many difficulty levels are there? I'm going to have
to get the disk out tonight and pop it in the Atari 800 and see. I'd mes
with training it myself, but as it is the original..... Probably copy
protected.....

2417. Atari 8-Bit Computers: Frequently Asked Questions

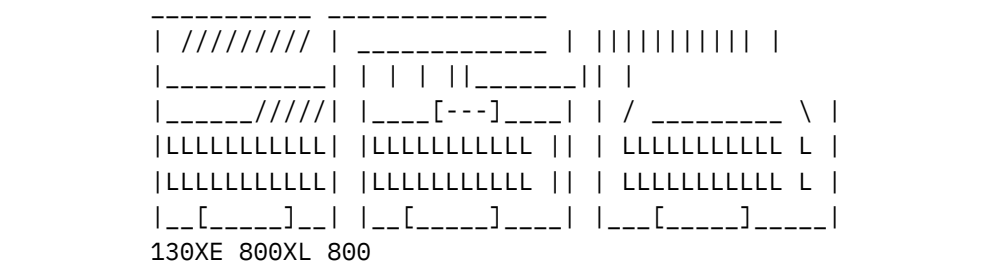
Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_889187795@rtfm.mit.edu>
Source record: 65176
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: March 3, 1998

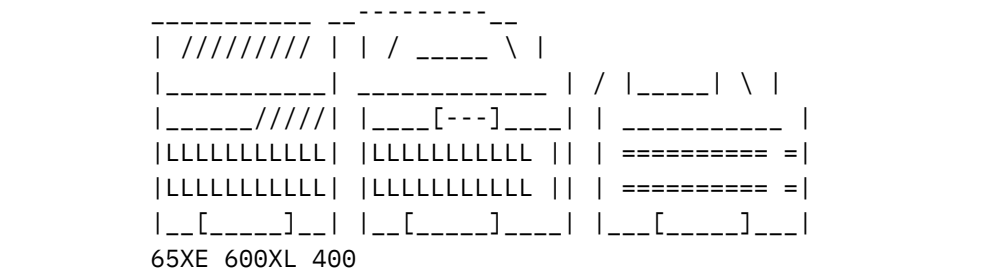
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

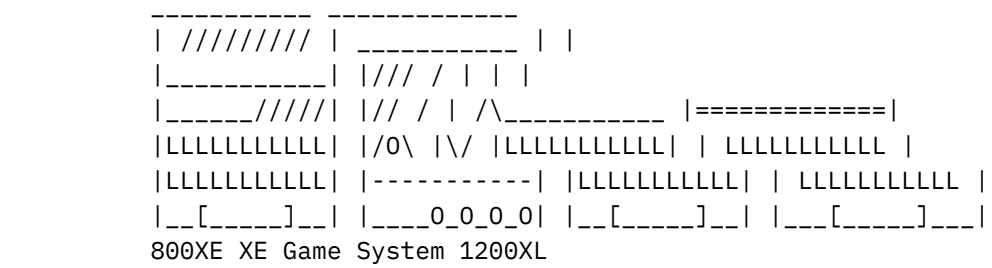
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.1) What is INFO-ATARI8?
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

World Wide Web pages
7.1) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) How do I type a tilde (common character in Web URL's) on my Atari?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?
14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with Ultraspeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma\lumi to 800XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA

Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance

in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

WMS Industries Inc.
3401 N California Ave
Chicago IL 60618-5899
USA
http://www.wms.com/

Midway Games Inc. (a division of WMS)
http://www.midway.com/

Atari Games Corporation (a subsidiary of Midway Games)
http://www.atarigames.com/)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge

Interface (ECI), continuing the powerful feature of direct memory access.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and
supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

JTS Corporation
166 Baypointe Pkwy
San Jose CA 95134-1621
USA
Phone: 408-468-1800
Fax: 408-468-1619
mailto:info@jtscorp.com
http://www.jtscorp.com/

Atari Corporation (a JTS subsidiary)
http://www.atari.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Display Type	Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12 ++	Char	40 x 24	5
5	13 ++	Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14 ++	Map	160 x 192	2
D	7	Map	160 x 96	4
E	15 ++	Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9 +	Map	80 x 192	1 **
F	10 +	Map	80 x 192	9
F	11 +	Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls

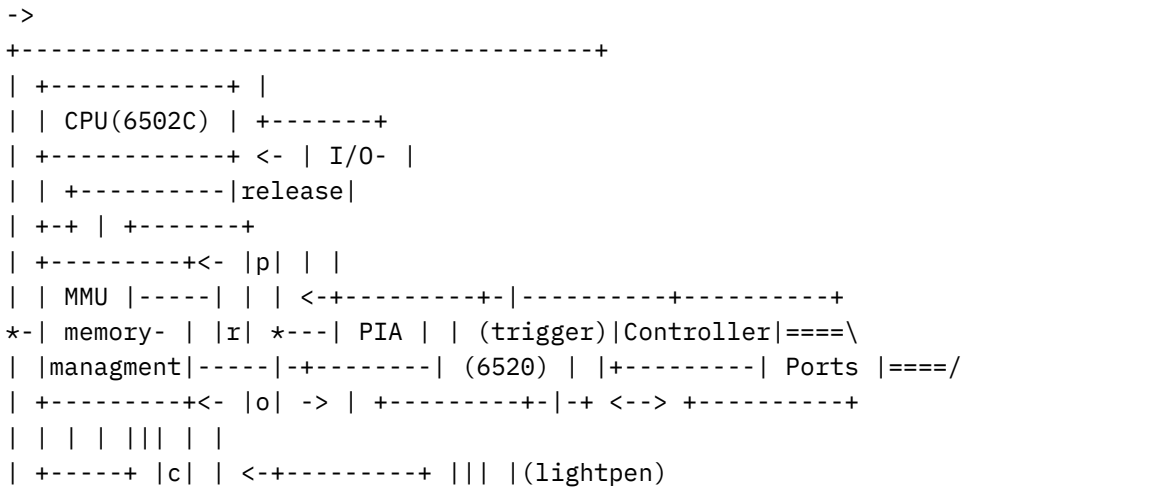
most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

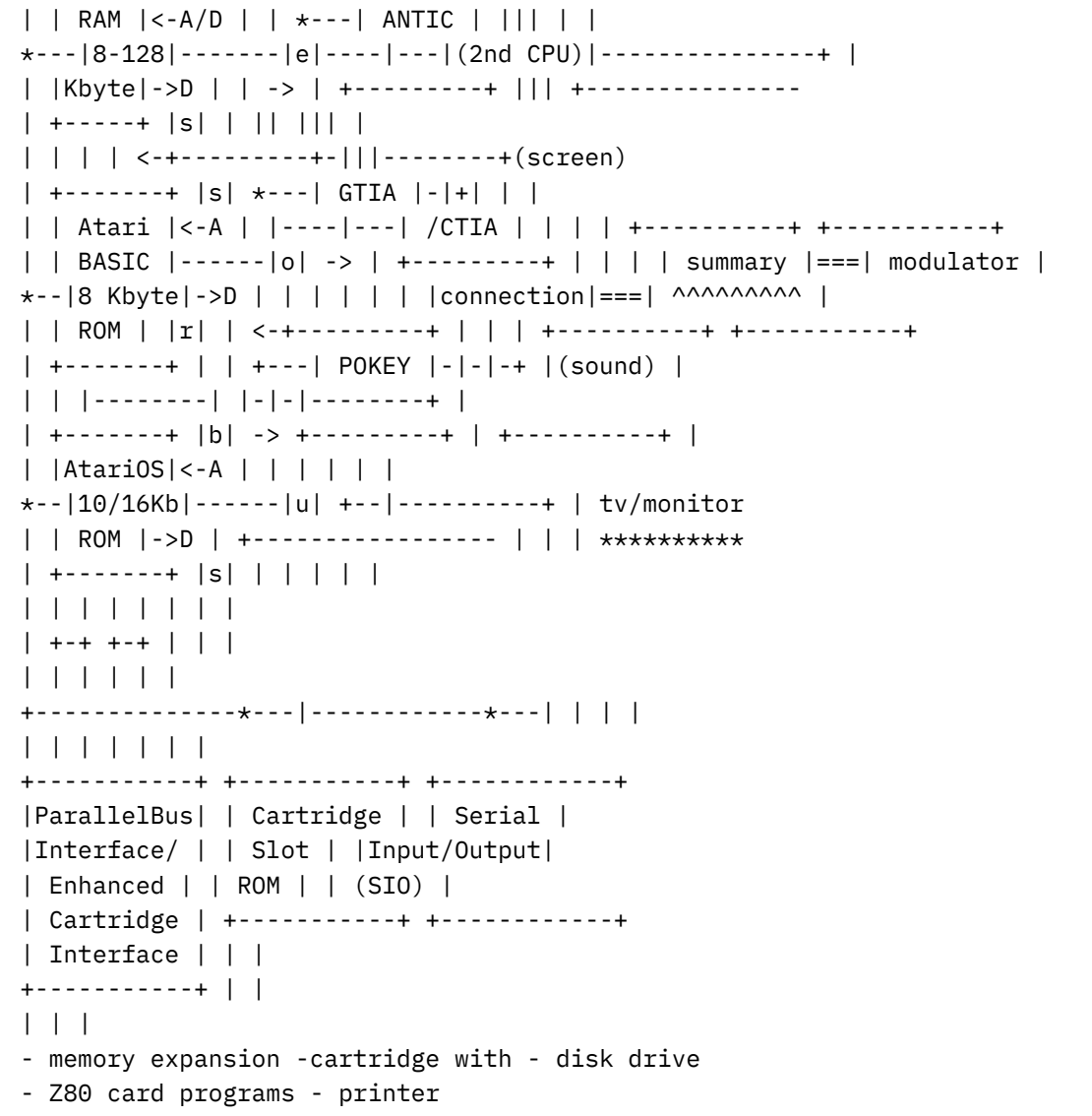
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K,1200XL/800XL/65XE/800XE/XEGS:64K,600XL:16K,130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home
Computer Club" in issue 3 - Summer 1983. The magazine was the official

mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an

acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design, and if you look at the middle logo [MLOGO2.BMP], you will be able to make out both letters.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Atari related hard/software announcements. (Moderated). Dead newsgroup? Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

Owner= HARRY@MARIST (A Harry Williams)

comp.sys.atari.8bit postings no longer appear in INFO-ATARI8.

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8), but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the
list to easy to read usenet articles, available read-only to everyone at:
news://zwieracz.pse.pl/listserv.atari8-l

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:kendrick@zippy.sonoma.edu (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:kendrick@zippy.sonoma.edu with the subject "xlsearch" for details.

mailto:kendrick@zippy.sonoma.edu (William Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/

ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

ABBUC Regionalgruppe Frankfurt / Main (RAF)
Thomas Grasel, mailto:tgrasel@controlware.de
http://home.t-online.de/home/TGrasel/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer to Home
Tom Hunt, mailto:tomhunt@bright.net
http://closertohome.dyn.ml.org/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com

http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

The Classics Exchange
David Wyn Davies, mailto:starwars@enterprise.net
http://homepages.enterprise.net/starwars/

The Fuji Federation
David Schmudde, mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://iraul1.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:webmaster@atari.nu
http://www.atari.nu/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index3.html

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://www.geocities.com/SiliconValley/Peaks/6320/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:datj@jps.net
http://www.l4software.com/icwhen/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename

extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has

no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to

person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.geocities.com/Hollywood/Lot/4205/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No

Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but

]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format

disks, and is currently the best bet for reading SS/ED 128K Atari-format disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

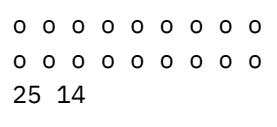
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready

5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best
contact the author for the latest details.

SIO2PC 4.16 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic

- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the 800XL lacks separate chroma/lumi (can be added via hardware modification)

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\lumi signals

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using

the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests,
and in newsgroups like this one. Plus, many new TV's support S-Video
and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness
(luminance) signal. These are passed to the monitor port as Chroma and
Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal
which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the
process of being "modulated" into a TV radio signal (channel 3 or 4).
This step involves removing high frequencies from the video (blurring
it) and sending it to the TV in a fragile broadcast form that's
suseptable to all kinds of interference. Then the TV must (1) extract
the video signal from the radio signal, (2) separate the Chroma and
Luma components as best it can, then (3) divide the Chroma in R, G,
and B. Any of these steps that you can eliminate will help your
picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is
probably the Commodore 1702 which has a very good picture and is quite
reliable.

If you plan to use an XL (which I do), upgrading the video circuitry
makes as big a difference as what monitor you choose. Ben Poehland has
some excellent articles in Atari Classics magazines for improving the
quality of the XL's video, as well as restoring the missing Chroma
output."

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce
fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a
SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum
outputs are run into an onboard encoder to produce a "psudo" color depending
on the Luminance output, composite only. This is why a SECAM VCS or 800 has
nowhere near the same number of colors (16) availible as a PAL or NTSC unit
(256).

The FGTIA was never completed as the market size did not warrant the expense.
The largest SECAM market is not France but the Soviet Union (former) and in

80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list). SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI

800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive
1600XL Amiga/Amiga-like????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism

1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:

600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34 : 1050
9V AC 0,5 A, CO#61516 : 1010
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on North American 600XL's)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out

47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6

7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that

performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a product of Shadow Software. See Vendor list to contact.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's inside your Atari and compare them with the numbers from the following table:

Part#	Version
CO12402 + CO14502	A
CO60302A	B
CO24947A	C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev.	System(s)	Models	Size	Part Nr(s)
A	NTSC	400/800	10kB	CO12499B, CO14599B, 12399B (*)
A	PAL	400/800	10kB	CO15199, CO15299, CO12399B
B	NTSC	400/800	10kB	(?)
B	PAL	400/800	10kB	(?) (*)
1	A NTSC/PAL	1200XL	16kB	CO60616A, CO60617A
1	B NTSC/PAL	1200XL	16kB	CO60616B, CO60617B (?) (*)
1	NTSC/PAL	600XL	16kB	CO62024
2	NTSC/PAL	XL/XE	16kB	CO61598B
3	NTSC/PAL	XE	16kB	C300717
4	NTSC/PAL	XEGS	16kB	C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines,
but software designed on PAL machines (Europe) won't necessarily work on
NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines
displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they
refresh the screen 50 times a second doing 1/2 the lines each refresh
so they effectively repaint the screen 25 times a second. NTSC is
525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]

Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]

- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all

of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase Parker Brothers
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX

Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine

Subject: 13.17) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to
mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==
End of atari-8-bit/faq
==

2418. MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889231879@stackbbs.xs4all.nl>
Source record: 65177

Howdy folks

Re: MIO better than BB

I've got a BB (+FB and Spooler), what
I know about the MIO I've heard from
other people.

On the BB, if you go into the menu,
the file you where running is still
there when you get back. The MIO
menu overwrites whatever is in
memory.

The MIO did NOT have the 80 column
option. It was planned, but never
released, not even prototypes.

Many, if not most MIO's would get hot
and unreliable. I've even heard of
people glueing coins (nickels) to
chips inside the MIO.

The MIO has a cool case (I've seen
one once, very nice). The BB has
none. You can buy this black thing,
but it's UGLY.

One thing I don't like about the
BB/FB combo is that it's not fixed
together firmly. And if you really
press it together, the ends of the FB
point up a bit. My solution: I put
an extra "precision" socket in the
connection between BB and FB and
bought some nylon bolts, nuts,
bushings and washers (and stuck 'em
in the holes that are already drilled
in BB and FB - three in each board).
This way the air can flow freely
between the two and the FB is held in
FOUR places instead of one.

A yes, and the BB doesn't have
on-board RAM. But it should be
somehow possible to stick some SIMMs
onto the PBI. Why hasn't anybody

tried this??? If you use a BB on the
130XE (and the European 800XE and
65XE) you have an unused socket
(where the cable for the XL PBI cable
is/was plugged in) with all the
signals. And SIMMs are getting
cheaper by the minute. I've seen a
place where 1 MB x 9 SIMMs (30 pin)
cost DM 11 or about US$ 6. They were
DM 14 a couple a month ago.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2419. ICD

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889231880@stackbbs.xs4all.nl>
Source record: 65178

Howdy folks

At 02:10 PM 3/5/98 -0800, I wrote a message to ICD. This is Thomas Harker's answer:

Me: "Howdy folks

Do you still have stuff to upgrade/repair old hardware you once sold/produced for the Atari 8 bit.

I know of people looking for:

- MIO ROM upgrade (to go from the 256kB to the 1MB version)"

Thomas: "We hava a few MIO boards left and some of the RAM chips. We will have to test them and determine the cost though."

Me: "BTW did you ever release the 80 column upgrade for the MIO?"

Thomas: "No. I am pretty sure all the samples went to Mike Hohman."

Me: "- The GAL inside the SpartaDOS X cartridge. A friend of mine wants to repair his SDX cart but can't find Mike Hohmann/Fine Tooned Engineering. (the company you sold the rights to) It seems like nobody knows where he is."

Thomas: "Yes, we could supply a replacement GAL I think."

Me: "- the Real Time chip inside the RT-C8 cartridge. (I asked this a coupe a days ago, but didn't get an answer yet.)"

Thomas: "We can probably dig up a clock chip or two."

Followed by a message for me and
another reply by Thomas:

Me: "I guess the first thing people
are gonna ask me when I tell 'em is:

What's it gonna cost?

Could you send me the "price list"
plus postage to US and Europe
(Netherlands and Germany)?

Those clock chips, are they designed
by you or are they "off the shelve"
stuff (just in case you can't find
them, sell all of them..)?"

Thomas: "The problem is that we are
extremely busy right now with several
other projects. We do plan to put up
some 8-bit history pages on the web
site as we get more free time. When
that is done, we should be caught up
with our duties. At that time, I
will be glad to find parts, test MIO
boards, and quote you prices.

Tom

ICD, Incorporated Thomas Harker
1220 Rock St. tom@icd.com
Rockford, IL 61101 USA
815-968-2228 x320 fax 968-6888

Their site is called www.icd.com.
There is no 8 bit stuff onthere yet.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2420. MyDOS cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889231881@stackbbs.xs4all.nl>
Source record: 65179

Howdy folks

I sent a message to B&C
ComputerVision concerning the MYDOS
CARTRIDGE they are selling. You'll
see Bruce's reply first, then my
question.

It is brand new just done. I believe
it is 4.x and supports up to 1 meg
RAM disk. We are supplying the
cartridge to the maker and it is the
standard brown Atari 8-bit cartridge
with a simple printed label. We are
not set up to upload pictures yet.

B & C ComputerVisions
Web site: www.myatari.com

Can you tell me more about the MyDOS
cartridge? Like how old is it.
I've heard from Charles Marslett that
he had made a Cartridge version of
MyDOS 3.016. Or actually there were
THREE versions.

Is this the cartridge you are
selling, or is it "brand new"? You
wouldn't happen to have a picture you
could put on you homepage, would ye'?
(or send me :-) if you do so,
please tell me which file I need to
look at/print out the picture.)

BTW I'd be interested if the
cartridge a NEW. (and I know for a
fact that I'm not the only one!)

CU Mathy Van Nisselroy

The cartridge costs $19.95 (ex.
shipping). They recently moved to a

new location and I don't know their
new snail mail address. Their new
EMAIL address is myatari2@juno.com.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2421. Atari 65xe and 1050DD For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: "David L. Bender" <tech204@apk.net>
Message-ID: <3500B9DF.5C744FAD@apk.net>
Source record: 65180

Ok I'm cleaning out the last of my stored Atari hardware to make room in my closet.

FOR SALE:

65XE .....Do not know if it works or not, its clean and undamaged but I can't fine the power pak for it.....Price/Best Offer

1050 Disk Drive with US Doubler chips from ICD.....Have had no problems with it and I have the Box, Power Pak and SIO cable that goes with it.....Price/ $80.00

E-mail me at tech204@apk.net with your offer and questions.

I need the room so if I don't get any takers you can pick them out of my trash in a month.

2422. Re: Ack! Darn the luck!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-06 00:00:00 UTC
From: "L. Busey/D. Roskind" <liam1@ix.netcom.com>
Message-ID: <3500C47C.4B02@ix.netcom.com>
Source record: 65181

dklugh@iwaynet.net wrote:
>
> On 1998-02-15 velcro_spy@webtv.net said:
> >You should have bought the TI 99/4a. Hellacious things are happening
> >with that antique platform.
>
> It was a really strange computer.There was only 128 bytes of RAM.

Are you sure it was only 128 bytes of ram? I could have sworn that the
TI 99/4a had 16k of ram. The only computer I can think of offhand with a
mere 128 bytes of ram would be an Altair.

Liam Busey

2423. Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6dq31f$m7a$1@pale-rider.INS.CWRU.Edu>
Source record: 65083

In my experience with My Amiga 1080 monitor, it was able to
properly display either NTSC or PAL, it was a matter of fine
tuning the vertical hold. Correctly adjusted, it could display
either instantaneously (flipping between PAL and NTSC on the
A500). Is SECAM also at 50Hz? I assume my current
magnavox should be able to do the same thing as the 1080.
The 1080 went flaky after awhile, and I didn't want to mess
with it.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2424. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4hv$2h2$1@news.iwaynet.net>
Source record: 65084

On 1998-02-26 buesch@srv.net said:
>dklugh@iwaynet.net writes:
>> Isn't that rather large?
>> Linux ... only uses 1k per block.On ANY drive.
>This is not correct. mke2fs lets you choose the block size (1k or
>4k IIRC). Linux supports a number of other filesystems besides
>e2fs, and e2fs is not linux-only anymore, so it's also not really
>quite right to talk about e2fs as "Linux".

I'm sure it is corect.Even on my 8k-per-sector floppies it uses 1k blocks.
(obviously the block-size is meaningless here since you must read at least 1
sector which is 4k or 8k)

The other "file systems" exist to read disks from other computers;you're
expected to use the normal Linux DOS for the root and /usr partitions.

>On very large drives, larger blocks will give you better
>performance.

I'm not sure how.On my computer Linux reads 16k at a time so the block size
would seem to have nothing to do with it.If you're really running programmes
that read just a byte at a time or something you can set your pre-fetch to 4k
to get the effect you're looking for.Assuming your hard disk isn't totally
fragmented.

Net-Tamer V 1.10.1 - Test Drive

2425. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4i9$2h2$3@news.iwaynet.net>
Source record: 65085
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-02-12 cdkaiser@delete.these.four.words.concentric.net said:
>dklugh@iwaynet.net writes:
>>Well there you go.At least Commodore took a little after the Atari.
>>But the whole single byte access thing still bothers me.And no
>>IOCTL capability. (i.e.no XIOs)
>Well, I think they came about separately. I'll agree that the
>single byte idea is a drag -- that's a nice thing about the Atari
>I/O. Pardon my ignorance, but what's an XIO? The ioctl() I know is
>in sections 2 and 5 of the HP/UX system manual :-), allowing
>nonblocking and asychronous I/O.

Atari's XIO and MS-DOS/UNIX's ioctl() allow you to perform device specific commands.That's how Atari does what the Commodore does with channel#15 of the disk drive.

>The 'RS232 cartridge' you refer to is the Turbo232, aka SwiftLink.
>Note that the Commodore user port is NOT a RS-232 port.
>The user port is the only place such devices connect. Modems with
>RS-232 connectors are connected up with a converter to the user
>port as well -- I've never heard of a modem connecting anywhere
>else. Modems are invariably addressed as device 2 (in fact anything
>on the user port). I suppose you could do one off the serial port
>but that would be very messy :-) and you'd need an intelligent
>modem that watches for TALK and LISTEN signals to mediate traffic
>on the serial bus.

Yeh,there are Atari MODEMs that hook directly to the Atari's SIO bus and speak a language specific to the Atari MODEMs (no AT commands).Atari MODEMs are strange in that they don't use XIOs but work more like DOS on the Commodore.

Net-Tamer V 1.10.1 - Test Drive

2426. Re: Can you recognize an Atarian when you see one?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4ig$2h2$5@news.iwaynet.net>
Source record: 65086

On 1998-02-12 cb541@cleveland.Freenet.Edu(JamesR.Gilbert) said:
>Why I love Atarians
>I've been to a number of Atari Fests and shows. There is
>always an 'Atari' feeling at these places. I will now
>describe the 'typical' Atarian, a composite of
>characteristics all in one person.
>TYPICAL ATARIAN:
>A male. (He may have a female around someplace, but she is
>hoping something might someday come of this 'Atari' stuff.)
>He has a rope for a belt. His glasses are so dirty you can't
>see his eyeballs, which are one looking to the right, the
>other looking straight at you. It is sometimes difficult to
>determine which eye is looking at you. Or the glasses are
>sorta pink with age and so thick you can't see the eyeballs.
>He is selling a keyboard overlay that looks like it has been
>in a war, for $15.

A keyboard overlay?
You mean like on a 400?

>He's got a collection of disk drives, electronics projects,
>old books and magazines. Atarians can only sell this stuff
>to other Atarians. He thinks this is good stuff.

Well,if you're not rich like me and a Atari is all you can afford then it IS
good stuff.Why people want to buy $1000 IBMs to do stuff that us Atarians were
doing back in the 80's is beyond me.

>Well, I can't think of any more, but if you're reading this
>and recognize yourself, you're an Atarian like me.

This almost sounds like a send-up of us Atarians!!!
(I still don't get the "eye facing the wrong way" quip)

Net-Tamer V 1.10.1 - Test Drive

2427. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4ie$2h2$4@news.iwaynet.net>
Source record: 65087
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-02-13 cdkaiser@delete.these.four.words.concentric.net said:
>com (Jason Compton) writes:
>>Cameron, either you're not communicating clearly here or you're
>>unaware that the Swiftlink lives in the cartridge port, not the
>user port.
>I need coffee. Someone sew my mouth shut before I put my foot in it
>again. :-P

So,come on Cameron,can you use the new cartridge RS-232 interfaces with older software or do you need special term programmes.

Net-Tamer V 1.10.1 - Test Drive

2428. Re: Mr. Tramiel

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4ik$2h2$6@news.iwaynet.net>
Source record: 65088

On 1998-02-13 dark9room@ix.netcom.com said:
>One of the reasons Atari computers did so poorly was because they
>were a cross between a game machine and a business machine. The

That sounds like a plus to me.Anyway it's a computer so it's really just a GENERAL machine.

>Apple II was so successfull because you could get an 80 column
>board for it, use it as a real business machine, and also a game

I don't see what 80-columns has to do with business software.Besides printing 80-column text files.In which case word-wrap can compensate like in TextPro.
(anyway I always printed in 132-columns so 80-columns is useless to me except for BBSes)
And you can thank Atari for getting rid of the old way of using 80-column adaptors.(right cartridge slot and memory upgrade slots)
And don't get me started on the XEP-80.(5x8 characters???)

Have you really played games on the Apple?
Try out Spy Hunter ont the Atari and Apple to see how much of a game machine the Apple is.Or just imagine the Atari with JUST playfield graphics and no P/M graphics,display list or smooth scrolling.And the only sound is the console speaker.(no POKEY? DEAR GOD!!!)

Of course,to be fair,you had those two extra artefacting colours.But they couldn't be mixed with the normal two unless objects on the screen always moved a multiple of six pixels.

>machine. Also software developers took the Apple seriously, as
>well as the IBM PC. Using a TV screen is not anyones idea of a
>business machine.

Actually I always use a TV or composite monitor with the Apple.Artefacting just doesn't work right with RGB.
(inverse text is un-readable in graphics mode on a RGB monitor)
I can use 80-columns alright with my Apple-brand composite monitor.

>I personally didn't want expansion boxes ad-nauseum just to install
>additional cards. Both the Apple II and the PC had the expansion
>within the case, instead of an external box. People obviously
>liked that.

I don't really see the difference with the Apple.You still can't put it on your lap (the keyboard is built-in) with the expansion box built-in.The 1090XL probably would've cause the Atari to take up as much room as the Apple.
(within reason)

>The death nell for our company was Atari choosing to go through
>department stores (Sears, Ann & Hope etc.) for sales, instead of
>the thousands of computer dealers that were selling Ataris one
>month before... It was very difficult to get your producets in to
>these stores, plus, they really didn't have any expertise in the
>products, like the local computer stores did.

That and no 1090XL.
>In my opinion why the PC beat out the MAC as the predominant
>computer of today is because the MACs were not expandable
>internally. Cute, but not expandable. The expandable MAC came too
>little too late, and was still way too proprietary. Whether people
>really need expandability or not, they psychologically really like
>to have it.

Not to mention the premise that all computer users MUST be shielded from
anything actually having to do with computers.At least from what I've heard.
And acording to a Mac book I read,when the Mac says that a file is 5k it's
actually 5000 bytes long!

Net-Tamer V 1.10.1 - Test Drive

2429. Re: Ack! Darn the luck!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4j5$2h2$10@news.iwaynet.net>
Source record: 65089

On 1998-02-15 velcro_spy@webtv.net said:
>You should have bought the TI 99/4a. Hellacious things are happening
>with that antique platform.

It was a really strange computer.There was only 128 bytes of RAM.Plus the was RAM INSIDE the video system.But the CPU couldn't see that.So you were stuck with cartridges (which could have 8k of ROM plug "GROM" that only the video system could see) or BASIC programmes,whose symbolic codes were stored in video memory.Not to mention the absence of a STACK!

I'd really like to learn more about this computer's capabilities.I could only use it's text mode with BASIC.

Net-Tamer V 1.10.1 - Test Drive

2430. Re: Boot Atari off N64 Memory Pak

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4jg$2h2$12@news.iwaynet.net>
Source record: 65090

On 1998-02-16 jschnitt@gte.net said:
>The Nintendo 64 game save pak is a 32 kilobyte SRAM cartridge. It
>would be interesting to see if it could be 1.PRogrammed,
>(by either using the atari's bidirectional joystick ports or the
>SIO.)
>and
>2. Booted off of. (By connecting it to the SIO or cartridge port.)

The best way to go about this is to make some generic RAM/ROM chip SIO device that various sockets could be easily wired into.

I'd go for the Playstation's memory cartridges since they're 128k.
(bigger ones have to look like multiple 128k cartridges)
The Saturn has some big cartridges.I notice that when mine boots that I see a message from the cartridge implying that a handler is being linked in somewhere.But this might just be for the benefit of the built-in file manager.
Otherwise this would imply no standard way of accessing non-SEGA cartridges.
(and another reason that the Saturn is superior)

Net-Tamer V 1.10.1 - Test Drive

2431. Re: new programme:test your drive's STATUS and CONFIGURATION information

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4is$2h2$8@news.iwaynet.net>
Source record: 65091

On 1998-02-12 dklugh@iwaynet.net said:
>Here's a programme that will give you information given by your
>disk drive. You'll notice (at least in 1.15) that APE returns a
>head#+1 so that a single sided drive looks double sided and a
>double sided drive looks triple sided. This is why SpartaDOS X's
>FORMAT and MYDOS's VTOCFIX think that the disk has twice as many
>sectors as what are actually in the image.
>Use YAUE from the Atari archive.(it's in YAU.ARC)
>It should say the following if it came out alright:
>Byte count=2661
>Checksum=#X36EE
>begin 666 DISK.ARC

Did people not get this.Or am I the only one interested in disk drive
controller compatibility?

Net-Tamer V 1.10.1 - Test Drive

2432. Re: binary load overwriting dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4io$2h2$7@news.iwaynet.net>
Source record: 65092

On 1998-02-12 The_Shadow@spnt.com said:
>Usually what I do, is start by zeroing all memory above memlo, this
>insures a clean slate in case the program is expecting one, and it
>won't harm anything anyway.

That's already done for you if your menu-loader is being booted rather than ran from DOS.

>Then I go out and read the first 6 bytes of the file, to determine
>first if it is actually a binary file, and the load address and
>length of the first segment. Then I set the run address to the
>intitial load address, just in case the program doesn't set it
>later, such as in some of the Sparta-Dos .COM files. I then set

That doesn't sound like a good idea.Who's going to run SpartaDOS commands from a boot-menu.They can just use PUTRUN anyway.And how do you know when to do this? The first segment may not be meant to be executed from the start.And it may contain only data.(I always did hate that "feature" of SpartaDOS)

>the load buffer area to equal that of the program, and read in the
>first segment directly to where it wishes to reside in memory.
>Since you have already read in the first 6 bytes, exiting if the
>program doesn't start with 255 255, or if end address<= load
>address. Your pointer to continue reading is already at byte seven,
>to continue your burst IO load. You set # of bytes to load at end
>address-begin load address-1.

But if it turns out not to be a binary-load file then you've just read random bytes into a random location.Or else I'm mis-understanding you.

>Now we go back for segment 2, which is a little more complicated.
>Grab next 2 bytes, if 255 255, toss them, and loop back to grab
>next load address, else continue with end address, set buffload to
>load address, and bufflen to end-begin-1. If load address=init,
>jump to init subroutine which will load next 2 bytes into init, and
>jsr through init, and then go back to second part of loader routine

But a init-address can be loaded with a segment that has a run-address since both can be loaded with one 4-byte segment.You should really just clear the init-address,load the segment,and then check if the init-address has been altered.Best not to second-guess.

>else continual loop through second part of loader routine until EOF,
>or end address <= load address. After EOF established, jump to run.
>Burst IO will give you a MUCH faster load, and also eliminate the
>need to strip the last 3 bytes of each sector, or decide which DOS
>was used on the format etc.

If you're not using DOS then the concept of "burst I/O" is meaningless.
All I/O done through SIOV is burst I/O.

>>padded to the end of the first sector) Then, it loads the next
>>sector in the line, which does not have a $FF $FF at the
>>beginning of it because it is a raw sector dump, incrememnts the

Even if it wasn't a raw sector it probably still wouldn't have $FFFF at the
beginning of each sector/125 bytes unless all the preceding segments were a
multiple of 128 bytes.(minus the room for the 4/6 byte header)

>> -> I've seen a few files that assumed that they were loading on
>>top of -> zeroed-out memory. Anytime they have a block of more
>>than 4 zero -> bytes, they split the block into two blocks to
>>save space in the file.
>> -> This probably works with DOS, which will buffer and copy the
>>data if
>> -> the entire sector isn't being read, but not with menu loaders
>>that -> will read the sector in place and copy from there. I
>>expect that the
>> -> programs would still run, but they would look funny as it
>>would be -> graphics data that would be compressed in that manner.

I'm not really sure that I understand what you are saying.
If DOS loads two non-contigous segments it won't bother the data in between
in any way.So unless you've just booted and DUP doesn't load into that area
it will fail with DOS too.Also binary-load segments have nothing to do with
whether all of a sector is used.Unless you've appended to the file since you
download,unARCed,copied,or re-created the file in any way,only the last sector
of the file will not be fully used/loaded.
(this doesn't apply to MYDOS's append function)

One has to do with DOS file structure,the other with the data that the file
contains.

Net-Tamer V 1.10.1 - Test Drive

2433. Re: ATARI 130 XE languishing at a thrift store

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4iv$2h2$9@news.iwaynet.net>
Source record: 65093

On 1998-02-15 wpostma_NOPINKPORK@julian.uwo.ca said:
>Found an atari 8 bit game system at a thrift store. It's the 130 XE
>game system,
>with externally attachable keyboard and a power supply, but no
>cartridges. What is it worth? I pick it up about $20 canadian. If
>anyone wants it, let me know.

Do you mean a 130XE COMPUTER or the XE Game System?
It can't be both.

And ALL Ataris use external power supplies.

Net-Tamer V 1.10.1 - Test Drive

2434. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4i6$2h2$2@news.iwaynet.net>
Source record: 65094
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-02-12 jcompton@typhoon.xnet.com(JasonCompton) said:
>The definition of "OS" in relation to the Commodore 64 has been the
>biggest problem I've had with this whole Atari/64 debate. BASIC is
>indeed distinct from the Kernal. However, because it's what every
>64 user sees upon startup (unless they're using a supercartridge or
>a wild hack), many consider it their "operating system" because it
>is the least common denominator way to access files, perform disk
>operations, and so forth.

But BASIC really has nothing to do with DOS.You're just using it like a
telecomm programme.It doesn't even qualify as a command line interface (CLI)
since that's actually inside the disk drive.It's like saying that BobTerm is
part of Express because it ferries data to and from it.

Net-Tamer V 1.10.1 - Test Drive

2435. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6dq4ja$2h2$11@news.iwaynet.net>
Source record: 65095
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1998-02-15 sjudd@nwu.edu(StephenJudd) said:
>On the other hand, 64 devices have the entire DOS, and all the
>device commands (like format and scratch and change directory),
>contained entirely on the device ROMs (along with all the really
>low-level routines). Each device has its own DOS, and adding a new
>hardware device adds a new DOS automatically.
>To think of it another way: the 64 can run a program while a disk
>is being formatted or a file scratched. The drive is doing the
>work, not the main computer.

Actually Atari disk drives have "format" built in.All DOS has to do is write
out a updated VTOC (like the Commodore's BAM) afterwards.
(but some drives leave garbage after a format ruining this simplicity)

Net-Tamer V 1.10.1 - Test Drive

2436. Re: Homepage now avaiable in english

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-4lHnCQZtCZf9@DRACO>
Source record: 65096

On Thu, 5 Mar 1998 17:31:04, tgrasel@controlware.de wrote:

> The homepage of the ABBUC Regionlgroup Frankfurt / Main (Germany) is now
> avaiable in german and english.
> If feel and visit the pages full of brand new hard and software for
> ATARI-8bit, ATARI ST, PC, MAC, and ISTEC PABX-systems.
> The address is http://home.t-online.de/home/tgrasel
>
> For users around germany, please remark:
> Next ATARI 8-Bit fair in Schreiersgr�n (near Zwickau; germany) at March 21th.
> If you want more information - sen me a mail to tgrasel@controlware.de
>
> Thomas Grasel
>
> Member of ABBUC Regionalgroup Frankfurt / Main
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading

when will people learn that the java crap just dont work! C'mon! dump
the java and your page may then be usable.

Ken

2437. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6dqibd$fh6$1@pale-rider.INS.CWRU.Edu>
Source record: 65097

Ah, gee I forget who was talking. (Mathy van Nissleroy?).
Anyways, if you have a BB or a MIO, you're in the elite
as a A8 collector/user.
I've heard nothing but good things about the BB and floppy
board.
However, I own two MIOs, 1 256k and 1 1 meg, and never
had a problem (well, the MIO to PBI cable needed replacing,
but that was my fault for 'tugging' on the cable, I quit
that.)
Where was I. Consider yourself EXTREMELY lucky if you
have either.

2438. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6dqide$fq1$1@pale-rider.INS.CWRU.Edu>
Source record: 65098

About MIO and BB.
Over heating.
I learned a long long time ago to always have a fan around
my A8s and associated equipment. Right, have a fan.

2439. Prospective Awards/Rating System (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6dqjg6$hbi@news2.tds.net>
Source record: 65099

Hi,

I have some preliminary information up on a prospective 'users'
Awards and Rating System (address is in sig). The preview is on
Geocities, but the actual site will be located on my ISPs server, for
speed and the ability to use CGI/Perl scripts. I'd like some comments
and suggestions regarding the project, if anyone has the time or
inclination to stop by. BTW, I'm accepting nominations for the awards
sections - just send them to me via email until I have things set up.

Thanks,

Terry
--
tross3@hamtel.tds.net irc: qnr | ST+ Fanzine U.S. Distributor
Visit: http://www.geocities.com/SiliconValley/Peaks/6320/index.html
ST+ Fanzine: "stplus01.htm" Atari Reference Desk: "atari001.htm"
>>> STARR.SYS Corrupted: Re-boot Congress (Y/n)?

2440. Source for 64K DRAM chips?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6dqq48$ifp@sjx-ixn6.ix.netcom.com>
Source record: 65100

Greetings! I've been looking for a source of the 64K DRAM chips referred to in the 600-800xl upgrades. Anyone know a cheap source for these? I've heard a good source for DRAM in general is old PC video cards, but these are 256k or other configurations. Just need 2, maybe 2 more for backup.

2441. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6dqskv$h45$1@gte1.gte.net>
Source record: 65101

Dave,

I'd love to see some of your source code. It would help me get more
familiar with MAC65. I can learn best from small program with the
remarks. The remarks help me to see what is going on. And, as for the
manual, THANKS A TON! just tell me how much the postage was and I'll get
that check to you.

Thanks again,
John

dwmoar wrote:
>
> John,
> I have some samples that I can send to you of source code that I
> have written. Would you like me to send you some? By the way I am sending
> that original OSS MAC65 manual out to you this afternoon. Will drop you
> email later on the postage and stuff.
>
> Atari*Dave
>
> John Schnittker wrote:
>
> > Thanks to all you folks for your reccommendations. I am trying MAC65 out
> > and looking for source code examples at this point. Atari Dave even sent
> > me the MAC65 docs via email. Thanks Dave. And thanks to everyone who has
> > been helping me on this.

2442. Re: Simple question !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f6ad8e43f8c6b3a989698@news.midwest.net>
Source record: 65102

```
In article <35005253.128610952@news.pressenter.com>,
jmelbo@pressenter.com says...
> On Fri, 6 Mar 1998 02:21:04 -0600, rlaski@midwest.net (Ronald A.
> Laski, Jr.) wrote:
>
> >In article <MPG.f696af4106ef1e0989695@news.midwest.net>,
> >rlaski@midwest.net says (wrongly) :) ...
> >>
> >> Yogi has created (and stated) that you need a file (disk image) called
> >> menu.atr - you boot with menu.atr in d0: and the mega image in d1:
> >> and a menu comes up w/ the filenames.
> >> --
> >> Ron
> >> rlaski@midwest.net
> >>
> >OK ok! menu.atr goes in d1: (not d0:) and the mega.atr goes in d2: (not
> >d1:) :)
>
> Just to clear things up.... both of ya's were right. D1: is disk
> device 0 as far as the drive select switches go. Binary you know is
> 0s & 1s. Two bits is value ranges from 0 to 3 rather than 1 to 4.
>
> *** Please make sure responses are also sent via email.
>
Both of mes? <- me pluralized :)

--
Ron
rlaski@midwest.net
```

2443. Auction: ANALOG/Atari Explorer/Many 8-Bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: clauction@aol.com
Message-ID: <19980307144200.JAA04321@ladder02.news.aol.com>
Source record: 65103

March Auction - Update 6

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, March 16 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$4.95 min

Atari 5200 Single Cartridges
2. Berzerk (very good label) -$1 min
3. Countermeasure (excellent label) -$1 min
4. Defender (excellent label) -$1 min
5. Dreadnaught Factor (light label wear along edge) -$2 min
6. Galaxian (excellent label) -$1 min
7. Jungle Hunt (very good label) -$1 min
8. Kangaroo (excellent label) -$1 min
9. Megamania (excellent label) -$2 min
10. Moon Patrol (excellent label) -$1 min
11. Pac-man (excellent label) -$1 min
12. Pole Position (excellent label) -$1 min
13. Popeye (excellent label) -$1 min
14. Qix (excellent label) -$1 min
15. Realsports Soccer (very good label) -$1 min
16. River Raid (very good label) -$1 min
17. Star Raiders (very good label) -$1 min
18. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
19. Pac-man (pair in excellent condition.) -$2 min

Atari 5200 Manuals
20. Ballblazer -$1 min
21. Buck Rogers -$1 min
22. Centipede -$1 min
23. Congo Bongo -$1 min
24. Countermeasure -$1 min
25. Defender -$1 min
26. Dig Dug -$1 min
27. Dreadnaught Factor -$2 min
28. Frogger -$1 min
29. Frogger II Threeedeep! -$3 min
30. Galaxian -$1 min
31. Mario Bros. -$1 min
32. Megamania -$1 min
33. Missile Command -$1 min
34. Montezuma's Revenge -$4 apprill
35. Ms. Pac-Man -$1 min
36. Pac-man -$1 min
37. Pengo -$1 min
38. Pole Position -$1 min
39. Popeye -$1 min
40. Qix -$1 min
41. Realsports Football and Home Football Playbook -$1 min
42. Realsports Soccer -$1 min
43. Realsports Tennis -$1 min
44. Super Breakout -$1 min
45. Super Cobra -$1 min

Atari 2600 Manuals
46. Asteroids (colored with insert) -$.50 nin

47. Asteroids, Atari (b&w, 5 languages) -$.50 min
48. Battlezone, Atari (colored) -$.50 min
49. Centipede, Atari (colored) -$.50 min
50. Combat, Atari (small black) -$.50 nin
51. Demon Attack, Imagic (Rev. C, colored) -$.50 min
52. Missile Command, Atari (colored) -$.50 nin
53. Yars Revenge, Atari (colored), some scores written in back -$.50 nin
54. Space Invaders, Atari (colored) -$.50 nin
55. Space Invaders, Atari (small black) -$.50 min
56. Space Jockey, Vidtec -$.50 min
57. Joust, Atari (colored) -$.50 min
58. Atari Force Comic Book #1 -$3 min
59. Atari Force Comic Book #2 -$3 min
60. Atari Force Comic Book #3 -$3 min

Atari 7800 Cartridges New in Boxes
61. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
62. Kindercomp cartridge. -$1 min
64. River Raid cartridge -$2.50 min

Atari 8-Bit Computer - Disks
66. HomePak (flip side for C64), Batteries Included disk -$1 min
67. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
68. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
69. F-15 Strike Eagle, Micropose disk -$1 min
70. Print Shop Graphics Library 3 with Reference Card. -$4 yd556
71. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1 min
72. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 aaron
73. Track Attack game disk, Broderbund -$1 min
74. Maxi Golf game, Activision 2 disk set -$1 min
75. Atari Word Processor Program Master Diskette (CX8119) -$1.95 aaron

Atari Controllers
76. Standard Atari Paddle Controllers (pair) -$1.95 nin
77. Atari Standard Joystick (single) -$1.95 min
78. Atari Standard Joystick (single) -$1.95 min
78. Koala Pad for Atari 8-bit Computers: Includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. No disks. Very rare. -$6 apprill

Miscellaneous
80. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
81. Flip and File - Same as above. -$1.95 min
82. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min

83. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
84. Super Nintendo Mortal Kombat II Instructions -$.25 min
85. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
86. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari 8-bit Reference
A1. Atari Personal Computer System Operating System User's Manual. CO16555 November 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$12.95 min

A2. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$12.95 min

Atari Computer Books/Instructions
A3. Atari 820 Printer Operators Manual CO14764 -$2.95 min
A4. Atari Home Computer Products Dealer Confidential Price List (Effective February 1, 1983). Y503-011883. Some Writing. -$3.95 min
A5. Atari Personal Computer Products Catalog. CO17535-Rev. A 1981. Silver, 28 pages. Includes unreleased Atari 815 disk drive, CX70 light pen, much more. -$1.50 min
A6. Atari Home Computers Catalog. CO17535-Rev. C 1982. Silver, 37 pages. -$1.50 min
A7. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
A8. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A9. APX Ultimate Renumber Utility Instructions -$.25 min
A10. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A11. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A12. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A13. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A14. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A15. ANALOG Computing Pocket Reference Card. -$2.95 min

Game Catalogs
A16. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 gary123
A17. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 gary123
A18. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 gary123
A19. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 gary123
A20. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 gary123

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$5 yd556

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

Atari Computer Magazines
A.N.A.L.O.G. Magazine Issues. All includes lots of old advertisements, type-in programs, reviews, editorial, and several articles.

M30. A.N.A.L.O.G. No. 45 August 1986. Special Language Issue: BASIC XL's Hidden Memory, Multi-Lingual Atari (Guide to Programming Languages for Atari 8-bit Computers), Stencil Graphics (An easy way to create high-speed special effects in BASIC), LBASIC. BASIC Editor II. RAM DOS XL. Roll Em (type-in game). Troll War (type-in game). Reviews: Atariwriter Plus. Advan BASIC Compiler. Ultima IV, Sargon III, Ballyhoo, Whistler's Brother. -$4.95 min

M31. A.N.A.L.O.G. No. 46 September 1986. June C.E.S and the 8-bit Atari. Magic Spell (type-in to spell check documents produced by AtariWriter and others). Soft Touch. Atari Touch Tablet tutorial. Moonlord (type-in game). Launch Code (type-in game). Reviews: Blackhawk, Fooblitzky, Racing Destruction Set, Monday Morning Manager, Computer Baseball, Micro League Baseball, Page Designer. -$4.95 min

M32. A.N.A.L.O.G. No. 47 October 1986. The Xanth 8-bit Demos. DiskFile (type-in, helps 1050/DOS 2/5 owners access previously unavailable sectors for comments). Deathzone (type-in game). DLIs: A Minute to Learn. Pixel Perfect - how to effectively use graphics and painting software on your Atari. Reviews: COVOX Voice Master, Graphics Magician, NAM, Star Raiders II, Star Fleet I, Super Boulderdash, Parrot (voice/sound digitizer). -$4.95 min

M33. A.N.A.L.O.G. No. 48 November 1986. Status Report - What does Atari really think about it's 8-bit line? How to build your own Atari light pen. Modem Chess. Reviews: Comp-U-Temp (Connecting Temperature Sensors to your Computer). Panasonic KX-P1092. P:R: Connection. SmarTEAM Modem, Neverending Story, Buzzword, Infocom Trinity. -$3.95 min

M34. A.N.A.L.O.G. No. 49 December 1986. Atari 8-bit Gift Guide. ST-Log (ANALOG's ST magazine: C-Manship). Smiles. Brickworks. Fortune Wheel. Reviews: Hardball!, Beach Head II, Wizard's Crown, Translyvania, Crimson Crown, -$3.95 min

M35. A.N.A.L.O.G. No. 50 January 1987. Graphics Issue: Picture Storage Techniques, Krazy Katerpillers, Screen Scroller. Hot Poker, a fast and convenient machine language program that helps eliminate Please Wait Initializing. Screen Scroller, add scrolling text to your home movies/video tapes. ST Coverage: ST Software Reviews (Little Computer People, Time Link, Music Studio). Using Picture Files in ST BASIC. Reviews: Fight Night, World Karate Championship, 500XJ Joystick, Mercenary. More... -$3.95 min

M36. A.N.A.L.O.G. No. 51 February 1987. Sixth Anniversary Issue. A History of ANALOG Computing. The Tablet Typist (add text to your own touch-pad generated pictures). Slither (type-in maching language game). ICD Future. Starlanes (type-in game). An Introduction to the Vertical Blank Interrupt. The System Rerun Button (rewire your RESET key to rerun programs automatically). Reviews: Chessmaster 2000, Top Gunner Collection, Atari Planetarium, Great American Cross Country Roadrace. -$3.95 min

M37. A.N.A.L.O.G. No. 52 March 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldines, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

M38. A.N.A.L.O.G. No. 53 April 1987. Music During the Vertical Blank Interrupt. Background Printer (device handler). Floyd the Droid Goes Blastin (type-in machine language game). Multicopy (versatile utility for copying files). Modems and the Atari 8-Bits. Reviews: The Learning Phone (Atari Plato cartridge), Blazing Paddles, Carina BBS, Flight Simulator Scenery Disks, Mail Order Monsters, Moonmist, Rommel Battles for Tobruk, Video Vegas. -$3.95 min

M39. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Heracles, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

M40. A.N.A.L.O.G. No. 56 July/August 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M41. A.N.A.L.O.G. No. 57 September 1987. Troll War II (type-in game) Part 1. June 1987 CES Report. Basic Diet (ST type-in) eating program. Label Maker. Reviews: The New Aladdin, High Roller, Phantasie II, Autoduel. NFL Game Analyzer. -$3.95 min

M42. A.N.A.L.O.G. No. 58 October 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M43. A.N.A.L.O.G. No. 59 April 1988. History of Video Games: Part I: Our Game Experts Take a Look Back. Shopping for the computer user: 8-bit product guide. Upward. RAM-Init, The Wizard: Part 2 (designing that award winning adventure game). Building your own printer interface. Then and Now - evolution of the 8-bit. Reviews: Stationfall (Infocom), TrailBlazer, Leaderboard. -$3.95 min

M44. A.N.A.L.O.G. No. 60 May 1988. History of Video Games: Part II. Quick Screen (an easy and fast way to display your own custom screens). The MAC/65 De-Tokenizer. Money Pouch. Needlework Design. Binary Load Pictures. Reviews:

Beakers (Brouderbund), Charge at Chickamauga, Triple Pak. -$3.95 min

M45. A.N.A.L.O.G. No. 61 June 1988. History of Video Games: Part III. Video Game Digest. 8-Bit News. Micro Dungeon, Character Transfer (merging fonts). Fast Print (a patch to your computer's OS that'll put your screen into warp mode). ST Reviews: Championship Football, Battlezone, Colonial Conquest. -$3.95 min

M46. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M47. A.N.A.L.O.G. No. 63 August 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M48. A.N.A.L.O.G. No. 64 September 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M49. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$2.95 min

M50. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$2.95 min

M51. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$2.95 min

M52. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle

Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe,
Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$2.95 min

2444. XEGS parts for free

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: warerat@neosoft.com
Message-ID: <35015f8e.74038781@news.neosoft.com>
Source record: 65104

I have found a XEGS system that was taken apart in one of my scrap boxes. Has keyboard, MB, case halves. If anyone wants it, its yours for the price of shipping.

warerat@neosoft.com

2445. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6drtpqqhv1@news.chatlink.com>
Source record: 65105

I've been running MIO's since they first came out, and find them quite reliable and trouble free for the most part. The main reason I have never even considered switching to a Black Box is the lack of looks, and no ram. I have my computers in my office, and I would be ashamed to let my customers see one with a black box attached. Not to mention the only one I ever owned was very flakey.

The Shadow

2446. Re: MyDOS documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6drvnv$u9m$1@news.iwaynet.net>
Source record: 65106

On 1998-03-06 crow@coos.dartmouth.edu(PrestonF.Crow) said:
>I'm looking for documentation on the info that MyDOS stores in the
>boot sectors for version 4.53. I found the 4.51 source code, but it
>doesn't seem to agree with what I'm seeing with 4.53. What I really
>need to know is what values are dependent on the density, number of
>sectors, whether DOS.SYS exists, and so forth (I also need to know
>what those values mean, of course).

Density isn't stored anywhere.The number of sectors is stored in the VTOC.
(sector#360)
You can get the sector-size with a "GET STATUS" SIO command to the disk drive
so that you know how many bytes to expect.
That's all the information that MYDOS really needs.
As far as I can tell,MYDOS just assumes that the first 720 sectors are normal
DOS 2 format and anything beyond that is MYDOS format.
Dual density 130k disks formated with DOS 2.5 look like 90k to MYDOS.
(because DOS 2.5 puts a VTOC at sector#360 reading "720 sectors")

Net-Tamer V 1.10.1 - Test Drive

2447. Re: Sparta Dos 3.3c On Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6drvo5$u9m$2@news.iwaynet.net>
Source record: 65107

On 1998-03-04 bobkla19@sisna.com said:
>Sparta Dos 3.3c is now available in Cartridge form from Video 61.
>Give Lance Rinquist a call at 612-462-2500.
>No need to load a disk just plug in the cart and follow the
>instrucions, comes on a 16k cartridge.

So DOS gets copied into RAM and the cartridge gets switched out?
That seems like the only way it would work to me.
16k seems like a lot.What else is on the cartridge?
IS it a ROM disk like SpartaDOS X?

Net-Tamer V 1.10.1 - Test Drive

2448. MYDOS cartridge from B&C:details needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6drvoc$u9m$3@news.iwaynet.net>
Source record: 65108

SO how does this MYDOS cartridge work?
Can you use another cartridge at the same time?
(like a cart game that needs DOS or a language cart)
Does it have a UltraSpeed handler?
Does in contain anything beyond DOS.SYS?

Net-Tamer V 1.10.1 - Test Drive

2449. Using the 8-bit with music education

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: *rlcolli*@ibm.net
Message-ID: <HxYA1kimRJKQ092yn@ibm.net>
Source record: 65109

I teach Intermediate General Music to grades 3-5, and I would really like to use the 800XLs that I have piling up! (A school near me had an auction, got about 5 XLs, 1050s, and monitors for about $10!)

Anyway what software would anyone recommend to use. I was thinking about AMP, but it might be a little cryptic for the younger grades. I was also thinking about using Music Construction set (if I can find a copy... I know I had it at one time, but where...) Points of interest that I am looking for:

1. Create music
2. Drill and practice
3. Learn about music

If I was using a Mac or PC, for number 3 I would create my own materials in either HTML or Hyperstudio. I can't think of anything like these that work on the 8-bits. I've thought about using Adventure Creator though. (Maybe a Hyperstudio clone would be a good Internet programming project?)

TIA!

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins *rlcolli*@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

2450. Re: WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6ds8lv$3qq$1@news.iwaynet.net>
Source record: 65110

On 1998-03-03 krishna@primenet.com said:
>Newsgroups: comp.sys.atari.8bit
>Date: 3 Mar 1998 22:42:00 -0700
>Organization: Primenet (602)416-7000
>Lines: 14
>References: <6d0jir$lhg@usenet46.supernews.com>
><6d3aol$3cg$1@newsd-199.bryant.webtv.net> <6dan16$j9j@login.freenet.
>columbus.oh. X-Posted-By: krishna@206.165.6.206 (krishna) Path:
>news.iwaynet.net!news.planetc.com!leto.ou.edu!hammer.uoregon.
>edu!newsxfer3.itd.umich.edu!www.nntp.primenet.com!globalcente Xref:
>news.iwaynet.net comp.sys.atari.8bit:45703 The mortal Daniel Klugh
>wrote: : I asked if they had any RGB cables for the Saturn and they
>just stared at : me like I was from another planet.But one worker
>spoke up and said that : "RGB was a type of monitor that isn't used
>anymore".
>15KHZ RGB isn't used anymore, but all computer monitors are "RGB",
>they just don't scan down any lower than 31khz, typically.

Actually almost all of my cvomputer monitors are composite,not RGB.

So when they say that you can use RGB monitors with these modern game systems
does that mean that I can use my multi-sync monitor that's attached to my PC?

>: Why not just have a SCSI port so that you could plug in hard disk
>: drives,graphic systems and anything else you wanted/needed?
>Because it's not a full computer. If they tried to turn it into a
>Java box, this might make sense.

That answer is sort of arbitrary.Why not have SCSI devices?
Since most modern SCSI drives report their configuration (like Atari drives do)
it would seem simple to hook them up to a game system style computer.You only
have to know the configuration when you make the file system structure.Then it
would be saved to the boot sector or something.

Net-Tamer V 1.10.1 - Test Drive

2451. Re: Sparta Dos 3.3c On Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <3501E0F7.3DF4A0F8@ny.tds.net>
Source record: 65111

BobKlaas wrote:

> Sparta Dos 3.3c is now available in Cartridge form from Video 61.
> Give Lance Rinquist a call at 612-462-2500.
>
> No need to load a disk just plug in the cart and follow the instrucions,
> comes on a 16k cartridge.

Sparta 3.3c? I don't remember this version. When did Mike H. release this one?

2452. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6dsh4e$tj@bgtnsc02.worldnet.att.net>
Source record: 65112
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell <ad329@james.hwcn.org> wrote in article
<6dphhe$i24@james.hwcn.org>...
> In article <6dnrmb$pme@bgtnsc02.worldnet.att.net>, Dan Phillips
<xiting@worldnet.att.net> wrote:
>
> I have an old Antic magazine that says Atari considered using Microsoft's
> Windows OS before they decided on GEM. I wonder how history would have
> played out if that had been the case?

There was a good article on Atari's history in one of the mainstream computer magazines a year or so ago that talked about that fact in more detail (sorry, I can't remember which magazine it was, but I probably still have a copy of it at the office somewhere if anyone's interested). From what I remember, Microsoft couldn't produce a Windows OS within the timeframe Atari required for introduction of the ST. Microsoft wanted a year or so for development, while GEM was essentially ready to go. And, at that time, the Tramiels were anxious to produce a new system to help revive the company they had just taken over and take it back from the ashes of its former glory.

Sheldon (Computer STudio - Asheville, NC)

2453. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <6dskup$857@bgtnsc03.worldnet.att.net>
Source record: 65113

Alan Christie wrote:
>
> On 5 Mar 1998 arickett@kent.edu wrote:
>
> > I'm curious what everyone's favorite Atari 8-bit games are. Here's my
> > list:
> >
> > Encounter!
> > Necromancer
> > Return of Heracles
> > Drelbs
> > Bruce Lee
> > Enchanter (lots of Infocom, really)
> > Mig Alley Ace
> >
> > Probably more, but that's off the top of my head.
> >
> I agree with a few of them... you forgot games like AR: The City and The
> Dungeon or Phantasie I and II.. Zybex, Draconus, mirax Force, beachhead
> II, Archon.... actually the list goes on and on and on....
>
> Alan
> University of Toronto
> Computer Science, Management and Economics

Along the lines of that question, check this ont. Here's someone who
really loved those 8bit games.

http://shell.ihug.co.nz/~aaronat/at_top10.html

2454. Re: XEGS parts for free

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6dsi31$c8f$1@newsd-123.bryant.webtv.net>
Source record: 65114

I am interested in the XEGS keyboard and other parts you described on CSA.8bit. I think those items should only be 7 or 8 dollars to ship parcel post. Please let me know your address, and I'll send $10.

Thanks!

Daniel Miller
PO Box 491
Colfax, NC, 27235

2455. Re: WebTV (yeah, it's not Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6dskev$6d2$1@newsd-124.bryant.webtv.net>
Source record: 65115

```
Yes, you pay them $9.95/mo if you have your own ISP.
```

2456. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3501FA69.6BF9@pacbell.net>
Source record: 65116

```
Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> Re: MIO better than BB
>

>
> The MIO did NOT have the 80 column
> option. It was planned, but never
> released, not even prototypes.
>
----
There were a couple of 80 column prototypes. They work.

Bob
```

2457. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3501FC19.72AF@pacbell.net>
Source record: 65117

Preston F. Crow wrote:
> I've been mulling over the idea of building new Atari 8-bit hardware.
> I really don't have the expertise or resources to do so, but it is an
> interesting idea.
>
> For building new computers, how hard would it be to recreate Antic,
> Pokey, and GTIA functionallity with generic parts (PALs or commodity
> CPUSs)?
>
> Perhaps more useful would be to build new disk drives. I'm thinking
> that it would be cool to take a standard PC floppy drive and build a
> custom controller that spoke SIO, and would read all the old formats
> (90K, 130K, and 180K) as well as standard PC formats (pretending that
> each 512-byte sector was really two 256-byte sectors). It should be
> possible to fit it into a 1050 case.
>
> Of course, one big question that comes up with that is whether the
> limitation of PC drives not being able to read FM (i.e., single
> density) disks is a matter of the hardware or the controller.
>
> Thoughts?
>
> --PC
> --
> /***/
> /* "You only live once. Unless you take pictures. */
> /* Then you live two or three times." --Darrin Rice */
> /***/

As far as the custom chips in the 8-bit, no. You can't build them with
PALs or other stock chips.

For a disk drive, the 2797 controller chip will run all Atari and IBM
formats, including 1.44. No reason to use 512 byte sectors on the Atari.
The 2793 controller in the 1050 is OK, except it won't do DS drives. Use
the 2797.

Bob

2458. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <35020422.167E@gte.net>
Source record: 65118
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Jay Tilton wrote:
>
> Naw, that's the right power supply, and it only outputs one voltage.
>

Only one voltage? I have a XEGM and it's power supply has a DIN
connector with multiple voltages coming out. I thought the rest of the
XE line had similair power supplies. Wonder why decided to go with the
more expensive power supply and connector in the XEGM?

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2459. Tail Of Beta Lyrae cheat mode

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980307000300.TAA26765@ladder02.news.aol.com>
Source record: 65182

```
Try this cheat mode -----)
On the options screen, type TRACE POWER.
```

2460. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <6dv7ukbuv1@winter.news.erols.com>
Source record: 64933
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Dan Mazurowski <smedley.antispam@gte.net> wrote:

>Only one voltage? I have a XEGM and it's power supply has a DIN
>connector with multiple voltages coming out. I thought the rest of the
>XE line had similair power supplies. Wonder why decided to go with the
>more expensive power supply and connector in the XEGM?

The power supply for the XL's and XE's uses a 7-pin DIN. Three of the
pins are +5V, and three are ground.
--
Jay Tilton
tiltonj@erols.com

2461. Re: ICD

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6dv9oc$209$1@pale-rider.INS.CWRU.Edu>
Source record: 64934

I wonder if anyone answered the question that was asked
a while ago concerning whether the rights to the stuff that
FTE bought from ICD would revert back to ICD if FTE couldn't
complete the payments? I tried calling ICD a few days ago, but
the only time they are there for 8-bitters is when I'm at
work. I would really like to get the last version of SDX,
as it had some really nice features added. ICD could really
help out the current situation by having the newest version
available for sale.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2462. Re: Ack! Darn the luck!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6dva79$37d$1@pale-rider.INS.CWRU.Edu>
Source record: 64935

re: the TI99/4a...

Odd that it would only have 128 bytes of free RAM, as it was
the first 16-bit home computer that wasn't a kit.
The more I hear about this machine, it sounds weirder all the
time! I remember playing games on it at a friend's house
many years ago, but even then I preferred my 800, which is what
I had at the time (now have a 130XE).
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2463. New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: Paul Welbourn <donnahw@ix.netcom.com>
Message-ID: <6dvcdt$gl0@sjx-ixn3.ix.netcom.com>
Source record: 64936

Is anybody out there in the process of making (or indeed, have already made) new megaimages incorporating those games not found in the original 20 found in Yogi's archive? Any leads would be much appreciated. Ta.

2464. FidoNet software for 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.pse.pl>
Message-ID: <6dtukd$26h$1@sanos.psych.uw.edu.pl>
Source record: 64937
Cross-posted to: comp.sys.atari.8bit,fido.atari

hi

do you know any working software for maintaining FidoNet(tm)
node/point on 8 bit atari computers?

2074
--
= krap@zwieracz.pse.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

2465. Re: Classic Computers List

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.pse.pl>
Message-ID: <6dtv45$27t$1@sanos.psych.uw.edu.pl>
Source record: 64938

Sat, 24 Jan 1998 17:14:37 -0600 Michael Current napisal byl w comp.sys.atari.8bit:
> Anybody here subscribed to the Classic Computers List?

yes, i used to receive classic computers list mailings, but for now (from
about a month or two) my classiccmp folder is empty...

> Time to nuke it from the FAQ, or am I moving to quickly?

i think you're right...

2075
--
= krap@zwieracz.pse.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

2466. FS: Atari Interface Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: dhugdahl1@isd.net
Message-ID: <350319c1.619883@news.isd.net>
Source record: 64939
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have some copies of Atari Interface magazine for sale.

Vol. 2, November 1990
Vol. 3, August 1991 through Vol. 4, July 92

All in fairly good condition. Best offer. Contact me through email.

-Dag- ---> dhugdahl1@isd.net
(Remove 'one' for correct address)

2467. It's a XEGS, obviously

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6e05j1$o9n$1@newsd-199.bryant.webtv.net>
Source record: 64940

Well, it seems pretty obvious that he was describing an XEGS, not a 130XE. When someone mentions an external keyboard, that is usually the main clue.

2468. Re: WTB: TeleLink Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6e05a2$o9j$1@newsd-199.bryant.webtv.net>
Source record: 64941

Is that Telelink I or Telelink II? Do you want this to round out a
collection? As I remember, the Telelink I cartridge only works with
either an 850, or one of the old 830 modems?

2469. Re: Ack! Darn the luck!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6dsop6$rqb@news.asu.edu>
Source record: 65119

>It was a really strange computer.There was only 128 bytes of RAM.

128 WORDS. 256 Bytes. The 99/4A is a 16-bit computer.

>Plus the was RAM INSIDE the video system.But the CPU couldn't see that.

Not directly, no.

>So you were stuck with cartridges (which could have 8k of ROM plug "GROM"
>that only the video system could see)

GROM is visible to the CPU, but is interpreted, not machine code. So it
doesn't really help you.

>or BASIC programmes,whose symbolic codes were stored in video
>memory. Not to mention the absence of a STACK!

Nope, no stack! You can make one, but REAL MEN do it without a stack :)

Actually, the 99/4A isn't much more than a game machine without the
P-Box (peripheral expansion), or other similar expansion via the
bus port, of which the P-Box is the most common. 32K (we got up to
1Meg expansion devices, now), RAMdisks, floppies, hard drives, RS232,
printer ports, etc. Similar to the Atari 8bit, but all in a single,
massively-heavy card-cage unit.
--
****
* David Ormand *** Southwest 99ers *
* dlormand@aztec.asu.edu *** Tucson, Arizona *
*************************** TMS9900 Lives! *

2470. CROSSFIRE by Sierra question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980308010800.UAA21450@ladder03.news.aol.com>
Source record: 65120

I just opened up a new copy of Crossfire by Sierra On-Line that I got from a mail order company. The cart and box seem to be new, as I removed the thick shrinkwrap myself. To my surprise, the cart had no label. Does anybody know if this is normal?

2471. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6dt63e$2hh$1@news.campus.mci.net>
Source record: 65121

On 7 Mar 1998 22:18:54 , "Sheldon H. Winick" wrote:

]-There was a good article on Atari's history in one of the mainstream
]-computer magazines a year or so ago that talked about that fact in more
]-detail (sorry, I can't remember which magazine it was, but I probably still
]-have a copy of it at the office somewhere if anyone's interested). From
]-what I remember, Microsoft couldn't produce a Windows OS within the
]-timeframe Atari required for introduction of the ST. Microsoft wanted a
]-year or so for development, while GEM was essentially ready to go. And, at
]-that time, the Tramiels were anxious to produce a new system to help revive
]-the company they had just taken over and take it back from the ashes of its
]-former glory.
]-
]-Sheldon (Computer STudio - Asheville, NC)

I have a question...when was the first version of Windoze released? Wasn't
TOS/GEM already in existence -before- Windows? I'm curious...Thanks! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2472. 800 XL files to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: Michael Sumsion <msumsion@win95mag.com>
Message-ID: <350242CB.56A@win95mag.com>
Source record: 65122

We had a reader ask us if there is a utility available for a PC that
will allow it to read/write Atari 800 XL diskettes. Any ideas?

Thanks,

Mike Sumsion
Managing Editor, Win95 Magazine

2473. More/New Atari Computer Stock! FREE Atari Catalogs too!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <6dtlun$79u$1@user2.teleport.com>
Source record: 65123
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

PLEASE NOTE: My Internet address above may of been scrambled by my ISP.
When responding, edit it so my E-Mail address is bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

2474. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: cosmos@galaxy.net
Message-ID: <350367e3.17132294@enews.newsguy.com>
Source record: 65124

The reason I spent $2000 on an 8 K Atari 800 in 1979 was:

Star Raiders*

Which I still enjoy playing on my PC using XL-it! But I also love:

Scott Adams Adventures
Miner 2049er
Frogger
Joust
Berzerk
Pole Position
Crossfire

2475. Re: CROSSFIRE by Sierra question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6du61ieoc1@newsd-123.bryant.webtv.net>
Source record: 65125

A label-less copy of Crossfire on cartridge? Offhand I would just guess the assemblers ran out of labels. Maybe they were finishing the last (or only) production run, had more carts than labels, and said 'what the hey.'

It's not like it's defective. I had Crossfire on diskette, though, and it's not a very good game.

vs

2476. Re: CROSSFIRE by Sierra question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6due8ebq1@usenet40.supernews.com>
Source record: 65126

In article <19980308010800.UAA21450@ladder03.news.aol.com>, swozniak@aol.com (Swozniak) wrote:
>I just opened up a new copy of Crossfire by Sierra On-Line that I got from a
>mail order company. The cart and box seem to be new, as I removed the thick
>shrinkwrap myself. To my surprise, the cart had no label. Does anybody know
>if this is normal?
mine had a label

2477. Bounty Bob on an Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: fideldahan@aol.com
Message-ID: <19980308160401.LAA27280@ladder03.news.aol.com>
Source record: 65127

I run the Atari Win 800 emu on my PC, but can't seem to get Bounty Bob to work. Is there a special OS I need and where do I find it? Yes, I own the original cart for my old 800... Thank you
FidelDahan@aol.com

2478. Re: Re : Sparta Dos 3.3c On Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3502D305.8177685D@sisna.com>
Source record: 65128

I have a list he sent me but have not converted it to text so I could send it to you. will scan them out and have them available within about a week if I don't run into a problem and get behind.

He has cartridges for the 2600, New and used, 7800, 5200, 400, 800xl/xe/xegs, plus parts.

bob

2479. Re: 800 XL files to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6durltnba1@usenet.kent.edu>
Source record: 65129

I found a shareware utility at the Closer to Home archive that reads and writes Atari 8-bit disks (though only in DD, not SD). The file name was ATARIDSK.ZIP I think.

-Alex

2480. Atari sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: yolanda@ehrich.com
Message-ID: <H0CM.1023$ww4.8204016@news2.voicenet.com>
Source record: 65130

http://www.voicenet.com/~generic

Old, new & ancient computer hardware & software

for sale lists for the following:

PC Atari Amiga Apple Commodore TI

Video Games Music CD's

Click on the following URL to see the lists:

http://www.voicenet.com/~generic

2481. WTB: TeleLink Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6duvnn$2h1$1@newsd-124.bryant.webtv.net>
Source record: 65131

I'm looking to buy a TeleLink cartridge for Atari 8bit. Anybody got one
for sale?

vs

2482. FS: 4 Atari 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-08 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980308215501.QAA26014@ladder03.news.aol.com>
Source record: 65132

```
Princess and Frog (Romox)
RealSports Football (Atari)
Pole Position (Atari)
Flight Simulator II (subLOGIC)

No reserve price...Check it out at:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=
7576068
```

2483. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <19980309015901.UAA09682@ladder03.news.aol.com>
Source record: 64942

>Preston F. Crow wrote:
>>
>> I've been mulling over the idea of building new Atari 8-bit hardware.
>> I really don't have the expertise or resources to do so, but it is an
>> interesting idea.
>>
>> For building new computers, how hard would it be to recreate Antic,
>> Pokey, and GTIA functionallity with generic parts (PALs or commodity
>> CPUSs)?
>>
>> Perhaps more useful would be to build new disk drives. I'm thinking
>> that it would be cool to take a standard PC floppy drive and build a
>> custom controller that spoke SIO, and would read all the old formats
>> (90K, 130K, and 180K) as well as standard PC formats (pretending that
>> each 512-byte sector was really two 256-byte sectors). It should be
>> possible to fit it into a 1050 case.
>>
>> Of course, one big question that comes up with that is whether the
>> limitation of PC drives not being able to read FM (i.e., single
>> density) disks is a matter of the hardware or the controller.
>>
>> Thoughts?
>As far as the custom chips in the 8-bit, no. You can't build them with
>PALs or other stock chips.
>
>For a disk drive, the 2797 controller chip will run all Atari and IBM
>formats, including 1.44. No reason to use 512 byte sectors on the Atari.
>The 2793 controller in the 1050 is OK, except it won't do DS drives. Use
>the 2797.
>
>Bob

Why would it not be possible to build them with PALs, GALs, ROMs, and 8 bit
dacs? I would be willing to bet that the original chip-set was prototyped
using discrete components, no way a machine was around to similate the
chip-set that had the power in the middle to late 70's.

The ANTIC chip looks to be a digital device. The POKEY chip looks to be the
hardest because of the number devices are integrated into one package. GTIA
digital decoding and DA to conversion. Devices in each of the chips need to be
updated every 60th of a second except for sound channels.

Hmm. Does anyone have a complete register list, memory map, and the internal
interrupt scheme for these chips for Mr. Crow?
However, if Mr Wooley meant there are any available one chip upgrades there are

none, except for the 6502 inside and maybe the PIA chip. I say go for it!!!

Bill M.

2484. Atari Computer Enthusiasts of Eugene, Oregon

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Greg Menke <NOSPAM@erols.com>
Message-ID: <01bd4b0c$7411db60$64646464@gregm>
Source record: 64943

Is there anyone around from that ACE, circa early 80s? I'm looking for
some of the frequent contributers, particularly Stan Ockers....

Thanks,

Greg

--
To reply, replace nospam with menkesjg. Thanks.

2485. Re: Upgrade a 400 to 48k memory

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <h1TJIuZ.rldetlefsen@delphi.com>
Source record: 64944

tom cody <tom_cody@one.net> writes:

>Does any one have info on upgrading a 400 to 48k of memory, I thought I would
>give it to my son since he could spill liqud on it without killing it.

There are several ways to upgrade the 400. For the work involved, to 64K is
better, and uses fewer chips. There are two ways to bring it to 64K. Modify a
16 K ram board or buy a 64k board already built(this is by far the easiest as
the
first method requires a lot of soldering). I do have a method on paper. I
can mail a copy of it if desired.
Rick D.

2486. Re: P: device numbers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pXVKYqX.rldetlefsen@delphi.com>
Source record: 64945

Mark Newton-John <marknewtonjohn@webtv.net> writes:

>Yes, it is possible to define a printer like a disk drive, e.g. P1:,
>P2:, etc, BUT, I think it was not implemented in either the OS or the
>device.
>
>I may be wrong, but as I remember, the problem arises if multiple
>printers are on. All of them will respond, or the first in the daisy
>chain if a print command is issued. At one time I tried this and calling
>my 1027 P2: didn't make a difference. It's probably because printers
>don't have the device number select like the disk drives.

All Atari printers respond to P: or P1:. Only some respond to other numbers.
This was hard coded into the printers rom. My list includes:
850 p2:
1025 p3:
1020 P4:
1027 P5:
1029 P6:
820 NONE
825 UNKNOWN
ALL OTHERS Unknown.
Rick D.

2487. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <h3VLoqU.rldetlefsen@delphi.com>
Source record: 64946

One of the big things about getting terminal coms working is setting Echo and/or Duplex correctly in the term program, and in the modem itself. With it off in both, nothing gets to the screen.(Even the remote system can cause this).
Rick D.

2488. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpJto9.95t@cix.compulink.co.uk>
Source record: 64947

In article <6dt63e$2hh$1@news.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
> I have a question...when was the first version of Windoze released?
It was announced around 1983 but didn't ship until much later (85/86? -
Microsoft were always late, even then!). Version 1 was dire and nothing
like you're used to now. Looked a lot like GEM i.e. one colour icons
although GEM was far ahead in usability. Version 2 of Windows was a bit
better and used the 286 architecture to multitask and make better use
of flat memory but it wasn't until v 3.0 in 1990 that it became half
useful and took off with Joe Public. V3.1 was better still and came out a
year so after that.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2489. Re: IDE / MFM / RLL HD for 8b

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3503E29C.E04607DD@ix.netcom.com>
Source record: 64948

```
Sysop Fox-1 wrote:
>>>>>>>>>>>>Stuff removed<<<<<<<<<<<<<<<<
>
> Another cheap way is to use an IDE with the MSC-controller. The
> MSC-controller is invented and made in Germany, and will cost about 120,-
> DM (about 60,- USD ?). With this interface you can connect two
> IDE-devices to the Atari 8-Bit, like a harddrive, an IOMEGA ZIP-drive,
> or an Atapi CD-Rom player...
>>>>>>>>>>>>>Stuff removed<<<<<<<<<<<<<<<<
--

Sysop Fix-1,
Who makes this MSC controller and wher can it be purchased?

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

2490. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3503E483.5FFEA356@ix.netcom.com>
Source record: 64949

James R. Gilbert wrote:
>
> About MIO and BB.
> Over heating.
> I learned a long long time ago to always have a fan around
> my A8s and associated equipment. Right, have a fan.

--

Mathy and James,
I also own a 256K MI/O and have never had it get hot. I'm using a 1050 PS on mine. The guy that sold it to me couldn't fine the original PS. Works great, however, the BB does stuff the MI/O doesn't and that the stuff I'd really like to have. The FB and the archiver stuff would be nice to have. I do like ane use the MI/O ramdisk as a boot disk along with SpartaDOS. I even have it configured so that if I remove the SDX cart, I can boot wirh the ramdisk in SD 3.2d. That works great too.
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2491. Re: New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: tatata@noway.com
Message-ID: <3503e3b0.1065424@207.97.159.250>
Source record: 64950

On Sun, 8 Mar 1998 19:08:54 -0500, "Paul Welbourn"
<donnahw@ix.netcom.com> wrote:

>Is anybody out there in the process of making (or indeed, have already made)
>new megaimages incorporating those games not found in the original 20 found
>in Yogi's archive? Any leads would be much appreciated. Ta.
>
>

It's up to GAMES022 What other games are around that havent been put
in?

2492. Auction: Analog, Antic, Atari Exploter Magazines, More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: clauction@aol.com
Message-ID: <19980309125101.HAA10096@ladder02.news.aol.com>
Source record: 64951

March Auction - Update 8

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, March 16 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

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$9.99, $2 for items $10-29.99, and $5 for all others.

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Atari 2600 Manuals
46. Asteroids (colored with insert) -$.50 nin

47. Asteroids, Atari (b&w, 5 languages) -$.50 min
48. Battlezone, Atari (colored) -$.50 nin
49. Centipede, Atari (colored) -$.50 nin
50. Combat, Atari (small black) -$.50 nin
51. Demon Attack, Imagic (Rev. C, colored) -$.50 nin
52. Missile Command, Atari (colored) -$.50 nin
53. Yars Revenge, Atari (colored), some scores written in back -$.50 nin
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68. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
69. F-15 Strike Eagle, Micropose disk -$1 min
70. Print Shop Graphics Library 3 with Reference Card. -$4 yd556
71. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1 min
72. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 aaron
73. Track Attack game disk, Broderbund -$1 min
74. Maxi Golf game, Activision 2 disk set -$1 min
75. Atari Word Processor Program Master Diskette (CX8119) -$1.95 aaron

Atari Controllers
76. Standard Atari Paddle Controllers (pair) -$1.95 nin
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78. Koala Pad for Atari 8-bit Computers: Includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. No disks. Very rare. -$6 apprill

Miscellaneous
80. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
81. Flip and File - Same as above. -$1.95 min
82. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min

83. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
84. Super Nintendo Mortal Kombat II Instructions -$.25 min
85. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
86. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari 8-bit Reference
A1. Atari Personal Computer System Operating System User's Manual. CO16555 November 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$12.95 min

A2. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$12.95 min

Atari Computer Books/Instructions
A3. Atari 820 Printer Operators Manual CO14764 -$2.95 min
A4. Atari Home Computer Products Dealer Confidential Price List (Effective February 1, 1983). Y503-011883. Some Writing. -$3.95 min
A5. Atari Personal Computer Products Catalog. CO17535-Rev. A 1981. Silver, 28 pages. Includes unreleased Atari 815 disk drive, CX70 light pen, much more. -$1.50 min
A6. Atari Home Computers Catalog. CO17535-Rev. C 1982. Silver, 37 pages. -$1.50 min
A7. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
A8. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A9. APX Ultimate Renumber Utility Instructions -$.25 min
A10. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A11. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A12. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A13. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A14. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A15. ANALOG Computing Pocket Reference Card. -$2.95 min

Game Catalogs
A16. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 gary123
A17. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 gary123
A18. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 gary123
A19. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 gary123
A20. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 gary123

VHS Movies
(Excellent like-new condition)
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IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

Atari Computer Magazines
A.N.A.L.O.G. Magazine Issues. All includes lots of old advertisements, type-in programs, reviews, editorial, and several articles.
M1. A.N.A.L.O.G. No. 1. Premier Issue. Become a Star Commander. Five Star Treks. What's New for 81. Music Composer. Maze Rider. Type-in Games: Blocked, Maze Rider, Sub. Video Computer System Update. Bugs & Bytes. Atari Stock & Bond Analysis. Reviews: Tank Trap (Quality Software), Kurta Graphics Tablet, Mountain Shoot (Adventure International), IRIDIS #2. -$10.95 min

M5. A.N.A.L.O.G. No. 5 Graphics! Fine Screen Scrolling, Mixing Graphic Modes, V-Blank Interrupts, Player/Missile. 3-Dimensional Graphs type-in program. Reviews: Shooting Gallery, Jawbreaker, Eastern Front, Filemanager 800, Fantasyland 2041. Stopwatch (type-in program). Is There a Laser Disk In Your Future? VCS Update - Atari Titles for 1982. Atari News: New Video Game to Stomp the Competition Flat (Atari 5200), New Prices, Winter CES. -$8.95 min

M6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

M7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$8.95 min

M8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$8.95 min

M10. A.N.A.L.O.G. No. 10. Super Adventure Games Issue! New! The Atari 1200XL Computer. Fill 'Er Up! type-in program. Accessing Bulletin Board Systems. Epson Printing Modes. Lisp Tutorial. Reviews: Wayout, B Key 400, Scott Adams Adventures 1-12. Programs Listings: Utility #4 Directory Dump, D:CHECK 2, Magic Keypad, An Adventure Game, Halls of the Leprechaun King, Moving Players in BASIC, Word Square, Simple P/M Assembly Language. -$8.95 min

M12. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$8.95 min

M13. A.N.A.L.O.G. No. 12 July/August. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$8.95 min

M14. A.N.A.L.O.G. No. 14 November/December. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Limberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$8.95 min

M15. A.N.A.L.O.G. No. 15 January. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$8.95 min

M16. A.N.A.L.O.G. No. 16 February 1984. Atari Graphcis. -$8.95 min

M17. A.N.A.L.O.G. No. 17 March 1984 -$8.95 min

M21. A.N.A.L.O.G. No. 21 August 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$8.95 min

M24. A.N.A.L.O.G. No. 24 November 1984 -$8.95 min

M27. A.N.A.L.O.G. No. 27 February 1985 -$7.95 min

M28. A.N.A.L.O.G. No. 28 March 1985. The Atari and Money Management. -$7.95 min

M29. A.N.A.L.O.G. No. 29 -$7.95 min
M31. A.N.A.L.O.G. No. 31 June 1985 -$7.95 min
M32. A.N.A.L.O.G. No. 32 July 1985 -$7.95 min
M33. A.N.A.L.O.G. No. 33 August 1985 -$7.95 min
M34. A.N.A.L.O.G. No. 34 September 1985 -$7.95 min
M35. A.N.A.L.O.G. No. 35 October 1985 -$7.95 min
M36. A.N.A.L.O.G. No. 36 November 1985 -$7.95 min
M39. A.N.A.L.O.G. No. 39 February 1986 -$7.95 min
M40. A.N.A.L.O.G. No. 40 March 1986 -$7.95 min

M42. A.N.A.L.O.G. No. 42 May 1986. Modern Relief for Modem Problems. This Issue: Bits & Pieces, Atarzee (type-in game), Printing Utility (type-in), D&D Character Generator II Part 2, Bonsai (type-in, creates trees), M/L Editor. Including ST-LOG.The 8-bit Blues: Trials and Tribulations of owning a state of the art computer. Type-in: BASIC XL/XE Switch. Reviews: Hackers (book), Spellbreaker, ACE 80/80XL, Battalion Commander, Colonial Conquest, Track and Field, Zorro. -$7.95 min

M43. A.N.A.L.O.G. No. 43 June 1986. Atari in the Home: A Piece of Cake. With: Home Shopper, Calendar Printer, Home Inventory, Electroids. Plus: ST-LOG. -$7.95 min

M44. A.N.A.L.O.G. No. 44 July 1986. Special Hardware Issue: Arm Your Atari, RAMcopy!, 8-bit Parallel Interface. Plus ST-LOG. -$7.95 min

M45. A.N.A.L.O.G. No. 45 August 1986. Special Language Issue: BASIC XL's Hidden Memory, Multi-Lingual Atari (Guide to Programming Languages for Atari 8-bit Computers), Stencil Graphics (An easy way to create high-speed special effects in BASIC), LBASIC. BASIC Editor II. RAM DOS XL. Roll Em (type-in game). Troll War (type-in game). Reviews: Atariwriter Plus. Advan BASIC Compiler. Ultima IV, Sargon III, Ballyhoo, Whistler's Brother. -$4.95 min

M46. A.N.A.L.O.G. No. 46 September 1986. June C.E.S and the 8-bit Atari. Magic Spell (type-in to spell check documents produced by AtariWriter and others). Soft Touch. Atari Touch Tablet tutorial. Moonlord (type-in game). Launch Code (type-in game). Reviews: Blackhawk, Fooblitzky, Racing Destruction Set, Monday Morning Manager, Computer Baseball, Micro League Baseball, Page Designer. -$4.95 min

M47. A.N.A.L.O.G. No. 47 October 1986. The Xanth 8-bit Demos. DiskFile (type-in, helps 1050/DOS 2/5 owners access previously unavailable sectors for comments). Deathzone (type-in game). DLIs: A Minute to Learn. Pixel Perfect - how to effectively use graphics and painting software on your Atari. Reviews: COVOX Voice Master, Graphics Magician, NAM, Star Raiders II, Star Fleet I, Super Boulderdash, Parrot (voice/sound digitizer). -$4.95 min

M48. A.N.A.L.O.G. No. 48 November 1986. Status Report - What does Atari really think about it's 8-bit line? How to build your own Atari light pen. Modem Chess. Reviews: Comp-U-Temp (Connecting Temperature Sensors to your Computer). Panasonic KX-P1092. P:R: Connection. SmarTEAM Modem, Neverending Story, Buzzword, Infocom Trinity. -$3.95 min

M49. A.N.A.L.O.G. No. 49 December 1986. Atari 8-bit Gift Guide. ST-Log (ANALOG's ST magazine: C-Manship). Smiles. Brickworks. Fortune Wheel. Reviews: Hardball!, Beach Head II, Wizard's Crown, Translyvania, Crimson Crown, -$3.95 min

M50. A.N.A.L.O.G. No. 50 January 1987. Graphics Issue: Picture Storage Techniques, Krazy Katerpillers, Screen Scroller. Hot Poker, a fast and convenient machine language program that helps eliminate Please Wait Initializing. Screen Scroller, add scrolling text to your home movies/video tapes. ST Coverage: ST Software Reviews (Little Computer People, Time Link, Music Studio). Using Picture Files in ST BASIC. Reviews: Fight Night, World Karate Championship, 500XJ Joystick, Mercenary. More... -$3.95 min

M51. A.N.A.L.O.G. No. 51 February 1987. Sixth Anniversary Issue. A History of ANALOG Computing. The Tablet Typist (add text to your own touch-pad generated pictures). Slither (type-in maching language game). ICD Future. Starlanes (type-in game). An Introduction to the Vertical Blank Interrupt. The System Rerun Button (rewire your RESET key to rerun programs automatically). Reviews: Chessmaster 2000, Top Gunner Collection, Atari Planetarium, Great American Cross Country Roadrace. -$3.95 min

M52. A.N.A.L.O.G. No. 52 March 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldines, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

M53. A.N.A.L.O.G. No. 53 April 1987. Music During the Vertical Blank Interrupt. Background Printer (device handler). Floyd the Droid Goes Blastin (type-in machine language game). Multicopy (versatile utility for copying files). Modems and the Atari 8-Bits. Reviews: The Learning Phone (Atari Plato cartridge), Blazing Paddles, Carina BBS, Flight Simulator Scenery Disks, Mail Order Monsters, Moonmist, Rommel Battles for Tobruk, Video Vegas. -$3.95 min

M55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Heracles, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

M56. A.N.A.L.O.G. No. 56 July/August 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M57. A.N.A.L.O.G. No. 57 September 1987. Troll War II (type-in game) Part 1. June 1987 CES Report. Basic Diet (ST type-in) eating program. Label Maker. Reviews: The New Aladdin, High Roller, Phantasie II, Autoduel. NFL Game Analyzer. -$3.95 min

M58. A.N.A.L.O.G. No. 58 October 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M59. A.N.A.L.O.G. No. 59 April 1988. History of Video Games: Part I: Our Game Experts Take a Look Back. Shopping for the computer user: 8-bit product guide. Upward. RAM-Init, The Wizard: Part 2 (designing that award winning adventure game). Building your own printer interface. Then and Now - evolution of the 8-bit. Reviews: Stationfall (Infocom), TrailBlazer, Leaderboard. -$3.95 min

M60. A.N.A.L.O.G. No. 60 May 1988. History of Video Games: Part II. Quick Screen (an easy and fast way to display your own custom screens). The MAC/65 De-Tokenizer. Money Pouch. Needlework Design. Binary Load Pictures. Reviews: Beakers (Brouderbund), Charge at Chickamauga, Triple Pak. -$3.95 min

M61. A.N.A.L.O.G. No. 61 June 1988. History of Video Games: Part III. Video Game Digest. 8-Bit News. Micro Dungeon, Character Transfer (merging fonts). Fast Print (a patch to your computer's OS that'll put your screen into warp mode). ST Reviews: Championship Football, Battlezone, Colonial Conquest. -$3.95 min

M62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M63. A.N.A.L.O.G. No. 63 August 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M64. A.N.A.L.O.G. No. 64 September 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M100. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$2.95 min

M101. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$2.95 min

M102. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$2.95 min

M103. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$2.95 min

Antic Magazines
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December/January 1983 Vol. 1, No. 5 -$8.95 min
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April 1986 Vol. 4, No. 12 -$4.95 min

May 1986 Vol. 5, No. 1 -$4.95 min
December 1986 Vol. 5, No. 8 -$4.95 min

2493. Re: Dead(?) Atari 8 Bit Questions (about power supplies)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: CYBERYOGI =CO= Windler <windle_c@informatik.fh-hamburg.de>
Message-ID: <3503E473.167E@informatik.fh-hamburg.de>
Source record: 64952
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Dan Mazurowski wrote:
>
> Jay Tilton wrote:
> >
> > Naw, that's the right power supply, and it only outputs one voltage.
> >
>
> Only one voltage? I have a XEGM and it's power supply has a DIN
> connector with multiple voltages coming out. I thought the rest of the
> XE line had similair power supplies. Wonder why decided to go with the
> more expensive power supply and connector in the XEGM?

When I was a child,the power supply of my new Atari 800XL died after some months.The XL only made a black screen and its power LED got dimmer => I cracked the power supply case open and found out that the entire PCB was sealed into white plastics. :[

Because an original PSU was very expansive(and needed a month for shipping?),I bought at an electronics shop a transformer + PCB kit for a standart regulated PSU(+5V?) + case and soldered the stuff together.This power supply is still working fine,although it gets a bit warm.

(By the way,an Atari 400 power supply produces 9V(?) AC voltage and though never must be connected to an Atari XL etc without a rectifier/regulator.)

MAY THE SOFTWARE BE WITH YOU!

===
I CYBERYOGI Christian Oliver(=CO=) Windler I
I (teachmaster of LOGOLOGIE - the first cyberage-religion!) I
I ! I
============================ABANDON=THE=BRUTALITY==========================

2494. For Swedes only (in swedish)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Jan Gustavsson <jangus@lin.foa.se>
Message-ID: <3503E646.DF4E71E1@lin.foa.se>
Source record: 64953

Hej!

Jag är intresserad av Atari prylar.
Har ni några så hör av er om priser mm.

OBS emaila mig direkt OBS
Det är inte alltid jag tittar i news grupperna därmed kan jag missa ett
svar annars.

Janne

2495. Store program on PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Jan Gustavsson <jangus@lin.foa.se>
Message-ID: <3503EA22.49E5132F@lin.foa.se>
Source record: 64954

Hi!
I just bought an Atari XE-system with a 1050 drive. I was looking for a 800 but it will do wor a while.

I have a lot of ATR files.
I want to play games on my real Atari (not an emulator).

Can I convert the ATR to Atari readable files again ? (Where do I find out how?)

Can I store the files on my PC (CD) and download it to the Atari when I want to play? (Where do I find out how?)

Please make the reply to my email address also.

Jan Gustavsson

2496. Re: WTB: TeleLink Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6e0mba$jt8$1@newsd-122.bryant.webtv.net>
Source record: 64955

Telelink I or Telelink 2? Either, I guess. I'm not collecting, I actually plan to use it. I have an 850 and a standard modem.

I guess Telelink II is more advanced, so I'd rather have that one.

vs

2497. Re: Dead(?) Atari 8 Bit Questions (about power supplies)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <6e104i$5pr$1@winter.news.erols.com>
Source record: 64956
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

CYBERYOGI =CO= Windler <windle_c@informatik.fh-hamburg.de> wrote:

>(By the way,an Atari 400 power supply produces 9V(?) AC voltage and though
>never must be connected to an Atari XL etc without a rectifier/regulator.)

Good point. The XL/XE power supply was regulated. Any substitute
power supply must also be regulated.
--
Jay Tilton
tiltonj@erols.com

2498. Re: IDE / MFM / RLL HD for 8b

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <35040013.3E8DD6F4@kaa.bbn.hp.com>
Source record: 64957

> > With this interface you can connect two
> > IDE-devices to the Atari 8-Bit, like a harddrive, an IOMEGA ZIP-drive,
> > or an Atapi CD-Rom player...
> Who makes this MSC controller and wher can it be purchased?

The msc controller was made by two German Atarians. Unfortunately the
msc-interface isnï¿½t available any longer because the latest production
run is sold out.

If there are enough orders (>30) perhaps another production run will
be started.
So everyone outside (yes, outside) of Germany who is you are interested
in getting one of these devices should try to get in contact with me.

BTW, I am using this interface on my own and am very happy with it.

Tschuess,
Frank

P.S.: As it is a real parallel-device the MSC-interface only runs on
ATARI XLs (or XEs with interface that is only available from 3rd
parties).
P.P.S.: Modified ATARIs with OS' that have the parallel port support
removed (like Bibomon) are unable to work with the MSC

2499. Atari 8 Bit Fair in Schreiersgruen 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <6e0vvm$bi7$1@villon.Fh-Worms.de>
Source record: 64958

Hey Atarians,

The Schreiergruen 98 fair is two weeks away.

The following people will be there:

Highlander Soft - R. Altmayer

Kaisersoft - M. Roemer

Charlie Chaplin - A. Magenheimer

RAF - T. Grassel & H. Reminder

TARG - H. Weidner

The Mag - T. Butschke

Me

and possible that you there, if you come from Germany.

Es gibt viele alte Klassiker wie:

Bruce Lee, Lord of Conquest, One on One, The Count, Mercenary, International
Karate, Kennedy Approach, Drope Zone, Solar Star, Questprobe, Gunslinger, Mythos,
AMC Spiele ...

1050, XF 351 Upgrade, Speedy, XC 11-2, Gamesystem, Touch tablet, Kids Kontroller,
Sound Geraete von AMC, Schreibschutz Schalter 1050, Xep 80, Netzteile, Joysticks.
IC`s fuer 1050 & XL/E ...

Es gibt eine grosse Verlosung, wo wirklich jeder etwas Gewinnen kann.

-Man kann Spiele testen, kaufen und wenn man einen Stand hat und
Vorort nachfragt, auch verkaufen.

-Die Kinder k�nnen sich an einem Stand mit Jaguar und XL Spielen die Zeit
vertreiben.

-Es ist in unmittelbarer Naehe eine Autobahn und eine sehr gute Wirtschaft.

-Es gibt nette H�ndler mit ausgesprochen g�nstigen Preisen...

Wer einen Zugang zum Internet hat und auf seinem Rechner einen der diversen
Browsern nutzt, findet bei folgenden Adressen weitere Infos:

http://www.fh-worms.de/~schallt

http://home.t-online.de/home/highland

Wer noch eine Stand m�chte kann sich bei mir bis zum 13.03.98 melden.

BYE

Torsten Schall
schallt@fh-worms.de

2500. Re: ch jeu de bridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e13j8mrl1@nnrp1.dejanews.com>
Source record: 64959

In article <34ffb50d.88342693@news.pressenter.com>,
jmelbo@pressenter.com wrote:
>
> On Thu, 05 Mar 1998 08:55:10 +0100, fa3 <fa3@club-internet.fr> wrote:
>
> >Je recherche un jeu de bridge fonctionnant sur Atari Falcon (€cran VGA
> >) avec ou sans €mulateur ST...
> >Merci.
>
> Ahhh, uga muga chuga;-] weider ino kaka. Duspsy clupsy mumpsy. Cooga
> tummy porsty.
>
> Don't even think about scolding me. You either get the point or you
> don't.
>
> *** Please make sure responses are also sent via email.
>

He's just looking for a Fully functional bridge game for the ST, think he is in the wrong neighborhood either....

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2501. Re: new programme:test your drive's STATUS and CONFIGURATION information

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e15oj$p0h$1@nnrp1.dejanews.com>
Source record: 64960

In article <6dq4is$2h2$8@news.iwaynet.net>,
dklugh@iwaynet.net wrote:
>
>
> On 1998-02-12 dklugh@iwaynet.net said:
> >Here's a programme that will give you information given by your
> >disk drive. You'll notice (at least in 1.15) that APE returns a
> >head#+1 so that a single sided drive looks double sided and a
> >double sided drive looks triple sided. This is why SpartaDOS X's
> >FORMAT and MYDOS's VTOCFIX think that the disk has twice as many
> >sectors as what are actually in the image.
> >Use YAUE from the Atari archive.(it's in YAU.ARC)
> >It should say the following if it came out alright:
> >Byte count=2661
> >Checksum=#X36EE
> >begin 666 DISK.ARC
>
> Did people not get this.Or am I the only one interested in disk drive
> controller compatibility?
>
> Net-Tamer V 1.10.1 - Test Drive
>

This is one of the things why i like Superdos 5.1, it has some kind of
utility in Aux.sys that reads the controler in the drive, i think that's why
it won't load in an Indus, it simply can't retrive the info from the drive.

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2502. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e16m3pgr1@nnrp1.dejanews.com>
Source record: 64961
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <6dq4ja$2h2$11@news.iwaynet.net>,
dklugh@iwaynet.net wrote:
>
>
> On 1998-02-15 sjudd@nwu.edu(StephenJudd) said:
> >On the other hand, 64 devices have the entire DOS, and all the
> >device commands (like format and scratch and change directory),
> >contained entirely on the device ROMs (along with all the really
> >low-level routines). Each device has its own DOS, and adding a new
> >hardware device adds a new DOS automatically.
> >To think of it another way: the 64 can run a program while a disk
> >is being formatted or a file scratched. The drive is doing the
> >work, not the main computer.
>
> Actually Atari disk drives have "format" built in.All DOS has to do is write
> out a updated VTOC (like the Commodore's BAM) afterwards.
> (but some drives leave garbage after a format ruining this simplicity)
>
> Net-Tamer V 1.10.1 - Test Drive
>

Sorry, but while my Commodore 64 loads a programm, i can Format a Disk,
and play about 10 levels of Gem Drop in my Atari, i turn back and the disk in
the 1541 still spinning.... One strong point: the 1541 makes no noise...

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2503. Re: Using the 8-bit with music education

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e17atpup1@nnrp1.dejanews.com>
Source record: 64962

```
In article <HxYA1kimRJKQ092yn@ibm.net>,
*rlcolli*@ibm.net (Ryan 'Gozar' Collins) wrote:
>
> I teach Intermediate General Music to grades 3-5, and I would really
> like to use the 800XLs that I have piling up! (A school near me had
> an auction, got about 5 XLs, 1050s, and monitors for about $10!)
>
> Anyway what software would anyone recommend to use. I was thinking
> about AMP, but it might be a little cryptic for the younger grades.
> I was also thinking about using Music Construction set (if I can
> find a copy... I know I had it at one time, but where...) Points of
> interest that I am looking for:
>
> 1. Create music
> 2. Drill and practice
> 3. Learn about music
>
> If I was using a Mac or PC, for number 3 I would create my own
> materials in either HTML or Hyperstudio. I can't think of anything
> like these that work on the 8-bits. I've thought about using
> Adventure Creator though. (Maybe a Hyperstudio clone would be a good
> Internet programming project?)
>
> TIA!
>
> --
>
> **** Please remove * in the e-mail address to reply *****
> Ryan 'Gozar' Collins *rlcolli*@ibm.net
> "You can count on others, but its better to use your own fingers and toes"
> http://www.kenton.com/users/gozar/index.htm
> **** Please remove * in the e-mail address to reply *****
>

You can get Music Painter, i don't know if it is available somewhere or the
rights remain at Atari, it is the simplier music programme i've seen in Atari,
ideal for young kids... btw: i have a copy of it.

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading
```

2504. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980309162501.LAA01672@ladder02.news.aol.com>
Source record: 64963

I hate to sound negative to enterprising ideas, but in addition to the many solid reconditioned Atari 8 bits, B&C Computervisions (and probably other dealers) still offer brand new, never-been-touched 8 bits. Let's face it, there's not a problem yet in supply running out due to demand. As for using higher density drives, many of us are already using all the PC compatible drive capacities by using APE.

Bostone1@aol.com

2505. Re: Store program on PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980309162500.LAA01674@ladder02.news.aol.com>
Source record: 64964

You need an SIO2PC or APE cable to connect your PC to the Atari. Use the SIO2PC or APE software on the PC to make the ATR file look like a real disk drive to your real Atari.

Bostone1@aol.com

2506. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980309162501.LAA05923@ladder03.news.aol.com>
Source record: 64965

I've never had a problem with my 8 bit stuff overheating. My problem is my fingers getting numb working in this 20 degree computer room.

Bostone1@aol.com

2507. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpK9n4.3Dy@cix.compulink.co.uk>
Source record: 64966

In article <19980309162501.LAA01672@ladder02.news.aol.com>,
bostone1@aol.com (Bostone1) wrote:

> B&C Computervisions (and probably other
> dealers) still offer brand new, never-been-touched 8 bits.
Really? Like brand new Atari 800s in the boxes? Where? How much?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2508. Re: 800 XL files to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e17oc$q95$1@nnrp1.dejanews.com>
Source record: 64967

In article <350242CB.56A@win95mag.com>,
mike@win95mag.com wrote:
>
> We had a reader ask us if there is a utility available for a PC that
> will allow it to read/write Atari 800 XL diskettes. Any ideas?
>
> Thanks,
>
> Mike Sumsion
> Managing Editor, Win95 Magazine
>

There are a programme called Util, don't remember the author, but it writes and reads Atari diskettes 180K long ONLY, and works, as far as i know only in the XF551 disk drive, this far it works for me.

You can find it at: ftp://atari.archive.umich.edu/atari/8bit/ the files are P.D. so you won't have problems about it.

GREETINGS from Mexico.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2509. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Michael Olin <molin@smurfy.tcimet.net>
Message-ID: <350429CD.C0DA4C3B@smurfy.tcimet.net>
Source record: 64968
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Sheldon H. Winick wrote:

> what I remember, Microsoft couldn't produce a Windows OS within the
> timeframe Atari required for introduction of the ST. Microsoft wanted a
> year or so for development, while GEM was essentially ready to go. And, at
> that time, the Tramiels were anxious to produce a new system to help revive
> the company they had just taken over and take it back from the ashes of its
> former glory.

Ashes to ashes, dust to dust. The world, according to Atari...

--
._____. http://people.mw.mediaone.net/olinm/ ._____.
|||
Keep up the fight ||| I love my country but
or lose the right / | \ I fear my government

It only stands to reason that where there's sacrifice, there's someone
collecting the sacrificial offerings. Where there's service, there is
someone being served. Make no mistake about it, the man who speaks to
you of sacrifice is speaking of slaves and masters - and he intends to
be the master.
-- Ayn Rand

2510. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-BMspoMuKPo70@DRACO>
Source record: 64969

On Sun, 8 Mar 1998 01:54:49, Bob Woolley <rwoolley@pacbell.net> wrote:

> Mathy Van.nisselroy wrote:
> >
> > Howdy folks
> >
> > Re: MIO better than BB
> >
>
> >
> > The MIO did NOT have the 80 column
> > option. It was planned, but never
> > released, not even prototypes.
> >
> ----
> There were a couple of 80 column prototypes. They work.
>
> Bob

Really? have more info and maybe some tech info too?

2511. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: gippah <gippah@your.finger.spyvspy.com>
Message-ID: <3503DA7F.2EC81BC8@your.finger.spyvspy.com>
Source record: 64970
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

rojasdelap@yahoo.com wrote:
>
> Sorry, but while my Commodore 64 loads a programm, i can Format a Disk,
> and play about 10 levels of Gem Drop in my Atari, i turn back and the disk in
> the 1541 still spinning.... One strong point: the 1541 makes no noise...

There are 100's of disk speed-up cartridges and utilities available for the commodore, some of which provide 100% compatibility, and all of which have always been extremely cheap. Any one of these utilities will boost performance far beyond anything Atari dished out.

If you choose not to use one, that's really your own problem, and this makes your argument a little bit invalid. You can choose to use cassette drives too if you want, I guess.

2512. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980309181501.NAA19516@ladder03.news.aol.com>
Source record: 64971

In article <EpK9n4.3Dy@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:

>> B&C Computervisions (and probably other
>> dealers) still offer brand new, never-been-touched 8 bits.
>Really? Like brand new Atari 800s in the boxes? Where? How much?
>
>

Sorry, but only XLs and XEs seem available new, but their reconditioned 800s are great.

Bostone1@aol.com

2513. Re: 800 XL files to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <889467448.576594@proxy.netwing.at>
Source record: 64972

>We had a reader ask us if there is a utility available for a PC that
>will allow it to read/write Atari 800 XL diskettes. Any ideas?

There is also another programm to format/read/write
Atari-format (180k) on PC's: "Ataridsk".
I don't know if it's available on the Internet,
but I can send you if you want ...

-rudi

2514. Re: It's a XEGS, obviously

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <35043519.789F2013@aol.com>
Source record: 64973

Actually Mark,

You have to take a slightly broader approach, some 8bit hackers built external keyboards onto their 130XE's and 800XL's, a computer (I think it was RCE) used to sell detachable keyboards for both the Atari 400 and Atari 800 computers, then there's Mike St. Pierre's IBM Keyboard interface for the Atari 8-bits as well, so don't just automatically assume that its an XEGS

Curt

2515. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e1bdf$91f$1@dartvax.dartmouth.edu>
Source record: 64974

wlmentink@aol.com (WLMENTINK) writes:
>>Preston F. Crow wrote:
>>>
>>> I've been mulling over the idea of building new Atari 8-bit hardware.
>>> I really don't have the expertise or resources to do so, but it is an
>>> interesting idea.
>>>
>>> For building new computers, how hard would it be to recreate Antic,
>>> Pokey, and GTIA functionallity with generic parts (PALs or commodity
>>> CPUSs)?
>>>
>>As far as the custom chips in the 8-bit, no. You can't build them with
>>PALs or other stock chips.
>>
>>Bob

>Why would it not be possible to build them with PALs, GALs, ROMs, and 8 bit
>dacs? I would be willing to bet that the original chip-set was prototyped
>using discrete components, no way a machine was around to similate the
>chip-set that had the power in the middle to late 70's.

>The ANTIC chip looks to be a digital device. The POKEY chip looks to
>be the hardest because of the number devices are integrated into one
>package. GTIA digital decoding and DA to conversion. Devices in each
>of the chips need to be updated every 60th of a second except for
>sound channels.

>Hmm. Does anyone have a complete register list, memory map, and the internal
>interrupt scheme for these chips for Mr. Crow?
>However, if Mr Wooley meant there are any available one chip upgrades
>there are none, except for the 6502 inside and maybe the PIA chip. I
>say go for it!!!

>Bill M.

Just to be clear, I'm not going to be building any new hardware--I
don't have the resources, knowledge, or time. I do, however, find the
idea intriguing.

I was also thinking of a hybrid system--an Atari 8-bit card for a PC.
The card would include a real Atari chipset and memory, but provide
for the sound to be sent to a soundcard and the video to a videocard
(either full-screen or in a window, like the TV cards). Special
software on the PC would control things like interpreting the SIO
commands and routing the PC joystick inputs to the Atari card.

Of course, with the steadily-improving state of the all-software
emulators, there's not much practical need for such a device anymore.

--PC

--
Segmentation fault
%

2516. Re: New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e1c4p$n4i$1@dartvax.dartmouth.edu>
Source record: 64975

"Paul Welbourn" <donnahw@ix.netcom.com> writes:

>Is anybody out there in the process of making (or indeed, have already made)
>new megaimages incorporating those games not found in the original 20 found
>in Yogi's archive? Any leads would be much appreciated. Ta.

I took the original 23 (or was it 22?), extracted all the files,
removed a few duplicates, added in a few of my own files, cleaned up
the .txt description files, and created two megamegaimages. Because
you can only have 64 files in a directory, I created subdirectories
using MyDOS. I have a menu program that is aware of MyDOS
subdirectories; it lets you select a file or directory using the
joystick.

I need to do a little cleaning up, but soon I should be ready to
release them. Where should I put them?

BTW, what happened to Yogi's site? It's been down for over a month
now (ftp.hackerz.com).

--PC

--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

2517. Re: Atari ST Owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Bsmith@ix.netcom.com
Message-ID: <6e1fip$mhs2@eccws1.dearborn.ford.com>
Source record: 64976
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I can probably get you a copy of that disk. Please verify if it is MS
Write or not.

In article <P3Vt5FAynv+0EwKC@donut.demon.co.uk>,
robert.davis@donut.demon.co.uk says...
>
>
>Dear Atari owners,
>
>I am wondering if anyone can help me.
>
>I own an Atari Mega 1 that I use for music. It originally came with
>Microsoft Word for ST and I currently need to do some word processing on
>it.
>
>Unfortunately, though I still have the mauals and documentation, the
>Word disk was stolen and I need to get a replacement. Does anyone have a
>copy of Word for ST they can send me or email me?
>
>Please email me directly since I do not receive all postings to the
>group.
>
>Thank you for your assistance,
>
>Robert Davis
>
>p.s. Please don't flame me about software piracy. I have purchased all
>the software I use, I do own a licence for this package and this package
>is not currently sold commercially.
>
>-----------------------------------
>Robert Davis
>-----------------------------------
>robert.davis@donut.demon.co.uk
>-----------------------------------

2518. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <19980309210601.QAA08734@ladder02.news.aol.com>
Source record: 64977

Mazewar is a pretty cool game, especially when you have all the players going at once.

2519. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3504611C.E0E6F890@jps.net>
Source record: 64978

www.myatari.com

Iain Laskey wrote:
>
> In article <19980309162501.LAA01672@ladder02.news.aol.com>,
> bostone1@aol.com (Bostone1) wrote:
>
> > B&C Computervisions (and probably other
> > dealers) still offer brand new, never-been-touched 8 bits.
> Really? Like brand new Atari 800s in the boxes? Where? How much?
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT Journalist *
> **

2520. Re: New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Paul Welbourn <donnahw@ix.netcom.com>
Message-ID: <6e26cr$gvl@sjx-ixn9.ix.netcom.com>
Source record: 64979

I haven't been able to connect directly to Hackerz.com in quite a while, but I can get to the mirror site on ftp.sodre.net (in /pub/users/cmwagner/atari8/mirrors). However, this only has 20 of the megaimages. Do you know of any other mirrors with the complete list?

2521. Re: DOS 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-09 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m27m631dxm.fsf@caligula.srv.net>
Source record: 64980

dklugh@iwaynet.net writes:

> On 1998-02-26 buesch@srv.net said:
> >dklugh@iwaynet.net writes:
> >> Isn't that rather large?
> >> Linux ... only uses 1k per block.On ANY drive.
> >This is not correct. mke2fs lets you choose the block size (1k or
> >4k IIRC). Linux supports a number of other filesystems besides
> >e2fs, and e2fs is not linux-only anymore, so it's also not really
> >quite right to talk about e2fs as "Linux".
>
> I'm sure it is corect.Even on my 8k-per-sector floppies it uses 1k blocks.
> (obviously the block-size is meaningless here since you must read at least 1
> sector which is 4k or 8k)

You are simply wrong and unnecessarily argumentative. 1k blocks are
merely the mke2fs default.

from the mke2fs man page:

MKE2FS(8) MKE2FS(8)

NAME
mke2fs - create a Linux second extended file system

SYNOPSIS
mke2fs [-c | -l filename] [-b block-size] [-f frag-
ment-size] [-i bytes-per-inode] [-m reserved-blocks-
percentage] [-q] [-v] [-S] device [blocks-count]

DESCRIPTION
mke2fs is used to create a Linux second extended file sys-
tem on a device (usually a disk partition).
device is the special file corresponding to the device
(e.g /dev/hdXX).
blocks-count is the number of blocks on the device. If
omitted, mke2fs automagically figures the file system
size.

OPTIONS
-b block-size
Specify the size of blocks in bytes.

[remainder deleted]

> The other "file systems" exist to read disks from other
> computers;you're expected to use the normal Linux DOS for the root

> and /usr partitions.

Sure, but there is no "normal Linux DOS (sic)". You're weaseling.
Linux implements a virtual file system so you're not bound to e2fs if
something better comes along. The e2fs is just a de facto standard.
You could use the xiafs instead, which is different but performs
similarly and just never caught on. You can also use the umsdos file
system to demo Linux on a DOS machine without repartitioning or
reformatting your drive.

If you are really curious about these things, you can always read the
source code.

Brent

2522. Tape problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <3504D4E0.1CC8@pilot.msu.edu>
Source record: 64981

Hello,

I own a 410 tape drive (my god, its the dawn of technology!) for my
Atari 800 and one of my tapes for Jumpman will not work anymore. Is
there a way to clean a tape? I've cleaned my tape unit and other tapes
work so I know thats not the problem. Or, alternatively, does anybody
have a copy of Jumpman for trade or for sale?

-Tempest

reicher6@pilot.msu.edu

2523. Re: xfers between PC & Atari8

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EpL27w.ow@iglou.com>
Source record: 64982

On 1998-03-04 jmelbo@pressenter.com said:
>I remember that with my Happy 1050 I could read IBM 360K disks if
>only ONE side of the disk was used.
That would be a 180 or 160k disk (PC-DOS version 1 used 160k disks).

Net-Tamer V 1.08X - Test Drive

2524. Re: New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6e2hs8jjb1@usenet42.supernews.com>
Source record: 65033

In article <3503e3b0.1065424@207.97.159.250>, tatata@noway.com (whistler's brother) wrote:
>On Sun, 8 Mar 1998 19:08:54 -0500, "Paul Welbourn"
><donnahw@ix.netcom.com> wrote:
>
>>Is anybody out there in the process of making (or indeed, have already made)
>>new megaimages incorporating those games not found in the original 20 found
>>in Yogi's archive? Any leads would be much appreciated. Ta.
>>
>>
>
>It's up to GAMES022 What other games are around that havent been put
>in?
>
I have over 1500 exe atari files so there are a lot yet to be added

2525. Re: It's a XEGS, obviously

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <3504F079.C22FBD56@kaa.bbn.hp.com>
Source record: 65034

> then there's Mike St. Pierre's IBM Keyboard interface for the Atari
> 8-bits as well, so don't just automatically

Is this device still available?

Tschuess,
Frank

2526. Bruce Lee game

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Jae-Young Yoon <jyyoon@fso.daewoo.com.pl>
Message-ID: <350544BE.7438B04F@fso.daewoo.com.pl>
Source record: 65035

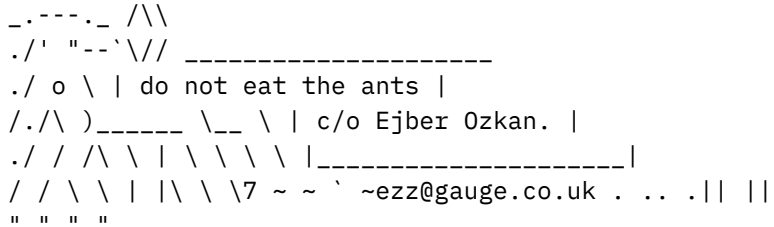
Hi!
I'm looking for Bruce Lee game for Atari emulator. I have it but it does not work After start pushing the figure of Bruce Lee does not want to move just shiver.
Any help will be approciated.

Regards to everyone
Peter

2527. Re: New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Ejber Ozkan <ezz@gauge.co.uk>
Message-ID: <35051F40.AB62A259@gauge.co.uk>
Source record: 65036

tom cody wrote:
>
> In article <3503e3b0.1065424@207.97.159.250>, tatata@noway.com (whistler's brother)
wrote:
> >On Sun, 8 Mar 1998 19:08:54 -0500, "Paul Welbourn"
> ><donnahw@ix.netcom.com> wrote:
> >
> >>Is anybody out there in the process of making (or indeed, have already made)
> >>new megaimages incorporating those games not found in the original 20 found
> >>in Yogi's archive? Any leads would be much appreciated. Ta.
> >>
> >>
> >
> >It's up to GAMES022 What other games are around that havent been put
> >in?
> >
> I have over 1500 exe atari files so there are a lot yet to be added
These megaimages (I have never bothered to download them all alhtough I
had the bandwidth) , are they mainly USA orientated releases or are
there any or all the English Software titles also inthere as well as
some non-released USA stuff by U.S .gold.
UK 'bloke' wants to know before I press 'return' and set my ftp off this
evening!...

--


2528. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <350520b7.0@206.185.27.11>
Source record: 65037

I think Windows 3.1 was introduced in April, 1992.

Sincerely,
Jason Whorton
www.oldcomputers.com

it wasn't until v 3.0 in 1990 that it became half
>useful and took off with Joe Public. V3.1 was better still and came out a
>year so after that.
>
>***
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>***
>* Analyst Programmer/ Freelance IT Journalist *
>***

2529. Re: Atari ST Owners (word processors)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Rudy <pax@golden.net>
Message-ID: <Pine.BSI.3.96.980310063138.22154C-100000@shell.golden.net>
Source record: 65038
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Hi

Saw the replies and noted no mention of "Edhack" which can be both an accessory and Program. Good old Word Writer St, St Writer, St writer Elete 1ST Word & 1ST Word +

Though Pagestream is great; as a word processor it is clumsy, as is WordUP, Calamus etc (there are others) these are for desktop publishing

Word Writer has both Dictionary & Thesaurus capability is O L D came out when the 1st ST's did but for simplistic writing is fine.

Has anyone checked with Toad to see if they have something good.

Edhack is by far the nicest little editor/word processor

Rudy <pax@golden.net>

2530. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6e3gc7$o4d@balaena.bio.vu.nl>
Source record: 65039
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris Cracknell (ad329@james.hwcn.org) wrote:

: (was Windows 3.1 even out at that
: time).

In 1985? 3.1? I doubt it...

: With Microsoft pushing the ST over the PC would the machine
: still be around today? Or would Windows on the ST have been just as crappy
: as Windows on the PC if not worse, bringing an even earlier demise to the
: ST.

I don't think it would have been worse... :)

: (Scary thought from hell!!!)

Yep...

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

They spell it "da Vinci" and pronounce it "da Vinchy". Foreigners
always spell better than they pronounce.
-- Mark Twain

2531. WARNING ABOUT MIKE BABCOCK

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: clay_moore@juno.com
Message-ID: <6e3jjp$86g$5@macaw.cyberport.com>
Source record: 65040

On 9/26/96 Mike took $300 from me for a Jaguar system, that was never sent, over the next year he returned part of the money then dropped out of sight and changed email address. IF anyone knows his where abouts or current email address please contact me.

over this process i was told many LIES.
This guy and his girlfriend (if she really exists) are outright theives.
I files a police report. this is how i found out about the lies.

DO NOT DO BUSINESS WITH MIKE BABCOCK OF LOWELL MASS 01854

WAS ABYSS@TIAC.NET

2532. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e3ocklvl1@nnrp1.dejanews.com>
Source record: 65041
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3503DA7F.2EC81BC8@your.finger.spyvspy.com>,
gippah <gippah@your.finger.spyvspy.com> wrote:

>
> There are 100's of disk speed-up cartridges and utilities available for
> the commodore, some of which provide 100% compatibility, and all of
> which have always been extremely cheap. Any one of these utilities will
> boost performance far beyond anything Atari dished out.
>
> If you choose not to use one, that's really your own problem, and this
> makes your argument a little bit invalid. You can choose to use
> cassette drives too if you want, I guess.
>

I can compare both because i 'have' both, of course, i got an old Compute
mag where cames a program that makes the tape of comie run as fast as a disk
drive, and i've heard about the turbo loaders, but without gimmics (sorry if
i made some misspellings) what you have left is just the old 1541 spinning
forever, and sometimes is worth it because there are some great games in that
platform that never came out for Atari, i think that'w why commie are so
popular; in the other hand Atari made a great sistem that was overpriced for
so long that kill it in the long run. If you want to talk about hardware
upgrades, is fairly easy to find them in both platforms, so i don't care which
computer has the faster hard drive acces, what counts here is the way
Commodore and Atari made the things, the Commodore 64 that i got is very cheap
made, with a paper cover over the printed circuit, that drives me nuts, god
this guys were cheap man, in the other hand my Atari XE is strongly
made into a nice case and with a professional printed circuit, the O.S.
soqueted and a metalic R.F. protector over it. I haven't opened the 1541 but
my old 1050 is lighter and better looking, no talk about the XF551... Let's
finish this right now: I can make transfers between my PC and my Atari without
needed nothing else but the UTIL software found at UMICH, with the comie i
need a little extra, for me that makes the difference, at this time i keep the
Atari because the guys that made it were, IMHO, more professionals that the
guys that put a piece of paper over the Commodore 64....

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2533. Re: New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e3phqmrs1@nnrp1.dejanews.com>
Source record: 65042

In article <6e1c4p$n4i$1@dartvax.dartmouth.edu>,
crow@coos.dartmouth.edu (Preston F. Crow) wrote:
>
> "Paul Welbourn" <donnahw@ix.netcom.com> writes:
>
> >Is anybody out there in the process of making (or indeed, have already
made)
> >new megaimages incorporating those games not found in the original 20 found
> >in Yogi's archive? Any leads would be much appreciated. Ta.
>
> I took the original 23 (or was it 22?), extracted all the files,
> removed a few duplicates, added in a few of my own files, cleaned up
> the .txt description files, and created two megamegaimages. Because
> you can only have 64 files in a directory, I created subdirectories
> using MyDOS. I have a menu program that is aware of MyDOS
> subdirectories; it lets you select a file or directory using the
> joystick.
>
> I need to do a little cleaning up, but soon I should be ready to
> release them. Where should I put them?
>
> BTW, what happened to Yogi's site? It's been down for over a month
> now (ftp.hackerz.com).
>
> --PC

As i see it the site is in reconstruction ftp://ftp.hackerz.com/
hope it helps....

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2534. Re: New Megaimages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e3q2q$n1k$1@nnrp1.dejanews.com>
Source record: 65043

In article <35051F40.AB62A259@gauge.co.uk>,
ezz@gauge.co.uk wrote:
>
> tom cody wrote:
> >
> > In article <3503e3b0.1065424@207.97.159.250>, tatata@noway.com (whistler's
brother) wrote:
> > >On Sun, 8 Mar 1998 19:08:54 -0500, "Paul Welbourn"
> > ><donnahw@ix.netcom.com> wrote:
> > >
> > >>Is anybody out there in the process of making (or indeed, have already
made)
> > >>new megaimages incorporating those games not found in the original 20
found
> > >>in Yogi's archive? Any leads would be much appreciated. Ta.
> > >>
> > >>
> > >
> > >It's up to GAMES022 What other games are around that havent been put
> > >in?
> > >
> > I have over 1500 exe atari files so there are a lot yet to be added
> These megaimages (I have never bothered to download them all alhtough I
> had the bandwidth) , are they mainly USA orientated releases or are
> there any or all the English Software titles also inthere as well as
> some non-released USA stuff by U.S .gold.
> UK 'bloke' wants to know before I press 'return' and set my ftp off this
> evening!...
>

The glorious thing about the Megaimages is that they are a mixed bag,
when you open one don't know what you will get: you can get a great polish
game like Battleships, or you can get a wierd surrealist piece of software
that nobody likes it.......

ok, ok, not oly US old software, the Megaimages has almost everything in
the binaries directories of Yogi... almost...

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2535. Re: It's a XEGS, obviously

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6e3o4m$e5@freenet-news.carleton.ca>
Source record: 65044

Frank Szymanski (franks@kaa.bbn.hp.com) writes:
>> then there's Mike St. Pierre's IBM Keyboard interface for the Atari
>> 8-bits as well, so don't just automatically
>
> Is this device still available?

He might be referring to teh Transkey adapter, which I believe is no longer
available. I don;t know who made it, so I could be wrong :)

I created a few PC AT->Atari keyboard devices, but the production cost of
each one pretty much makes them a pipe dream since I doubt many people
would pay $60-$70 for a keyboard adapter, no matter how nice it is.

If anyone is interested in the plans I will make them available on my
web page. The original device consisted of a 6507 + 2 RIOT devices +
an EEPROM for keyboard macros. The newer one is based on an Atmel
8052 flash+ee microcontroller.

The 6507 one is a real fun hack, you can built it with the parts from
a couple gutted atari 2600's. :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2536. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_889535139@rtfm.mit.edu>
Source record: 65045
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2537. Re: Using Atari drives on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: mgelinas@bbn.com
Message-ID: <qhjN.11$Sz5.454741@cam-news-reader1.bbnplanet.com>
Source record: 65046

Brad,
Check: http://aegis.mcs.kent.edu/~clisowsk/8bit/sio2pc-1489.html
for the schematics to build an SIO2PC cable. You will also need
either SIO2PC or APE for the emulating software. Never having owned
an ATARI I can't vouch for either of these product, but both appear to
be shareware. APE looks pretty expensive if bought. There is also
some C source which is supposed to perform much the same task
(emulating an ATARI disk drive through a serial to SIO cable),
however, the author claims it's buggy. He is looking for volunteers
to help with the project. A GPL SIO2PC under Linux would be _nice_.

See: http://www.cs.dartmouth.edu/~crow/atari/

I just bought an 8bit ATARI for my collection and look forward to
many happy hours playing with my new toy! However, coming from the
Linux/*BSD camp I do _not_ look forward to buying APE. A concerted
effort towards a GPL SIO2PC package seems the most appropriate
solution here.

J. Maynard Gelinas
UNIX System Administrator
GTE Technologies - Powered by BBN
Speech Solutions Group

Bradley D Broerman (bbroer@one.net) wrote:
: Hi...

: I have been experimenting with the XL-it emulator, and as a once avid Atari
: user (I still have my 400, 800, and 800XL) I have been curious about
: converting my hundreds of disks to an XFD images that I can use with this
: emulator.

: Have any of you figures this out? I have siocopy and psiox, but I don't know
: what format they write to. If you don't have an answer, do any of you know the
: specs for the XFD format, and the raw data formats coming from the above
: packages. I am an experienced PC systems software developer, and I was once a
: very good atari programmer, and if I can wrangle enough time, i can develop
: something if I can find the specs.....

: Please Email me at bbroer@one.net .

: Thanks
: Brad Broerman
: Sofware Engineer, Paycor Inc.

2538. Death of a Dream

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <eQ3eK7IT9GA.316@nih2naac.prod2.compuserve.com>
Source record: 65047

Will, today was the death of my dreams to be able to buy anyother
good telescope within a few months. $150 a month to live on after
paying rent and bills just will not do it for me. So I'll be stuck
with using this old White Sands low power tracking scope.

Bummer.
--
"You are not ready for Immortality" Kosh on Babylon 5

2539. XEGS on Recycler Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: Stuart Leonard <leonards1@earthlink.net>
Message-ID: <35060D2E.11D2@earthlink.net>
Source record: 65048

I have an Atari XEGS (XE Game System) computer for sale on the Recycler
Auction. I comes in fine working order, and includes 5 games, plus a
joystick. The auction ends on March 17th, and you may participate
by clicking : http://www.haggle.com/recycler/cache/cat40.html

Then browse the list of game systems, shown in reverse chronological
order, until you come to the XEGS.
Happy bidding,
Stuart Leonard (leonards1@hotmail.com or
leonard1@mail.earthlink.net)
Philadelphia, PA

2540. Re: PC-Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <350580d2.6940691@news.mindspring.com>
Source record: 65049

On Sat, 28 Feb 1998 11:19:56 +0100 Roland Scholz
<roland@uni-koblenz.de> wrote:

>I have just finished a prototype PC-Interface (Bridge) for the Atari
>800XL. It can talk to e.g. Hercules Card (probed) or virtually any
>8bit-PC-card (drivers yet to be written). It is quite fast, I have
>filled 4K of character-memory on a hercules in 2-3/50 seconds.

Have you looked into what would be required to support 16-bit ISA
cards? While 8-bit cards of some types are still available, 16-bit
cards are much more common, and 16-bit support would open up the
possibility of doing drivers for ISA SVGA cards (8-bit VGA cards are
rather difficult to find nowadays).

Even if adding support for 16-bit data adds to much complexity, if you
produce the interface, you might want to consider limited 16-bit ISA
slot support, as some boards use the extended slot only for the extra
interrupts it makes available.

If I read correctly, your current interface offers just a bit under
2000cps to the Hercules card, which seems to be quite a bit better
than an XEP80 can manage. Still, while this is good enough to keep up
with 14.4Kbps, without compression, anything faster than about 16Kbps
would likely result in lost characters. Of course, since the fastest
current serial interface for the Atari 8-bit tops at 19.2Kbps, this
would not seem to be an issue.

Add an ISA-based serial card with a 16C550 port, however, and the top
end gets a lot higher, provided the Atari could actually fetch the
bits as fast as the UART could provide them.

==========
lmcclure1@mindspring.com

2541. Video 61 Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3505D7C9.1DD277D2@sisna.com>
Source record: 65050

Newer stuff for 400/800/800xl ect
Lister Yet, Paddle Pack, Sparta Dos 3.3c, Light out, Twin Pak, Puzzler, Solitare call for pricing. 612 462 2500 or BBS 612 462 3680

Atari Starter Kits, Atari Lab Module, Airball, Alphabet Zoo, Atlantis, Alpha SAheild, Archron, Aces of Aces Adventure Creator, Bug Hunt, Boulders and Bombs, Barnyard Blaster, Beamrider, Blue Max, Ballblaster, battlezone, Crossbow, Claim Jumper, Centipede, Congo Bongo, Chicken, Crystal Castles, CHoperlifter, Caverns of Mars, Deluxe Invaders, Desert Falcon, David's Midnight Magic, Dig Dug, Decathlon, Donkey Kong, Dark CHambers Delta Drawing, Diamond Mine, DOnkey Kong Jr, Defender, E.T. Phone Home, Eastern Front, Food Fight Final Legacy, Football, Fight Night, Frogger, Flight Simularor 2, Gyruss, Gato, Galaxian, Hardball, Into the Eagle's Nest, Joust Journey into space, Jungle Hunt, James Bond 007.

New Carts
Hearts 48k
MyJong 64k
Checkers 16k
Sharp Shooter 64k
Rocks 64k
Montana Solitair 64k
Paddle Course Needs paddles
Translator cart 64k
My Dos 64k

Will post the rest of his cart titles as time permits left off with J so K-Z are still to come...also ask him about his used cartriges instead of new.

bob

2542. Re: It's a XEGS, obviously

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6e5ehk$s09$1@newsd-199.bryant.webtv.net>
Source record: 65051

Ah, but if someone went to all the trouble to connect a separate keyboard to a 130XE, would that person ever give it up to some thrift store?

Unless he burned something out, a hacker LOVES their Atari and would hate to just throw it out. Hell, I never hacked into my hardware, and I still have my 800 and 800XL...

Of course, I COULD be wrong, the original description was vague.

2543. Files to .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <889657288@stackbbs.xs4all.nl>
Source record: 65052

-=> Quoting Olavese@online.no to All <=-

Ol> I would like to know where and what filename a utility to copy .EXE
Ol> files on PC hard disk to .ATR image. Thanks and take Atarian care

I've written a program called DIR2ATR.
IT will write ALL the files in a specified directory to an .ATR disk image.
You can include DOS 2.5 or MYDOS as well.
It should be on my web page (XL page), but if it isn't, let me know,
and I will email it to you.

Greetinx,
Bo.

homepage: www.xs4all.nl\~stack
___ Blue Wave/386 v2.30

2544. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-10 00:00:00 UTC
From: djneo <djneo@blkbox.com>
Message-ID: <3505A217.1BFD6F08@blkbox.com>
Source record: 65053
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

They should have just put it on ebay.

Richard Mauren wrote:
>
> Actually for $5000 about 50 of us would be FIGHTING for it :)

--
Visit my new web page at:
http://www.geocities.com/TimesSquare/Fortress/6223/

2545. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6e6v4k$pv2$1@gte1.gte.net>
Source record: 64983
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Cool! Now A toy company(Hasbro) owns Atari!!!

2546. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6e6v03ctm2@usenet41.supernews.com>
Source record: 64984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic
Body handling: HTML body converted to readable text

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-----BEGIN PRIVACY-ENHANCED MESSAGE-----
Proc-Type: 2001,MIC-CLEAR
Originator-Name: webmaster@www.sec.gov
Originator-Key-Asymmetric:
MFgwCgYEVQgBAQICAf8DSgAwRwJAW2sNKK9AVtBzYZmr6aGjlWyK3XmZv3dTINen
TWSM7vrzLADbmYQaionwg5sDW3P6oaM5D3tdezXMm7z1T+B+twIDAQAB
MIC-Info: RSA-MD5,RSA,
QkM4EqqAoa1U+HuUC3jX/k2u49BiVFHGiVRt8mtgp+Z7bId8qoR7sXHHTmEmmd//
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0001047469-98-009085.txt : 19980310
0001047469-98-009085.hdr.sgml : 19980310
ACCESSION NUMBER: 0001047469-98-009085
CONFORMED SUBMISSION TYPE: 8-K
PUBLIC DOCUMENT COUNT: 2
CONFORMED PERIOD OF REPORT: 19980223
ITEM INFORMATION:
ITEM INFORMATION:
FILED AS OF DATE: 19980309
SROS: NASD

FILER:

COMPANY DATA:
COMPANY CONFORMED NAME: JTS CORP
CENTRAL INDEX KEY: 0000941167
STANDARD INDUSTRIAL CLASSIFICATION: COMPUTER STORAGE
DEVICES [3572]
IRS NUMBER: 770364572
FISCAL YEAR END: 0202

FILING VALUES:
FORM TYPE: 8-K
SEC ACT:
SEC FILE NUMBER: 001-14442
FILM NUMBER: 98560313

BUSINESS ADDRESS:
STREET 1: 166 BAYPOINTE PARKWAY
CITY: SAN JOSE
STATE: CA
ZIP: 95134
BUSINESS PHONE: 4084681800
```

FORMER COMPANY:
FORMER CONFORMED NAME: JT STORAGE INC
DATE OF NAME CHANGE: 19960508

8-K
1
FORM 8-K

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-

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SECURITIES AND EXCHANGE COMMISSION
WASHINGTON, D.C. 20549

FORM 8-K

CURRENT REPORT PURSUANT TO SECTION 13 OR 15(D) OF THE
SECURITIES EXCHANGE ACT OF 1934

DATE OF REPORT
(DATE OF EARLIEST EVENT REPORTED)

FEBRUARY 23, 1998

JTS CORPORATION
(EXACT NAME OF REGISTRANT AS SPECIFIED IN ITS CHARTER)

DELAWARE COMMISSION FILE NUMBER 77-0364572
(STATE OR OTHER JURISDICTION OF 0-21085 (IRS EMPLOYER
INCORPORATION OR ORGANIZATION) IDENTIFICATION NO.)

166 BAYPOINTE PARKWAY, SAN JOSE, CA 95134
(ADDRESS OF PRINCIPAL EXECUTIVE OFFICES, INCLUDING ZIP CODE)

(408) 468-1800
(REGISTRANT'S TELEPHONE NUMBER, INCLUDING AREA CODE)

-

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Item 2. Acquisition or Disposition of Assets.
- --

On February 23, 1998, JTS Corporation (the "Company") sold substantially
all of the assets of the Company's Atari Division, consisting primarily of
Atari
home computer games and the intellectual property rights and license
agreements
associated with such games (the "Atari Assets"), to HIACXI, Corp. ("HIAC"), a

wholly-owned subsidiary of Hasbro Interactive, Inc., for $5,000,000 in cash. The purchase price was determined based upon arm's-length negotiations between the Company and HIAC. The Atari Assets were acquired by the Company in July 1996 when the Company merged with Atari Corporation. There is no material relationship between HIAC and the Company, any of its affiliates, any director or officer of the Company, or any associate of any such director or officer.

Item 7. Financial Statements and Exhibits.
- --

(a) Financial statements of business acquired.

Not applicable.

(b) Pro forma financial information.

Unaudited Pro Forma Condensed Combined Financial Statements of the Company.

(c) Exhibits

99.1 Asset Purchase Agreement, dated February 23, 1998, between the Company
and HIAC.

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, JTS Corporation has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

JTS CORPORATION
Date: March 9, 1998 BY /s/ Joseph Prezioso

Joseph Prezioso
Chief Financial Officer

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

The following unaudited pro forma condensed financial statements give effect to the disposition of the Atari Division which was consummated on February 23, 1998. The accompanying pro forma condensed balance sheet as of November 2, 1997 assumes that the disposition of the Atari Division by the Company took place on November 2, 1997. The accompanying pro forma condensed statements of operations for the year ended February 2, 1997 and the nine months ended November 2, 1997 assumes that the disposition took place as of the beginning of the periods. The pro forma condensed statements of operations do not include the effect of any nonrecurring charges directly attributable to the disposition. The results are not necessarily indicative of what would have occurred had the disposition actually been made at the beginning of each of the respective periods presented or of future operations of the Company.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED BALANCE SHEET
(IN THOUSANDS)

AS OF NOVEMBER 2, 1997

HISTORICAL PRO FORMA PRO

JTS ADJUSTMENTS FORMA

ASSETS

CURRENT ASSETS:
Cash, and cash equivalents and
restricted cash. . . . . .
$ 1,986 5,000 (b) $ 6,986
Trade and other receivable. . . . . .
6,644 6,644
Inventories . . . . . .
7,463 7,463
Prepaid and other current assets. . . . . .
1,006 1,006

--------- ---------
Total current assets . . . . . .
17,099 22,099

EQUIPMENT AND LEASEHOLD IMPROVEMENTS, NET . . . . . .
26,440 26,440
OTHER INTANGIBLES . . . . . .
383 383

--------- ---------
TOTAL . . . . . .
43,922 48,922

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--------- ---------
LIABILITIES AND STOCKHOLDERS' DEFICIT

CURRENT LIABILITIES:
Bank line of credit and short-term borrowing. . . . . .
$ 8,833 $ 8,833
Accounts payable -- Trade . . . . . .
60,553 60,553
Accrued liabilities . . . . . .
23,836 23,836
Current portion of capitalized lease obligations and long-term debt . .
3,152 3,152

--------- ---------
Total current liabilities . . . . . .

96,374 96,374
LONG-TERM LIABILITES. . . . . .
52,305 52,305
STOCKHOLDERS' DEFICIT:
Preferred stock. . . . . .
-- --
Common stock . . . . . .
165 165
Additional paid-in capital. . . . . .
364,317 364,317
Notes receivable from stockholders. . . . . .
(2,460) (2,460)
Accumulated deficit . . . . . .
(466,779) 5,000 (b) (461,779)

--------- ---------
Total Stockholders Equity. . . . . .
(104,757) (99,757)

--------- ---------
TOTAL. . . . . .
43,922 48,922

--------- ---------

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See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

FOR THE NINE MONTHS ENDED NOVEMBER 2,
1997

HISTORICAL PRO FORMA PRO
FORMA
JTS ADJUSTMENTS

REVENUES..... 125,806 (1,689)(a) 124,117
COST OF SALES..... (174,092) (174,092)
--------- ---------

GROSS MARGIN (DEFICIT)..... (48,286) (49,975)
OPERATING EXPENSES:
Write off of in process R&D..... (38,008) (38,008)
Research and development..... (15,880) (15,880)
Selling, general and
administrative..... (17,488) 879 (a) (16,609)
Amortisation of existing
technology & goodwill..... (2,388) (2,388)

--------- ---------

OPERATING LOSS..... (122,050) (122,860)
OTHER INCOME (EXPENSE):
Interest expense..... (6,038) (6,038)
Other, net..... (2,566) 5,000 (b) 2,433
--------- ---------
NET LOSS..... (130,654) (126,464)
Dividends..... (975) (975)
NET LOSS ATTRIBUTABLE TO COMMON
STOCKHOLDERS..... (131,629) (127,439)
--------- ---------
--------- ---------

NET LOSS PER COMMON SHARE..... $ (1.04) $ (1.01)
SHARES USED IN COMPUTING NET LOSS
PER SHARE..... 126,429 126,429
--------- ---------
--------- ---------

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the nine months ended November 2, 1997 as if the disposition occurred on November 2, 1997 for the pro forma condensed balance sheet and as at February 2, 1997 for the pro forma condensed statement of operations.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the revenue and expenses for the Atari Division.

(b) Reflects the profit on disposal of the Atari Assets.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION

UNAUDITED PRO FORMA CONDENSED STATEMENT OF OPERATIONS
(IN THOUSANDS, EXCEPT PER SHARE DATA)

FOR
THE YEAR ENDED FEBRUARY 2, 1997

HISTORICAL
PRO FORMA PRO FORMA
JTS

ADJUSTMENTS

REVENUES..... 90,530
(4,479)(a) 86,051
COST OF SALES..... (100,328)
5,655 (a) (94,673)

GROSS MARGIN (DEFICIT)..... (9,798)
(8,622)
OPERATING EXPENSES:.....
Write off of in process R&D..... (110,012)
(110,012)
Research and development..... (12,849)
679 (a) (12,170)
Selling, general and administrative..... (13,067)
3,647 (a) (9,420)
Amortization of existing technology & goodwill..... (3,923)
(3,923)

OPERATING LOSS..... (149,649)
(144,147)
OTHER INCOME (EXPENSE):
Interest expense..... (3,545)
(3,545)
Other, net..... 699
5,000 (b) 1,564

(4,135)(a)

NET LOSS..... (152,495)
(146,128)
DIVIDENDS..... (227)
(227)

NET LOSS ATTRIBUTABLE TO COMMON
STOCKHOLDERS..... (152,722)
(146,355)

NET LOSS PER COMMON SHARE..... $ (1.81)
$ (1.74)
SHARES USED IN COMPUTING NET LOSS
PER SHARE..... 84,322
84,322

See notes to unaudited pro forma condensed financial statements.

JTS CORPORATION AND
THE DISPOSITION OF THE ATARI DIVISION
NOTES TO UNAUDITED PRO FORMA CONDENSED FINANCIAL STATEMENTS

NOTE 1.

The disposition of the Atari Division assets was effective February 23, 1998. These pro forma condensed financial statements illustrate the impact on the year ended February 2, 1997 as if the disposal occurred at the beginning of
the period.

NOTE 2. PRO FORMA ADJUSTMENTS

Certain pro forma adjustments have been made to the accompanying pro forma
condensed balance sheet and statement of operations as described below:

(a) Elimination of the Atari Division revenue and associated cost of sales and expenses from the 1997 results.

(b) Reflects the gain on sale of the Atari Assets.

EX-99.1
2
EXHIBIT 99.1

Exhibit 99.1

ASSET PURCHASE AGREEMENT

THIS ASSET PURCHASE AGREEMENT (THIS "AGREEMENT") IS ENTERED INTO ON FEBRUARY 23, 1998, BY HIAC XI, CORP., A DELAWARE CORPORATION ("BUYER"), AND JTS
CORPORATION, A DELAWARE CORPORATION ("SELLER").

RECITALS

This Agreement contemplates a transaction in which Buyer shall purchase certain assets (and assume certain future obligations) of Seller in return for the consideration described herein. Buyer is a wholly-owned subsidiary of Hasbro Interactive, Inc.

NOW, THEREFORE, the parties, intending to be legally bound, hereby agree as
follows:

I. CERTAIN DEFINITIONS. As used in this Agreement, the following terms have the meaning given to them below:

"Acquired Assets" means the following assets of Seller:

A. All right, title and interest in and to the Seller's Products;

A. All Intellectual Property associated with the Seller's Products, including the Intellectual Property identified on SCHEDULE 1, and remedies past and future against infringements thereof and rights to protection of interest therein;

A. The license agreements listed on SCHEDULE 2 (the "License Agreements");

(d) All of Seller's claims, causes of action, choses in action, rights of recovery, set-off and recoupment relating to or arising out of any right, property or asset included in the Acquired Assets; and

(e) all business and financial records, books, files, plans, documents, correspondence, lists, drawings, notebooks, specifications, creative materials, advertising and promotional materials, marketing materials, studies and reports of Seller, whether written or electronically stored or otherwise recorded if, and only to the extent, that such foregoing items relate to the Acquired Assets (not including the items of this clause (e) for these purposes) or Assumed Liabilities (subject to Section 5(b)).

Notwithstanding the foregoing, the Acquired Assets shall not include the Excluded Assets.

"Assumed Liabilities" means only liabilities and obligations arising after the Closing under each License Agreement actually assigned to Buyer pursuant to this Agreement.

"Atari Hardware Platforms" means the following hardware platforms: Atari 2600, 5200, 7800, Lynx hand-held and Jaguar game system hardware, Atari 800, ST and Falcon 030 computer family hardware, TOS operating system, 8-bit operating system, and Portfolio palmtop computer.

"Excluded Assets" means the following assets:

(a) inventory, receivables, furniture, fixtures and equipment;

(b) any tax assets of Seller, including pre-paid taxes, tax credits and tax carryovers;

(c) all tax returns and tax records whether or not related to the Acquired Assets;

(d) the $45,000 balance of the royalty guarantee owed to Seller on December 31, 1997 by Interplay Productions, Inc. under Amendment One to the Game License Agreement dated July 29, 1996, between Atari Corporation and Interplay Productions, Inc. and as otherwise identified in SCHEDULE 3;

(e) software developed by or for Seller or its predecessor under license of intellectual property rights from a third party or third parties for use on the Atari Hardware Platforms to the extent that such software is not related to or associated with any of the trademarks and copyrights set forth in SCHEDULE 1 or any of the game titles set forth in SCHEDULE 3;

(f) Hardware embodying Intellectual Property (other than Seller's Intellectual Property) that is licensed from third Persons.

(g) all assets associated with or related to Seller's disk drive business.

"Hardware" means equipment, components, circuitry, integrated circuits, processors, casings, layouts (including synthesizable code), mask works, manufacturing data, and all designs, schematics, tooling, formulae, processes, and know how therefor (whether or not any such items are presently embodied in physical components) and related Intellectual Property.

"Intellectual Property" means any or all of the following and all statutory and/or common law rights throughout the world in, arising out of, or associated therewith: (i) all patents and applications therefor and all reissues, divisions, renewals, extensions, provisionals, continuations and continuations-in-part thereof; (ii) all inventions (whether patentable or not), invention disclosures and improvements, all trade

secrets, proprietary information, know-how and technology; (iii) all works of authorship, "moral rights", copyrights (including derivative works thereof), mask works, copyright and mask work registrations and applications; (iv) all industrial designs and any registrations and applications therefor; (v) all trade names, logos, trademarks and service marks, trademark and service mark registrations and applications together with the good will of the business symbolized by the names and the marks; (vi) all computer software including all source code, object code, firmware, development tools, files, records and data, all media on which any of the foregoing is recorded; (vii) Uniform Resource Locators, World Wide Web site addresses and domain names; (viii) any similar, corresponding or equivalent rights to any of the foregoing; (ix) all documentation related to any of the foregoing; and (x) all goodwill associated with any of the foregoing.

"Key Marks" means each of the following marks: Atari, the Fuji logo, Asteroids, Battlezone, Breakout, Centipede, Combat, Crystal Castles, Millipede, Missile Command, Night Driver, Pong, Ultra Pong, Tempest, Warlords and Yar's Revenge.

"Knowledge" means actual knowledge of (i) the senior executives of Seller or (ii) John Skruch.

"Lien" means any mortgage, pledge, lien, security interest, charge, claim, equity, encumbrance, restriction on transfer, conditional sale or other title retention device or arrangement (including a capital lease), transfer for the purpose of subjection to the payment of any indebtedness, or restriction on the creation of any of the foregoing, whether relating to any property or right or the income or profits therefrom.

"Person" means an individual, a partnership, a corporation, an association, a joint stock company, a trust, a joint venture, an unincorporated organization, or a governmental entity (or any department, agency, or political subdivision thereof).

"Registered Intellectual Property" means all United States, international and foreign: (i) utility and design patents, design registrations and utility models and all pending applications (both regular and provisional) for any of the foregoing; (ii) registered trademarks, service marks or trade names, applications to register trademarks, service marks or trade names, intent-to-use applications, or other registrations or applications related to trademarks, service marks or trade names; (iii) registered copyrights and applications for copyright registration; (iv) any mask work registrations and applications to register mask works; (v) Uniform Resource Locators, World Wide Web site addresses and domain names and (vi) any other Seller Intellectual Property that is the subject of an application, certificate, filing, registration or other document issued by, filed with, or recorded by, any state, government or other public legal authority.

"Seller Hardware" means Hardware included in the Acquired Assets.

"Seller's Intellectual Property" means Intellectual Property of Seller that constitutes an Acquired Asset.

"Seller's Products" means (i) those products of Seller acquired by Seller pursuant to the merger of Atari Corporation, a Nevada corporation, with and into Seller on July 30, 1996, and any other products of Seller thereafter derived therefrom, including products relating to or associated with the trademarks set forth in SCHEDULE 1 (including video and computer games, games for handheld devices, consoles, Internet play, all other games for play on any platform whatsoever (subject to the License Agreements), and merchandise bearing any Intellectual Property relating to or associated with the foregoing, whether now offered for sale or license by Seller or discontinued) and (ii) all of Seller's products that are listed on SCHEDULE 3.

I. SALE AND PURCHASE; ASSUMPTION OF LIABILITIES; PURCHASE PRICE; CLOSING.

A. SALE AND PURCHASE OF THE ACQUIRED ASSETS. At the Closing (as defined below), on the terms and subject to the conditions of this Agreement, Seller shall sell and Buyer shall purchase all of the Acquired Assets for the sum of $5 million to be paid at the Closing by wire transfer to an account designated by Seller.

A. ASSUMPTION OF LIABILITIES. In addition, at the Closing, on the terms and subject to the conditions of this Agreement, Buyer agrees to assume and become responsible for all of the Assumed Liabilities at the Closing. Buyer shall not assume or have any responsibility, however, with respect to any other obligation or liability of Seller that is not an Assumed Liability. Without limiting the foregoing, Buyer shall not assume or be responsible for any liabilities relating to events arising or occurring prior to the Closing, regardless of when payable, and all such liabilities shall be for the account of Seller.

A. CLOSING; CLOSING DELIVERABLES. The closing shall occur in the offices of Wilson Sonsini Goodrich & Rosati, 650 Page Mill Road, Palo Alto, California 94304 upon the execution and delivery of this Agreement by the parties hereto ("Closing"). At the Closing the parties will deliver the following documents, and such additional documents as the parties may agree to transfer ownership of the Acquired Assets to Buyer (which shall be in form satisfactory to both parties) :

1. Seller shall deliver:

(A) A bill of sale for the Acquired Assets.

(B) Global trademark assignments.

(C) Country-specific trademark assignments.

(D) Patent assignments in recordable form.

(E) Assignment of the License Agreements.

(F) Copyright assignment.

(G) Global powers of attorney respecting trademarks.

(H) Country-specific powers of attorney respecting trademarks.

(I) Assignment of Internet domain name.

(J) Disclosure Schedule (as defined below).

1. Buyer shall deliver:
(A) The purchase price by wire transfer.

(B) An instrument of assumption of the Assumed
Liabilities.

A. ASSIGNMENT OF CONTRACTS AND RIGHTS. Anything in this Agreement
to the contrary notwithstanding, neither this Agreement nor the consummation
of
the transactions contemplated hereby shall constitute an assignment, or an
agreement to assign, any Acquired Asset or any claim or right or any benefit
arising thereunder or resulting therefrom (a "Consent-Required Asset") if an
attempted assignment of such Consent-Required Asset, without consent of one or
more third parties, would constitute a breach or other contravention thereof
or
would in any way adversely affect the rights of Buyer or Seller thereunder;
PROVIDED, HOWEVER, that once all such consents are obtained, this Agreement
shall automatically effect an immediate assignment of such Consent-Required
Asset without further action by either party hereto. Buyer and Seller will
use
their commercially reasonable efforts (which shall not be deemed to require
any
payment of money or other value by Seller or Buyer) to obtain the consent of
the
other parties to any such Consent-Required Asset for the assignment thereof to
Buyer as Buyer may reasonably request. If such consent is not obtained, or if
an attempted assignment thereof would be ineffective or would adversely affect
the rights of Seller thereunder so that Buyer would not in fact receive all
such
rights, Seller and Buyer will cooperate in a mutually agreeable arrangement
under which Buyer would obtain the benefits and assume the obligations
thereunder in accordance with this Agreement, including sub-contracting or
sub-licensing to Buyer, or under which Seller would enforce for the benefit of
Buyer, with Buyer assuming Seller's obligations, any and all rights of Seller
against a third party thereto. Seller will promptly pay or assign to Buyer
when
received all monies received by Seller with respect to any Consent-Required
Asset and any claim or right or any benefit arising thereunder, except to the
extent the same

represents an Excluded Asset. Nothing in this Section 2(d) shall be construed
to diminish the representations, warranties and covenants of Seller respecting
such consents.

I. REPRESENTATIONS AND WARRANTIES OF SELLER. Seller represents and
warrants to Buyer that the statements contained in this Section 3 are correct
and complete as of the Closing, except as set forth in the disclosure schedule
separately delivered by Seller to Buyer with this Agreement, which schedule
shall be initialed for identification by the parties (the "Disclosure
Schedule"). Except as expressly set forth in this Agreement and the
Disclosure
Schedule, Seller hereby expressly disclaims any and all other warranties of
any
kind or nature, whether express, implied or statutory, relating to the
Acquired

Assets, including the implied warranties of title, non-infringement, merchantability and fitness for a particular purpose. Buyer acknowledges that the Seller Hardware is transferred "as is" and that, notwithstanding anything to the contrary in this Agreement and the Disclosure Schedule, Seller makes no representation or warranty of any kind with respect to the Seller Hardware.

A. ORGANIZATION OF SELLER. Seller is a corporation duly organized, validly existing, and in good standing under the laws of the State of Delaware.

A. AUTHORIZATION OF TRANSACTION. Seller has full corporate power and authority to execute and deliver this Agreement and to perform its obligations hereunder. Without limiting the generality of the foregoing, Seller has taken all corporate and other action required for the execution, delivery and performance of this Agreement by Seller, including the sale of the Acquired Assets as provided herein. This Agreement constitutes the valid and legally binding obligation of Seller, enforceable in accordance with its terms. The persons who have executed this Agreement on behalf of Seller have been duly authorized to do so.

A. NONCONTRAVENTION. Neither the execution and the delivery of this Agreement, nor the consummation of the transactions contemplated hereby, shall (i) violate any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge, or other restriction of any government, governmental agency, or court to which Seller is subject or any provision of the charter or bylaws of Seller or (ii) conflict with, result in a breach of, constitute a default under, result in the acceleration of, create in any party the right to accelerate, terminate, modify, or cancel, or require a notice under any contract, lease, sublease, license, sublicense, franchise, permit, indenture, agreement or mortgage for borrowed money, instrument of indebtedness, security interest, or other arrangement to which Seller is a party or by which it is bound or to which any of its assets is subject, except where the violations, conflicts, breaches, defaults, accelerations, terminations, modifications, cancellations or failures to give notice, individually or in the aggregate, would not have a material adverse effect on the Acquired Assets, the Assumed Liabilities or the ability of the parties to consummate the transactions contemplated by this Agreement (a "Material Adverse Effect"). Seller need not give any notice to, make any filing

with, or obtain any authorization, consent, or approval of any government or governmental agency in order for the parties to consummate the transactions

contemplated by this Agreement, except where the failure to do so, individually
or in the aggregate, would not have a Material Adverse Effect.

A. CONSENTS. No approvals or consents of or assignments by any person (including any federal, state or local governmental or administrative authorities) are necessary in connection with the execution, delivery or performance of this Agreement.

A. TITLE TO THE ACQUIRED ASSETS. Seller has good and marketable title, free and clear of all Liens, (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE 4 and (ii) to its Knowledge, to all other Acquired Assets. At the Closing, Buyer shall obtain good and marketable title, free and
clear of all Liens (i) to the Acquired Assets identified on SCHEDULE 1 (other than copyrights that are not identified on SCHEDULE 4), SCHEDULE 3 and SCHEDULE
4 and (ii) to its Knowledge, to all other Acquired Assets.

A. MATERIAL CONTRACTS. True, correct and complete copies of the License Agreements have been delivered to Buyer. Seller has performed in all material respects all obligations required to be performed by Seller under the License Agreements. To the Knowledge of Seller, each of the other parties to the License Agreements has performed in all material respects all the obligations required to be performed by them thereunder to date. Each License Agreement (i) is valid, binding and enforceable in accordance with its terms, (ii) is in full force and effect with no default or dispute existing or, to the
Knowledge of Seller, threatened with respect thereto, and (iii) shall not be terminated or otherwise affected by the execution and delivery of this Agreement
or the consummation of the transactions contemplated hereby. No consent of any
third party is required for the assignment of any License Agreement to Buyer. Seller has provided Buyer with a complete and accurate list of payments paid to
Seller by each licensee under the License Agreements, indicating the licensee and the month paid, from June 30, 1996 to present. Seller has not received any
advanced payments (including prepayments of royalties, or other payments by reason of which a licensee is entitled to reduce its current or future royalty or payment obligations) under the License Agreements which have not been earned
by Seller.

A. INTELLECTUAL PROPERTY.

1. To the Knowledge of Seller, SCHEDULE 1 contains a list of
all trademarks and service marks and applications therefor included in the
Acquired Assets that have not lapsed and that are, except as qualified
therein,
Registered Intellectual Property (the "Registered Marks"), all patents and
applications therefor that are included in the Acquired Assets that are
Registered Intellectual Property (the "Registered Patents"), and United States
copyrights included in the Acquired Assets, certain of which are Registered
Intellectual Property. SCHEDULE 3 contains certain game titles that are
included in the Acquired Assets. To the Knowledge of Seller, (A) the
description of the Registered Marks on SCHEDULE 1 contains, to the extent set
forth and

except as qualified therein, the true and accurate date of registration,
registration number, registered owner and the class of the Registered Marks,
(B) the description of the Registered Patents on SCHEDULE 1 contains the true
and accurate patent number and file date of the Registered Patents, and (C)
the
description of the United States registered copyrights on SCHEDULE 1 included
in
the Acquired Assets that are Registered Intellectual Property contains the
number of such copyright registration.

1. Since July 30, 1996, to the extent that any Seller's
Intellectual Property has been developed by any Person other than Seller for
which Seller has, directly or indirectly, paid, Seller has a written agreement
with such Person with respect thereto and thereby has obtained ownership of,
and
recordable title to, and is the exclusive owner of, all developed Seller's
Intellectual Property by operation of law or by valid assignment.

1. Except as set forth in any License Agreement, Seller has
not
transferred ownership of or granted any license of or right to use or
authorized
the retention of any rights to use any Seller's Intellectual Property to any
other Person.

1. The Seller's Intellectual Property constitutes all
Intellectual Property used in and/or necessary to the conduct of Seller's
Atari
division business as currently being conducted by Seller.

1. To the Knowledge of Seller, neither Seller's Products
included in the Acquired Assets nor the use of Seller's Intellectual Property,
(A) infringes upon or misappropriates the Intellectual Property of any Person,
(B) violates the rights of any Person (including rights to privacy or
publicity), or (C) constitutes unfair competition or trade practices under the
laws of any jurisdiction. Seller has received no notice from any Person
claiming that Seller's Products included in the Acquired Assets nor the use of
Seller's Intellectual Property infringes upon or misappropriates the
Intellectual Property of any Person or constitutes unfair competition or trade
practices under the laws of any jurisdiction (nor, to the Knowledge of Seller,

is there any basis therefor).

1. There are no contracts, licenses or agreements between
Seller and any other Person with respect to Seller's Intellectual Property
under
which there is, to the Knowledge of Seller, any dispute or any threatened
dispute regarding the scope of such agreement, or performance under such
agreement including with respect to any payments to be made or received by
Seller thereunder.

1. To the Knowledge of Seller, no Person is infringing or
misappropriating any Key Mark, other than such infringements or
misappropriations that, individually or in the aggregate, would not have a
Material Adverse Effect on such Key Mark.

1. Seller and, to the Knowledge of Seller, each prior owner
of
the Seller's Intellectual Property have taken whatever reasonable steps that
are
required to protect rights in confidential information and trade secrets of
such
Person and its successors.

1. None of the Seller's Intellectual Property is subject to
any
proceeding or outstanding decree, order, judgment, agreement or stipulation
that
restricts in any manner the use, transfer or licensing thereof by Seller or
may
affect the validity, use or enforceability of such Seller's Intellectual
Property.

1. Seller is not required to make or accrue any royalty
payment
to any third party in connection with the sale, distribution, license,
transfer
or other disposition or exploitation of any of the Acquired Assets.

1. Seller has not developed any new video game software since
July 30, 1996.

1. Seller owns no Intellectual Property not included in the
Acquired Assets that is directly or indirectly competitive with the Seller's
Intellectual Property.

1. (A) Alan Helbush is the Administrative Contact listed in
the domain name record on file with Network Solutions, Inc./InterNIC
Registration Services, and (B) Seller controls the domain name "ATARI.COM".

1. None of the Intellectual Property associated with the
Seller's Products, including the Intellectual Property identified on SCHEDULE
1,
or remedies past and future against infringements thereof and rights to

protection of interest therein is an asset specified in clause (g) of the definition of "Excluded Assets" set forth in Section 1.

A. SUFFICIENCY OF ASSETS. The Acquired Assets include all assets, properties and rights necessary for compliance by Buyer with all obligations relating to the Assumed Liabilities.

A. LITIGATION. There is no claim, dispute, action, proceeding (including arbitration), suit or appeal, or investigation, at law or in equity,
pending (other than those, if any, with respect to which service of process or similar notice has not yet been made and which are not within the Knowledge of Seller) or, to the Knowledge of Seller, threatened against Seller or involving any of the assets or properties of Seller before any court, agency, authority, arbitration panel or other tribunal that would have a Material Adverse Effect.

There is no outstanding order, writ, injunction or decree of any court, agency,
authority, arbitration panel or other tribunal, and Seller is not in default with respect to any notice, order, writ, injunction, or decree, in each case relating to, or affecting the Acquired Assets, the Assumed Liabilities or the Seller's Products.

A. UNDERLYING DOCUMENTS. Copies of all documents listed or described in the Disclosure Schedule and the Schedules hereto have been furnished or made available to Buyer. All such documents are true, correct and
complete copies, and there are no amendments or modifications thereto.

A. BROKERS' FEES. Seller has no liability or obligation to pay any
fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Buyer or its affiliates could become liable or obligated.

A. COMPLIANCE WITH BULK SALES LAWS. The sale, transfer and assignment by Seller to Buyer hereunder and the consummation of the other transactions contemplated hereby do not constitute a "bulk sale" by Seller, and
it is not necessary under the laws of any jurisdiction that Seller comply with the bulk sales laws of such jurisdiction.

A. DISCLOSURE. Neither this Agreement nor any of the Schedules nor,
to the Knowledge of Seller, any other documents delivered by Seller in connection with this Agreement contains any untrue statement of a material fact
or omits a material fact necessary to make the statements contained herein or therein, in light of the circumstances in which they were made, not misleading,
and, to the Knowledge of Seller, there is no fact that has not been disclosed to

Buyer that materially affects adversely or could reasonably be anticipated to materially affect adversely the Acquired Assets, or the operation of the Acquired Assets by Buyer as currently conducted by Seller.

I. REPRESENTATIONS AND WARRANTIES OF BUYER. Buyer represents and warrants to Seller that the statements contained in this Section 4 are correct and complete as of the Closing.

A. ORGANIZATION OF BUYER. Buyer is a corporation duly organized, validly existing, and in good standing under the laws of the state of Delaware.

A. AUTHORIZATION OF TRANSACTION. Buyer has full power and authority
(including full corporate power and authority) to execute and deliver this Agreement and to perform its obligations hereunder. This Agreement constitutes
the valid and legally binding obligation of Buyer, enforceable in accordance with its terms. The person who has executed this Agreement on behalf of Buyer has been duly authorized to do so.

A. BROKERS' FEES. Buyer has no liability or obligation to pay any fees or commissions to any broker, finder, or agent with respect to the transactions contemplated by this Agreement for which Seller or its affiliates could become liable or obligated.

A. NONCONTRAVENTION. Neither the execution and delivery of this Agreement by Buyer, nor the consummation by Buyer of the transactions contemplated hereby, will violate (a) any provision of the Certificate of Incorporation or bylaws, as amended, of Buyer or (b) any statute, regulation, rule, judgment, order, decree, stipulation, injunction, charge or other restriction of any government, governmental agency or court to which Buyer is subject.

A. ASSESSMENT OF VALUE. Buyer has been authorized by its ultimate parent entity to make a good faith assessment of the fair market value of the Acquired Assets, has made such assessment, and has determined that the fair market value of the Acquired Assets as of the Closing is less than $15,000,000.

I. POST-CLOSING COVENANTS AND AGREEMENTS.

A. COOPERATION. Each party shall, at all times following the Closing, not take any action inconsistent with the satisfaction of its obligations hereunder and, subject to the following sentence, shall promptly take any further action necessary or desirable to carry out the purposes of this
Agreement (including the execution and delivery of such further instruments and
documents) as the other party may reasonably request. Seller shall take all actions reasonably requested by Buyer, at Buyer's expense (provided that Buyer shall not be obligated for any cost to Seller in respect of the time of Seller's

employees, officers or directors), to enable Buyer to establish a recordable chain of title to the Acquired Assets, including contacting prior owners of items thereof to request appropriate instruments for recordation.

A. DELIVERY. Immediately following the Closing Seller shall deliver to Buyer, and Buyer shall accept and remove from Seller's premises at Buyer's expense within 30 days of the date of Closing, all copies of tangible embodiments of Acquired Assets transferred to Seller (other than software and code, and such other items as the parties may mutually agree, which shall be transferred electronically on or immediately following the Closing and all tangible embodiments of which shall thereafter be destroyed by Seller); PROVIDED, HOWEVER, that (i) any information contained in such materials listed in clause (e) of the definition of "Acquired Assets" that does not relate to the Acquired Assets may be deleted by Seller before such materials are delivered to Buyer and (ii) Seller may make copies of any business or financial documents (other than documents containing Seller Intellectual Property) prior to delivering them to Buyer. Except as provided in Section 5(c), Seller shall cease use of the Seller's Intellectual Property, including the name Atari and the "Fuji" logo relating thereto.

A. SELLER INVENTORY. Seller owns certain unsold inventory of games bearing the Atari and/or Fuji trademark, and certain other Registered Marks and containing other Seller's Intellectual Property (the "Inventory"). Buyer hereby grants to Seller an irrevocable, worldwide, royalty-free license, for a period of one year from the date of the Closing to use the Registered Marks and other applicable Seller's Intellectual

Property relating to such Inventory solely for the purpose of selling the Inventory. Except as set forth in the previous sentence, after the Closing Seller shall have no right to exploit the Seller's Intellectual Property. Without limiting the foregoing, Seller shall not, following the expiration of the one-year license period set forth above, sell any product referred to in clause (e) of the definition of "Excluded Assets" set forth in Section 1. Seller warrants that the Inventory sold pursuant to this Section 5(c) shall be of like kind and quality to that previously sold by Atari Corporation in the ordinary course of its business.

A. NOTICE OF DEVELOPMENTS. Seller shall give prompt written notice to Buyer of any material development that could have a Material Adverse Effect. Each party shall give prompt written notice to the other of any material development affecting the ability of the parties to perform their post-Closing obligations under this Agreement.

A. ENFORCEMENT OF RIGHTS. In connection with the enforcement of its rights of ownership of the Acquired Assets and the enjoyment thereof, Buyer may bring actions in the name of Seller, or cause Seller to join any such action as a party, as reasonably necessary, provided that Buyer shall indemnify Seller with respect thereto.

A. MAINTENANCE OF INTELLECTUAL PROPERTY; DELIVERY OF NOTICES. After the Closing, Seller shall not be responsible for the maintenance or renewal of any registration with respect to the Acquired Assets, such responsibility to belong to Buyer as the owner of the Acquired Assets; PROVIDED, HOWEVER, that Seller shall promptly forward to Seller any and all notices and correspondence which it may receive pertaining to the Acquired Assets; and FURTHER PROVIDED that Seller shall remain responsible for the maintenance and renewal of registration with respect to all of the Consent-Required Assets retained by Seller pursuant to Section 2(d) of this Agreement as a consequence of the failure to obtain a required consent of a third party until such time as the applicable consent is obtained.

A. LITIGATION SUPPORT. In the event and for so long as Seller actively is contesting or defending against any action, suit, proceeding, hearing, investigation, charge, complaint, claim or demand in connection with any fact, situation, circumstance, status, condition, activity, practice, plan, occurrence, event, incident, action, failure to act, or transaction involving the Acquired Assets or the Assumed Liabilities, Buyer will provide access upon prior request and during its regular business hours to the books, records and other items specified in clause (e) of the definition of Acquired Assets set forth in Section 1 as shall be reasonably necessary in connection with the contest or defense, all at the sole cost and expense of Seller and subject to Seller's execution and delivery of Buyer's standard form of confidentiality agreement with respect to such items.

I. INDEMNIFICATION.

A. INDEMNIFICATION AND REIMBURSEMENT OF BUYER'S LOSSES. Seller shall indemnify Buyer and its affiliates, together with their respective officers, directors and employees (each a "Seller's Indemnitee") against Losses (as defined below) as set forth in this Section 6. If a Seller's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Seller herein, (ii) any matter arising prior to the Closing with respect to the Seller's business, an Acquired Asset or an Assumed Liability, (iii) any liability of Seller that is not an Assumed Liability or (iv) any breach of a covenant of Seller hereunder, Seller's Indemnitee shall be reimbursed for such Loss by Seller as set forth in this Section 6. For purposes hereof, "Loss" shall mean any losses, liabilities, claims, damages and expenses incurred or reasonably expected to be incurred,

including penalties, fines, interest, amounts paid in settlement and reasonable fees and disbursements of counsel, and expenses incurred in connection with any investigation, action, suit or proceeding instituted against an indemnified party. Notwithstanding the foregoing, Seller shall have no obligation to indemnify Seller's Indemnitees for Losses which, cumulatively, total less than $25,000; PROVIDED, HOWEVER, that if cumulative Losses equal or exceed said $25,000, then Seller shall indemnify Seller's Indemnitees for all of such Losses. Liquidated Claims (as defined below) actually paid by Seller under this Section 6 shall be limited to an aggregate of $5 million.

A. INDEMNIFICATION AND REIMBURSEMENT OF SELLER'S LOSSES. Buyer shall indemnify Seller and its affiliates, together with their respective officers, directors and employees (each a "Buyer's Indemnitee") against Losses as set forth in this Section 6. If a Buyer's Indemnitee shall have suffered a Loss by reason of (i) the breach of any of the representations or warranties made by Buyer herein, (ii) any matter arising after the Closing with respect to the Buyer's business, an Acquired Asset or an Assumed Liability, provided such matter is not related to or arising from any breach of a covenant, representation or warranty of Seller or any act or omission by Seller involving wilful misconduct, fraud or bad faith, or (iii) any breach of a covenant of Buyer hereunder, Buyer's Indemnitee shall be reimbursed for such Loss by Buyer as set forth in this Section 6. Notwithstanding the foregoing, Buyer shall have no obligation to indemnify Buyer's Indemnitees for Losses which, cumulatively, total less than $25,000, provided however that if cumulative Losses equal or exceed said $25,000, then Buyer shall indemnify Buyer's Indemnitees for all of such Losses. Liquidated Claims actually paid by Buyer under this Section 6 shall be limited to an aggregate of $5 million.

A. PAYMENT. At such time as the reimbursable amount of a Claim or a Third Party Claim has been determined in accordance with this Section 6 (a "Liquidated Claim"), the indemnifying party shall immediately pay the Person to be indemnified hereunder (an "Indemnitee") the amount of the Liquidated Claim.

No forbearance of an Indemnitee in demanding payment from the indemnifying party shall act as a waiver of any right of an Indemnitee to receive payment from the indemnifying

party, nor shall it relieve the indemnifying party of any obligation to an Indemnitee under this Agreement.

A. NOTICE OF CLAIMS. In the event an Indemnitee has any claim for indemnification under Section 6(a) or Section 6(b) (a "Claim"), it shall give

prompt written notice thereof to the indemnifying party, including in such notice a brief description of the facts upon which such claim is based and the amount thereof.

A. THIRD PARTY CLAIMS.

1. If any third party shall notify an Indemnitee with respect to any matter (a "Third Party Claim") that may give rise to a claim for indemnification against a party hereto (the "Indemnifying Party") under this Section 6, then the Indemnitee shall promptly notify the Indemnifying Party thereof in writing; PROVIDED, HOWEVER, that no delay on the part of the Indemnitee in notifying the Indemnifying Party shall relieve the Indemnifying Party from any obligation hereunder, unless (and then solely to the extent) that the Indemnifying Party is prejudiced.

1. The Indemnifying Party shall have the right to defend the Indemnitee against the Third Party Claim with counsel of the Indemnifying Party's choice reasonably satisfactory to the Indemnitee so long as (A) the Indemnifying Party notifies the Indemnitee within 15 days after the Indemnitee has given notice of the Third Party Claim that the Indemnifying Party will indemnify the Indemnitee as required by (and subject to the limitations of) this Section 6 for Losses arising out of, relating to, in the nature of, or caused by the Third Party Claim; (B) the Indemnifying Party provides the Indemnitee with evidence reasonably acceptable to the Indemnitee that the Indemnifying Party will have the financial resources to defend against the Third Party Claim and fulfill its indemnification obligations hereunder; (C) the Third Party Claim involves only money damages and does not seek an injunction or other equitable relief; (D) settlement of, or an adverse judgment with respect to, the Third Party Claim is not, in the good faith judgment of the Indemnitee, likely to establish a precedential custom or practice materially adverse to the continuing business interest of the Indemnitee; and (E) the Indemnifying Party conducts the defense of the Third Party Claim actively and diligently.

1. So long as the Indemnifying Party is conducting the defense of the Third Party Claim in accordance with Section 6(e)(ii) above, (A) the Indemnitee may retain separate co-counsel at its sole cost and expense and participate in the defense of the Third Party Claim; (B) the Indemnitee shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnifying Party (not to be withheld unreasonably); and (C) the Indemnifying Party shall not consent to the entry of any judgment or enter into any settlement with respect to the Third Party Claim without the prior written consent of the Indemnitee (not to be withheld unreasonably).

1. In the event any of the conditions in Section 6(e)(ii) above

is or becomes unsatisfied, however, (A) the Indemnitee may defend against, and consent to the entry of any judgment or enter into any settlement with respect to, the Third Party claim in any manner it reasonably may deem appropriate (and
the Indemnitee need not consult with or obtain any consent from, any Indemnifying Party in connection therewith); (B) the Indemnifying Party shall reimburse the Indemnitee promptly and periodically for the reasonable costs of defending against the Third Party Claim (including attorneys' fees and expenses), and (C) the Indemnifying Party shall remain responsible for any Losses the Indemnitee may suffer resulting from, arising out of, relating to, in
the nature of, or caused by the Third Party Claim to the fullest extent provided
in this Section 6.

A. DISPUTED CLAIMS. If Seller objects to any Claim or Third Party Claim, it shall give written notice of such objection and brief statement of the
grounds of such objection to Indemnitee within 20 business days after notice is
received. If no such objection is given, such Claim or Third Party Claim, as the case may be, shall be a Liquidated Claim. If such objection is made, Indemnitee and Seller shall meet and use their best efforts to settle the dispute in writing that when resolved shall be a Liquidated Claim.

A. SURVIVAL. The provisions of this Section 6 shall survive the Closing. Notwithstanding anything to the contrary in this Agreement, no Claim or Third Party Claim may be asserted by a Seller's Indemnitee under this Section
6: (i) with respect to Losses arising in connection with the obligation to pay
taxes, following the date of the expiration of the applicable statute of limitations for such obligation; (ii) with respect to a Loss arising out of or in connection with a License Agreement, following the termination of such License Agreement in accordance with its terms; and (iii) with respect to all other Losses, following August 31, 2000. No Claim or Third Party Claim may be asserted by a Buyer's Indemnitee under this Section 6, other than Losses arising
with respect to the Assumed Liabilities, following August 31, 2000. Notwithstanding the preceding sentence, an Indemnitee may assert a Claim or Third Party Claim under this Section 6 with respect to Losses that are the result of fraud or wilful misconduct by the Indemnifying Party at any time within the applicable statute of limitations for such claim.

A. The right of each party hereto to assert Claims and receive indemnification payments pursuant to this Section 6 shall be the sole and exclusive right and remedy exercisable by such party with respect to any breach
by the other party hereto of any representation or warranty or failure to perform any covenant required to be performed by such other party; PROVIDED, HOWEVER, that the above shall not prevent a party hereto from seeking specific

performance of a covenant which another party hereto has failed to perform under
this Agreement.

I. MISCELLANEOUS.

A. NO THIRD PARTY BENEFICIARIES. Except as otherwise specified herein, this Agreement shall not confer any rights or remedies upon any person other than the parties and their respective successors and permitted assigns.

A. ENTIRE AGREEMENT. This Agreement (including the documents referred to herein) constitutes the entire agreement between the parties and supersedes any prior understandings, agreements, or representations by or between the parties, written or oral, that may have related in any way to the subject matter hereof.

A. SUCCESSION AND ASSIGNMENT. This Agreement shall be binding upon
and inure to the benefit of the parties named herein and their respective successors and permitted assigns. Seller shall not assign any of its rights, interests or obligations hereunder without the prior written consent of Buyer.

Buyer may assign its right, interests and obligations hereunder to any Person provided that such permitted assignee agrees to be bound by the terms hereof and
to assume all obligations of Buyer hereunder.

A. COUNTERPARTS. This Agreement may be executed in one or more counterparts, each of which shall be deemed an original but all of which together shall constitute one and the same instrument.

A. HEADINGS. The section headings contained in this Agreement are inserted for convenience only and shall not affect in any way the meaning or interpretation of this Agreement.

A. NOTICES. All notices, requests, demands, claims, and other communications hereunder in writing. Any notice, request, demand, claim, or other communication hereunder shall be deemed duly given five business days after mailing if sent by registered or certified mail, return receipt requested,
postage prepaid and addressed to the intended recipient as set forth below:

If to Seller:

JTS Corporation
1661 Baypointe Parkway
San Jose, California 95134
Attention: President

Copy to:

Cooley Godward LLP
5 Palo Alto Square
Palo Alto, California 94306

Attention: Andrei M. Manoliu, Esq.

If to Buyer:

HIAC XI, Corp.
1027 Newport Avenue
Pawtucket, Rhode Island 02862
Attention: President

Copy to:

Hasbro, Inc.
1027 Newport Avenue
Pawtucket, Rhode Island, 02862
Attention: General Counsel

Copy to:

Wilson Sonsini Goodrich & Rosati
650 Page Mill Road
Palo Alto, California 94304
Attention: Eric W. Wright, Esq.

Any party may give any notice, request, demand, claim, or other communication hereunder using any other means (including personal delivery, expedited courier, messenger service, facsimile, telex, ordinary mail, or electronic mail), but no such notice, request, demand, claim, or other communication shall be deemed to have been duly given unless and until it is received by the person for whom it is intended. Any party may change the address to which notices, requests, demands, claims, and other communications hereunder are to be delivered by giving the other party notice in the manner herein set forth.

A. GOVERNING LAW. This Agreement shall be governed by and construed in accordance with the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California by California residents.

A. AMENDMENTS AND WAIVERS. No amendment of any provision of this Agreement shall be valid unless the same shall be in writing and signed by Buyer and Seller.

A. EXPENSES. Each of Buyer and Seller shall bear its own costs and expenses (including legal fees and expenses) incurred in connection with the negotiation and preparation of this Agreement and the transactions contemplated hereby. Buyer shall, pursuant to Section 5(a) of this Agreement, bear all costs

and expenses of the recordation of chain of title to the Acquired Assets, including preparation and recordation of appropriate assignments of the Acquired
Assets.

A. CONSTRUCTION. The language used in this Agreement shall be deemed to be the language chosen by the parties to express their mutual intent,
and no rule of strict construction shall be applied against any party. Any reference to any federal, state, local, or foreign statute or law shall be deemed also to refer to all rules and regulations promulgated thereunder, unless
the context requires otherwise. Except as otherwise specified, references in this Agreement to Sections and Schedules are to Sections of, and Schedules attached to, this Agreement. Except where the context clearly requires to the contrary, "including" shall mean "including, without limitation".

A. SCHEDULES. The Schedules identified in this Agreement are incorporated herein by reference and made a part hereof.

A. TRANSFER TAXES. Any and all sales, use or other transfer taxes arising from the transactions contemplated by this Agreement shall be paid by Seller.

A. CONFIDENTIALITY OF INFORMATION. All information given to a party
by the other party in connection with this Agreement ("Confidential Information") shall be used only for purposes related to the consummation of the
transactions contemplated herein, and shall be disclosed to the receiving party's employees and representatives only on a "need to know" basis in connection with such purposes. If the Closing does not occur for any reason, each party shall maintain in confidence all Confidential Information of the other party, shall return to the disclosing party all tangible embodiments (and
all copies) of such Confidential Information and shall not use such Confidential
Information for any purpose; PROVIDED, HOWEVER, that the forgoing restrictions shall not apply to: (i) information that is or becomes a matter of public knowledge through no act or failure to act of the receiving party, its representatives or employees, (ii) information that becomes available to the receiving party from a source not under an obligation of confidentiality to the
disclosing party, or (iii) information that was known to receiving party prior to its disclosure to the receiving party by the disclosing party.

IN WITNESS WHEREOF, the parties have executed this Asset Purchase Agreement
on the date first above written.

HIAC XI, CORP.

By:

Title:

JTS CORPORATION

By:
D. Thomas Mitchell
President & Chief Executive
Officer

By:
John Skruch
Director of Licensing

-----END PRIVACY-ENHANCED ME

2547. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6e6vfq$pv2$2@gte1.gte.net>
Source record: 64985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
division and home console games division. Hehe MAybe we'll see a new
atari console; then again maybe not hehehe.

2548. Wanted: MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: heldmann <heldmann@ix.netcom.com>
Message-ID: <6e6vo7$iho@sjx-ixn5.ix.netcom.com>
Source record: 64986

I am looking for a MIO either 256k or 1meg.

-Rick Heldmann

2549. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6e6vssbfp1@news1.Radix.Net>
Source record: 64987
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Now, the question is, will Hasbro Interactive do anything worthwhile with
Atari. I did notice that the computers were specifically listed as being
part of the deal. It makes me curious that they specifically mentioned
the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
some plan to use this for something? I mean, $5 million for Atari is a
good chunk of money. I wonder who we can get to tell more of this deal.
Sure enough $5 mil is not worth it for Atari's management......

Maybe Hasbro has a game system in the works and wants to use the Atari
label.......

I'm sure in the coming months rumors will start to appear everywhere!

Curt Vendel (cvendel@aol.com) wrote:
: Hello to all,

: I was given an email earlier this morning from an individual who
: gave me a link for the Techstocks website, within the website it
: reference that JTS had filed an 8K form for the sale of assets,
: specifically Atari to Hasbro Interactive.

: I decided the only way to know for sure if this was fact or fiction
: was to go to the source, since JTS is a publicly traded I went to the
: SEC site at www.sec.gov

: So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
: JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
: of most Atari assests to
: Hasbro for (GET THIS!!!) only $5,000,00!!!

: Its real, its true and its official, Atari has been
: sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

: Curt Vendel
: Atari Prototypes & Vaporwares Site
: www.atari.nu

2550. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6up9jsr2@news.iwaynet.net>
Source record: 64988
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

On 1998-02-11 bruno@cerberus.csd.uwm.edu said:
>email:50335 From article <6brfmh$1e8_004@riogrande.spambusters>, by
>Secret_Master@haslett.e-scrub.com (Secret Master of the Internet
>Cabal):] In article <88780.otter@oz.net>, "Otter" <otter@oz.net>
>]>>wrote:]>> If you want to "munge" your email address, however,
>]>>the best way to do it is to put some bogus info between the last
>two parts of your email address.]>>
>]>>For example, instead of d_troy@spnt.coc, Mr. Hunt could use
>]>>d_troy@spnt.This_is_a_fake.com
>]>
>]>I was doing that for a couple months, altering my address to
>]>otter@oz.SpammersWillBeKilled&Eaten.net; until I received a
>message]>from my sysadmin requesting that I not do that anymore.
>It seems that]>all bounced messages were being dumped into their
>email box.]
>] That's not supposed to happen. However, the next best thing (and
>run this by] your admin first) would be to add something to the
>very end; turn yourself] into otter@oz.net.spammers.suck.and.so.
>does.donna-troy.mil for example.
>Yes it is. If outbound email goes through a central SMTP server
>(which is common with a number of MUAs commonly in use) then mail
>that can't be delivered or returned ends up in the postmaster's
>mailbox.

That doesn't make any sense.How would mail that failed to end up at the site
that it was supossed to go to end up at that site's postmaster's mailbox if it
can't reach that site in the first place?!?

Net-Tamer V 1.10.1 - Test Drive

2551. how far off of 288 RPM can a disk drive be?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6up0jsr1@news.iwaynet.net>
Source record: 64989

My 1050 Duplicator drive runs at 290-291 RPM and it can read all my disks.
My Trak drive runs at around 281 RPM and it's even worse.
Is it just my drive speed or should my drives not be having any trouble?

And how do I adjust the drive speed?

Net-Tamer V 1.10.1 - Test Drive

2552. Re: File transfer question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6upijsr3@news.iwaynet.net>
Source record: 64990

On 1998-02-15 The_Shadow@spnt.com said:
>I hate to be argumentative, but BobTerm will strip off any
>extra characters if I remember right, and I have yet to see

I really can't say one way or another.But you should always use Y-MODEM or F-MODEM simply because they're faster.I'll have to do some tests with BobTerm to verify it's X-MODEM behaviour.

>any file, Basic or Binary, which wouldn't run just fine even
>with the added bytes, with the exception of if someone was
>using Sparta-Dos. The Binary files contain the length of
>each segment within the file, so any program which is using
>a good loader, shouldn't have any problem, and a simple
>Basic Load command will load any basic files too.

Yeh but then it tries to proccess all the control-Zs at the end as a header,causeing $1A to be loaded at $1A1A.This may or may not over-write part of the programme depending on the initial load address and whether it re-locates it-self in between segments (INIT) or after it's done loading (RUN) (c.f.SuperArc).
And I assume that the EOF error in the middle of proccessing the last few control-Zs would cause some (all?) DOSes to abort executing the RUN address.

And I used to download a lot of files back in the old days via (BobTerm's) X-MODEM before I knew what idiodicy it was and had several programmes malfunction.(remember that it was never designed for UNIX-style DOSes in mind)
And I remember when I first ran TurboBASIC that it chewed up my one of my disks' (DOS 2.5 1050 style) and I didn't have DISKFIX back then.

Having said all that,downloading ARCs should be no problem.
(ALF seems to be just ARC with a new compression algorithm)
You'll get errors at the end of un-arcing the file when it encounters the garbage,but by then all the files will have been extracted.

Net-Tamer V 1.10.1 - Test Drive

2553. Re: More DOS 3 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6uppjsr4@news.iwaynet.net>
Source record: 64991

On 1998-02-16 webmaster@atari.nu said:
>One HUGE problem (bug, feature, whatever you choose to call it) was
>the fact that once you created a DOS 3 disk, it didn't matter if
>you had a D/S D/D drive or any other drive you couldn't read that
>disk using any other DOS, even on a 1050 drive booted up with DOS 2.
>5 or My Dos, SpartaDOS, it didn't matter, there was a conversion

Actually DOS 2.5 comes with a programme just for that purpose.
As well as a DISKFIX and SETUP (?) programme.

>utility I can't remember the name something like d3conv2 or
>something that would convert files back but it was a nuisance and
>not worth the time or trouble. Actually Atari did have a couple of
>dealer announcements for a Double Desnity 1050 along side with the
>Enhanced Density 1050, why they opted for 127K while everyone else
>was having no problems selling 180K drives it beyond me, it was a
>waste of time and money.

Technicaly,it is double density.It's just a smaller sector-size.You just need
to add 128 bytes of RAM and a new ROM OS for the drive and you have Percom
SSDD compatibility.

Well just look at how little Atari did to support the 1050's "enhanced" dual
density.They made a dirty little hack that STILL didn't let you use the whole
disk.(you lose 1875 bytes)
Where as MYDOS both maintained compatibility with DOS 2 and at the same
time made it so that any future disk drives would be usable since it supports
virtualy infinite sectors.The point is that 256-byte sectors means 256-byte
drive and file buffers.Meaning less memory meaning software not running.
(some software leaves very little room for DOS)
Look at the trouble they went through to make sure that that one extra disk
buffer for the RAM disk would not increase the ammount of RAM it used.
DOS 2.5 with 6 drive/file buffers,usually set up for 3 files and 3 disk drives
(only two disk drives if you don't load the RAMdisk handler,which automaticly
adds on a drive buffer) uses as much RAM as DOS 2.0,which has 2 drive and 3
file buffers by default.

Net-Tamer V 1.10.1 - Test Drive

2554. Re: Xf551 vs indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6uq3jsr5@news.iwaynet.net>
Source record: 64992

On 1998-02-16 6c2pms$1d3@usenet43.supernews.com said:
>On Sat, 14 Feb 1998, tom cody wrote:
>> can someone please tell me the difference between the two, I saww
>>reading in the june 1988 antic and I could not see any. What an
>I missing?
>You are probably indundated with e-mails from our Atarian
>colleagues, but here's my 2cents (for what is it worth)
>Bottom line, Indus GT, nice sleek, smaller than 1050 5.25 floppy
>drive. REAL Double density 180k/side, not cheap enhanced 1050
>density. With appropriate software you can use GT Synchromesh
>(comparable to a US doubled 1050). I think SDX allows this
>Synchromesh

The SDX manual says that the GT supports UltraSpeed but that it's buggy and
hence the need for INDUS.SYS.This is most probably a bald faced distortion and
the INDUS.SYS driver is just altering the GT for use with SDX.
(but only with SDX.The driver doesn't allow other DOSes to do UltraSpeed)

>Xf551, (my personal fav 8bit drive, so I am horribly biased)
>TRUE DS/DD (ie 360k per disk, without flipping), sleek XE-grey
>drive, built in ultraspeed, accessible via Black box, SDX or other
>equivalent methods. (not as fast as other speed increased, but fast
>never the less).... I have had it since 1988... no problems..good
>drives for BBS backups (in the olden days)
>I would like to own both actually..

I'm pretty sure that the XF551 doesn't use UltraSpeed.I know it has it's own
special protocol that BW-DOS and SDX will use.
(but SDX modifies the XF551 via INDUS.SYS in some unknown way)

And it doesn't report "sector not found" errors corectly so the copy
protection for some games will fail and the game won't play.
And you can't format the back side of a disk for single-sided operation.
Having a spare 810 or 1050 (preferable) to play games and format disks
aleviates these problems.

Net-Tamer V 1.10.1 - Test Drive

2555. Re: 1050

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6uqajsr6@news.iwaynet.net>
Source record: 64993

On 1998-02-19 jmelbo@pressenter.com said:
>On Wed, 18 Feb 1998 22:44:48 GMT, khenrich@worldnet.att.net (Ken
>Henrich) wrote:
>>I am looking for the code to upgrade a 1050 to read double density.
>>I can take it in ROM, or as a binary file which I can burn into
>>ROM. If you can help, please contact me at khenrich@worldnet.att.
>net
>I think it needs more than ROM, like maybe more RAM? Maybe the RAM
>part of upgrades for the 1050 (like USD or Happy) were only for
>fascilitating the full track buffer I dunno. Maybe an updated ROM
>is all thats reqired. I would be interested in the answer myself.
>Anyone know?

You need a total of 256 bytes of RAM to buffer a single sector because the
Atari can't take the information as fast as the drive gets it from the disk.
So a 128-byte RAM uprgade at least.I prefer the track-buffer idea since it
means that you don't have to use a special format for high-speed.

Net-Tamer V 1.10.1 - Test Drive

2556. Re: Atari Point of Sale Demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6uqgjsr7@news.iwaynet.net>
Source record: 64994

On 1998-02-22 mauricem@bigfoot.com(MauriceMolyneaux) said:
>A friend of mine asked me if I had an old Atari computer point of
>sale demo that he recalled. Apparently it demonstrated all kinds of
>things you could do with your Atari computer, with like a mock word
>processor, etc., and he said there was a screen with a schoolhouse
>and a little girl or something like that...
>If anyone has this thing I'd like to hear from you. Thanks.

I have that!
I was just playing it yesterday (Saturday-7).
Keep checking HTTP://www.iwaynet.net/~dklugh/ for it.I'll upload it soon.
And if Yogi or someone would archive it for me then tell me since I can't
really keep too much stuff up.

Luckily that's one of the files that my off-speed 1050 Duplicator can still
read.

Net-Tamer V 1.10.1 - Test Drive

2557. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6uqvjsr8@news.iwaynet.net>
Source record: 64995

On 1998-02-18 sjudd@nwu.edu(StephenJudd) said:
>Sort-of. Although they use the same core, the 6502 and 6510 really
>are different (minor point). The 64 also does certain things in
>hardware, of course, which would otherwise eat up cycles.
>Memory interleave is the main reason that the 64's CPU is clocked
>at 1MHz, so a relevant question to ask is: how many cycles are
>available to the CPU on each scan line in, say, Antic mode E or F?
>And I've no doubt that C= thought about being faster :).
>>Atari did use multi processors in addition to the main
>>CPU such as the Antic chip.

Acording to the Atari hardware manual the Atari is slowed down by 36% in the default text mode (40x24).This would leave you at 1.05mhz.
Text mode takes up almost 9k,960 bytes for video RAM and 1k for the character set but it gets read over-and-over again so it amounts to reading 8k per jiffy.
Graphics mode takes up 7680 (using 192 scan-lines) bytes per jiffy so it would be faster.But software is free to tailor the number of scan-lines and hence gain speed.And there's also a narrow playfield (128 pixels) and wide playfield (192 pixels) in adition to the normal playfield (160 pixels) mode.

Net-Tamer V 1.10.1 - Test Drive

2558. Re: Notepad on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6ur8jsr9@news.iwaynet.net>
Source record: 64996

On 1998-02-15 6bq025$79c$22@news.iwaynet.net said:
>On 20 Jan 1998 Bostone1 (bostone1 att aol dott com) said:
>->> The masses were never interested in BASIC any more than they
>->> are interested in getting under the hood of the car.
>That's especially true in the Yuppie Age!
>But then, on 10 Feb 1998, D. Klugh (dklugh att iwaynet dott net)
>posted this reply to Bostone1:
>->And hence we have WINDOWS! <sneer>
>Even in the heyday of the 8-bits in the early to mid-80s, when
>there were hundreds of thousands of Atari 8-bitters who *were*
>using BASIC, most of them were gung-ho on using lazyloaders. It
>was obvious that something like Windoze was inevitable and would
>be a big success. When somebody puts out computers like those on
>the Startrek TV shows, which you only have to talk to and which
>do everything for you from flying spaceships to creating your food
>for you, they too will sell like hotcakes and make all older
>operating systems obsolete.

I hardly relate Windows to a boot menu.There are much better menu programmes
for MS-DOS.Plus in MS-DOS you don't have to pre-set the graphics mode like you
do in Windows and lots of ST software.And you don't have to worry about icons
getting "blacked out" by setting the number of colours too high.
And Windows has several configuration files that have to maintained.
(the MS-DOS multi-tasking vector is by default de-activated so programmes like
PRINT won't function while Windows is running without DIRECTLY editing the
configuration files)
And relative pathnames don't work so if you ever have to run Windows from a
different drive (ala ZIP drives) then you have to edit every single icon.
Not to mention the incredibly slow graphics interface that was obviously only
meant to show static images.And many programmes using all ALT-key commands.

Nope.I never saw Windows as ever being easy.Like that menu that comes with
SpartaDOS 1.1.I just never minded typing out measly 8 character filenames.
(I didn't use directory-name extentions back then)
Plus I've had NDOS (4DOS) for years and it has filename completion.Otherwise
I'd just make up a batch file menu to run games.
(I did that years ago when I first got a IBM but then realized that I just
wasn't that lazy)

Plus boot menus are need for some Atari games that over-write DOS.

I was talking to a Electronics Boutique worker about Wolfenstein on the 3DO and
IBM and he said he that with the IBM you have to get it set up and working
where as the 3DO version just ran.
Now has anyone really had to do any configuration to get Wolfenstein 3D to

work?
It's all automatic for me.IT sees your BLASTER variable and knows what sound card you have.runs your XMS & EMS interupts ("servers") and asks MS-DOS about how much memory you have.Runs the video BIOS ROM interupt to set up 320x200x256 graphics.I just couldn't see his point.

>->I still can't believe that people can't set their VCR clock or
>->programme it. I just always take it as "urban legend".
>No, it's not legend; it's true. There are still many people
>like that out there. Nowadays they're saved from the ignominy
>of flashing clocks because of automatic VCR programming and the
>elimination of the flashing displays by the manufacturers. But
>there've been times when I've come across flashing displays and
>reset them -- feeling like a "Spock" or "Data" character from
>Star Trek, applying the principles used by one brand (or civili-
>zation!?) to another one ("Can you figure out the aliens' system?"
>Kirk/Picard says to Spock/Data. "I think so, Captain! Their
>markings are similar to those on the Planet Panasonic!"). When
>you do that, the people who don't have a clue think you're a
>magician.

Well who couldn't set a VCR clock.On the old ones it was just like setting a watch.The new ones are more fancy,with are on-screen instructions.
Either way it's simple.

Net-Tamer V 1.10.1 - Test Drive

2559. Re: Atari Joystick recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6urijsr10@news.iwaynet.net>
Source record: 64997

On 1998-02-25 nisse-ma@reze-1.rz.rwth-aachen.de(MathyVanNisselroy) said:
>I like the CX40's. You can get repair sets for these at I guess
>B&C, Best and American Technavision. But make sure you got the I'd
>recommend against the 7800 type joysticks. I really hate them.
>But the 7800 joyPAD is cool. SEGA joypads seem to work too CU
>Mathy Van Nisselroy

Actually Sega joysticks will probably get burned out.
(maybe you're using the joysticks that CAME with your Genesis)

Net-Tamer V 1.10.1 - Test Drive

2560. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6urpjsr11@news.iwaynet.net>
Source record: 64998

On 1998-03-02 pgf@ivic.net(PeterGFichera) said:
>You set up a screen in one of the 16 color modes, say GR. 11, or
>better yet, GR.9. You make the image on the screen a series of
>lines of different shades, say 0-15, repeated 16 times or more. you
>then set up a display list that calls a ml routine every 16th line.
>This routine bumps up the number in the register that holds the
>color of the screen, MOD 16. Then you point the appropriate
>register to the custom DL, and put in a routine that fakes a
>keyboard input (a simple poke every 8 minutes will do, or maybe at
>the end of each screen display, during the VBI), and there you have
>it. pgf

It would probably be better if you didn't disable attract mode.The user can
just press HELP (or SPACE for the 800) if the attract mode activates.
Besides,is someone actually going to stare at it for more than 8 minutes.

Net-Tamer V 1.10.1 - Test Drive

2561. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6us1jsr12@news.iwaynet.net>
Source record: 64999

teej213360@aol.com (Teej213360) writes:
>I found an Atari FAQ somewhere and it said you can display 256
>colors simultaneously. Can it be done in basic on an 800XL? The
>most colors i ever used was 16 in graphics 11

That's not quite corect.You get 15 colours as well as a "Black & White"
null-colour.
With 8 different brightnesses that's a total of 128 combinations.

But GR.9 gives you one colour (or none if colour "0" is selected) and 16 (!)
brightnesses.Using interupt-driven machine language you can change the colour
as fast as the TV/monitor can draw the image and hence get 256 different
combinations.
(but it's been said that some of the combinations are redundant)

The machine language is pretty simplistic and anyone could do it with A65.
(available on the Atari archive at umich;check the FAQ)

Net-Tamer V 1.10.1 - Test Drive

2562. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6us9jsr13@news.iwaynet.net>
Source record: 65000

On 1998-03-05 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>> This is exactly the same problem that I had which I never solved.
>>I could dial and connect, but nothing on screen.
>Disable hardware flow control in your modems internal configuration.
>The 850 interface does not support it.

The 850 supports it,it's just not automatic.For some reason term programmes
aren't setting up the 850 like they should.
(no foresight!)

You can also just run Kermit-65,type "connect",press OPTION and then "c" to get
out of term mode,and then quit and the 850 will be set-up corectly.

Net-Tamer V 1.10.1 - Test Drive

2563. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6ushjsr14@news.iwaynet.net>
Source record: 65001

On 1998-03-01 nohere@ihug.co.nz said:
>I'm looking at doing a Atari 8bit High Score page for those
>interested. Please send me your high scores for your favorite games.
>. (No cheaters please!)
>Send email to aaronat@ihug.co.nz
>Depending on the response, the high score page will be online by
>the end of week.

More than 5 years ago I once rolled over both the score and level# of the VCS
("2600")
Defender.Ah,I was a much better game player back then!

Net-Tamer V 1.10.1 - Test Drive

2564. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6ussjsr15@news.iwaynet.net>
Source record: 65002

On 1998-03-03 bostone1@aol.com(Bostone1) said:
>The disk version of Mac65 was released as shareware or PD, I don't
>remember which, and the docs for it are available at:
>http://www.crestviewfl.com/~richard/atari-docs.htm

Where could I download a DCM or ARC of it MAC/65?

Net-Tamer V 1.10.1 - Test Drive

2565. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6utgjsr17@news.iwaynet.net>
Source record: 65003

On 1998-03-03 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>> Nope. The DRAM is refreshed by ANTIC.
>Is there anything these chips wont do? :) Amazing.

I thought that having the video (DMA) circutry doing RAM re-fresh was pretty standard.At least for computers of the 80's.
(I know that the Apple's video circutry does re-fresh)
I assume that computers with seperate video RAM (like the TI-99/4) have some other way.The IBM PC uses DMA channel #0 to do re-fresh.But the later IBMs (XT?) have dedicated circutry.

I knew about ANTIC doing re-fresh (not to be confused with video re-fresh) long ago from my Atari hardware manual.Came with the OS manual and source code.
It'd be nice if these could be archived some where.

Net-Tamer V 1.10.1 - Test Drive

2566. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6utrjsr18@news.iwaynet.net>
Source record: 65004

On 1998-03-05 arickett@kent.edu said:
>I'm curious what everyone's favorite Atari 8-bit games are. Here's
>my list:
>Encounter!
>Necromancer
>Return of Heracles
>Drelbs
>Bruce Lee
>Enchanter (lots of Infocom, really)
>Mig Alley Ace
>Probably more, but that's off the top of my head.

Encounter,Archon 1 & 2,Star Raiders 1 & 2(and Last Starfighter,of course),
Trilogy of Apshai,Gauntlet,Dandy,Ultima 1-4,Wizard's Crown,Xagon...

Net-Tamer V 1.10.1 - Test Drive

2567. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6utajsr16@news.iwaynet.net>
Source record: 65005

On 1998-03-06 crow@coos.dartmouth.edu(PrestonF.Crow) said:
>Perhaps more useful would be to build new disk drives. I'm thinking
>that it would be cool to take a standard PC floppy drive and build a
>custom controller that spoke SIO, and would read all the old formats
>(90K, 130K, and 180K) as well as standard PC formats (pretending
>that each 512-byte sector was really two 256-byte sectors). It

And a track buffer.And 512-byte sector writes would have to be cached.

>should be possible to fit it into a 1050 case.
>Of course, one big question that comes up with that is whether the
>limitation of PC drives not being able to read FM (i.e., single
>density) disks is a matter of the hardware or the controller.

Actually in my IBM hardware manual it says that you CAN read FM disks.
There's a setting in the drive controller for it.

Net-Tamer V 1.10.1 - Test Drive

2568. Re: GFX source code

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e6uu3jsr19@news.iwaynet.net>
Source record: 65006

On 1998-03-02 jschnitt@gte.net said:
>Hi folks, I am looking for assembler source for initialization of
>the display list. I want to set up the display list for Antic
>SPECIAL mode(160X192X4colors). Actually, any gfx mode would be
>instructional. I am using MAC65 as an assembler. I am studying the
>book:machine language for beginners, and I learn best from sample
>programs.

Why not just use GR.15?

Net-Tamer V 1.10.1 - Test Drive

2569. Re: Death of a Dream

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e72kt$a13@dfw-ixnews7.ix.netcom.com>
Source record: 65007

C'mon man... can't you see it? He's talking in code!

Jon D. Melbo wrote in message >Why is that of ANY concern to anyone else, or
especially
>comp.sys.atari.8bit ?
>
>*** Please make sure responses are also sent via email.

2570. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>
Source record: 65008
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

$5 million is actually a very small sum of money for the name alone, if the
right people can act upon the right memories of the right consumers. That
the computer lines are included is either complementary or central to their
plans; that's what we'll be watching for. Don't necessarily expect anything
right off the bat. Many wise investors, seeing an opportunity, act well in
advance of any plans, buying when others are fleeing... a la Warren Buffet
buying 20% of worldwide above-ground silver reserves recently. He's just
waiting... he can afford to.

I thought I recently heard that Hasbro was laying off several hundred
employees and closing a plant. I wonder if the Atari purchase has anything
to do with this. Could be a refocusing of their management's vision.
Hmmm... an Atari web-box? No reason you can't sell one today for $99.

Keith Scroggins wrote in message <6e6vssbfp1@news1.Radix.Net>...
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
>Sure enough $5 mil is not worth it for Atari's management......
>
>Maybe Hasbro has a game system in the works and wants to use the Atari
>label.......
>
>I'm sure in the coming months rumors will start to appear everywhere!
>
>Curt Vendel (cvendel@aol.com) wrote:
>: Hello to all,
>
>
>: I was given an email earlier this morning from an individual who
>: gave me a link for the Techstocks website, within the website it
>: reference that JTS had filed an 8K form for the sale of assets,
>: specifically Atari to Hasbro Interactive.
>
>: I decided the only way to know for sure if this was fact or fiction
>: was to go to the source, since JTS is a publicly traded I went to the
>: SEC site at www.sec.gov
>
>: So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>: JTS for the ticker and Viola!!! You get for February 23, 1998 the sale

>: of most Atari assests to
>: Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>: Its real, its true and its official, Atari has been
>: sold!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>: Curt Vendel
>: Atari Prototypes & Vaporwares Site
>: www.atari.nu
>
>
>
>

2571. Re: Using the 8-bit with music education

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6e76qaqto1@alexander.INS.CWRU.Edu>
Source record: 65009

I am sorry if this message has already been answered. You could
try the AtariMusic series, if you can still get them from B&C,
Best Electronics, San Jose, or any other 8-bit dealer.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2572. Atari 8 bit * Want List *

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980311233100.SAA00397@ladder03.news.aol.com>
Source record: 65010

I am looking for the following carts for Atari 8 bit computers:

Fort Apocalypse (Synapse)
Boulder Dash (First Star)
Crystal Castles (Atari)
Tutankham (Parker Bros.)
Gyruss (Parker Bros.)
Pastfinder (Activision)
Rally Speedway (Adventure Intl)
Omega Race (CBS)
Satan's Hollow (CBS)
Solar Fox (CBS)
Tapper (Sega)
Up 'N Down (Sega)
Jawbreaker (Sierra)
BC's Quest For Tires (Sierra)
Sammy Lightfoot (Sierra)
Fast Eddie (Sirius)
The Pharoah's Curse (Synapse)
Protector II (Synapse)
Orc Attack (Thorn EMI)
Bounty Bob Strikes Back (Big Five)

If anyone has any one of these carts for sale, please email me with your asking price. I realize that this is a pretty long list, but I would be happy to get just one of these carts. Thank you.

2573. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <6e76vkvum1@jupiter.cs.uml.edu>
Source record: 65011
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Considering Hasbro's success with the Frogger remake (as lousy
as it was, it did sell), I bet Hasbro is just chomping at the bit to
re-release some of Atari's back catalog in anticipation of similar
success. Somehow I doubt Hasbro will do anything with the hardware, but
who knows. Maybe they will incorporate it into some kind of toy, like
a Pico-style device.
--
*Ralph Barbagallo http://www.cs.uml.edu/~rbarbaga *rbarbaga@cs.uml.edu*
"I have known many game designers; they encompass a broad range of
personalities. Yet all these disparate people share one common trait;
they all sport towering egos."--Chris Crawford, 1987.

2574. Need help booting disk-based games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Game Lord <gamelord@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980311183145.28242D-100000@home.ptd.net>
Source record: 65012

Well to start off, I was given some Atari equipment this past Saturday. I already had a 130XE, which is how I played my carts, but I did not have a disk drive. I was given the 810 drive. Now, since I am an vid C64 user and freak, I am not familaiar with the operation of loading games fro disk.(To get it out of the way, I do not believe in any Atari 8-bit VS. C64 debate. Really is kind of lame, but if you are having fun...) These disks are, of course, copies of many old games I believe were available for only Atari. My question is, using my 130 XE and 810 drive, how do I load the directory and/or particular game? I was told by another dude I spoke with on here, that the disks must have DOS 'installed' on themselves. To keep it short, any response from anyone explaining to me in detail or if you can direct me to an FAQ that explains this, I certainly would appreciate it. I look forward to hearing from any of you dudez, and I will take it upon myself to visit this group more often. I always wanted a nice XL/XE setup anyway to accompany my 64. Now, I can play the faves I haven't played in over a decade. Thanx in advance for your time and consideration. Take care.

Fred-GL-Wailin' High

2575. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: slight@bev.net
Message-ID: <3507211e.27174297@news.vt.edu>
Source record: 65013
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari. I did notice that the computers were specifically listed as being
>part of the deal. It makes me curious that they specifically mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
>some plan to use this for something? I mean, $5 million for Atari is a
>good chunk of money. I wonder who we can get to tell more of this deal.
>Sure enough $5 mil is not worth it for Atari's management......

5 million is chump change for Hasbro, especially after just having
purchased Tiger Electronics last month (Feb 9th) for 335 million.
Which leads me to....

>Maybe Hasbro has a game system in the works and wants to use the Atari
>label.......

My conspiratorial mind is highly curious if there might end up being
some form of game.com / Atari collaboration now. Perhaps use the Lynx
technology to give the Com a much-needed shot in the arm?

>I'm sure in the coming months rumors will start to appear everywhere!

Why wait months when we can start now? :)

Steven L Cox (slight@bev.net)

Slight's Unofficial game.com Homepage:
http://www.fastservers.net/~slight/gamecom/index.html

2576. Re: Files to .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e772b$ns1$1@dartvax.dartmouth.edu>
Source record: 65014

In <889657288@stackbbs.xs4all.nl> bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) writes:

> -=> Quoting Olavese@online.no to All <=-

> Ol> I would like to know where and what filename a utility to copy .EXE
> Ol> files on PC hard disk to .ATR image. Thanks and take Atarian care

>I've written a program called DIR2ATR.
>IT will write ALL the files in a specified directory to an .ATR disk image.
>You can include DOS 2.5 or MYDOS as well.
>It should be on my web page (XL page), but if it isn't, let me know,
>and I will email it to you.

>homepage: www.xs4all.nl\~stack

Hey, that sounds exactly like the program I've written that I've
talked about several times here in the past month or two.

Mine is distributed as C source, and is known to work with Unix, but
hopefully it won't be a big deal for someone to compile it for DOS.

http://www.cs.dartmouth.edu/~crow/atari/

--PC

--
/* If UseNet were a restaurant, no one would leave tips. */
/* --Preston Crow */

2577. Help! 64k x 4 ram chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Chris <SPAMroom101@SPAMix.SPAMnetcom.SPAMcom>
Message-ID: <6e79h1$8kj@dfw-ixnews9.ix.netcom.com>
Source record: 65015

Sucks! Received this message today from Mouser. They were the last reliable place I had been able to find the 64k x 4 chips for the 600xl 64k mod. Anyone know of any other outfit that carries them or does anybody have a couple they would sell. Mouser had them for $2.40 and there's no point in paying $10 a piece for them, so anyone trying to gouge has no point in responding to this. Mouser is cool because there is no minimum order and they charge you REAL shipping costs... you can order just a couple of chips if you like.

Chris
(to reply to me remove the SPAM from each of the fields of my address, otherwise post it here!)

<<<from Mouser>>>
We were unable to supply your request for part # 551-41464C10. The remaining stock that was available when I spoke to you was adjusted out before I could have your order entered. I apologize, but we will no longer stock this item due to discontinuation by NEC. There is no replacement available for this item at this time. If I can be of service in any way, please let me know.
Joddie Hale
Mouser Electronics

2578. Re: Dead(?) Atari 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EpoGKq.MvI@iglou.com>
Source record: 65016
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

On 1998-03-07 smedley.antispam@gte.net said:
>Only one voltage? I have a XEGM and it's power supply has a DIN
>connector with multiple voltages coming out. I thought the rest of
>the XE line had similair power supplies. Wonder why decided to go
>with the more expensive power supply and connector in the XEGM?
Are you sure it has multiple voltages? All the XL/XEs use a connector with
7 pins, but only one voltage.

Net-Tamer V 1.08X - Test Drive

2579. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@playstation.sony.com>
Message-ID: <3507314D.505D@playstation.sony.com>
Source record: 65017
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Steven L Cox wrote:
>
> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
> >Now, the question is, will Hasbro Interactive do anything worthwhile with
> >Atari. I did notice that the computers were specifically listed as being
> >part of the deal. It makes me curious that they specifically mentioned
> >the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> >some plan to use this for something?

Not necessarily, the agreement merely spells out that Hasbro gets all
the
assets of Atari, from video games to computers. It doesn't mean Hasbro
is
going to release computers, just says they now own all the
rights/patents/etc.
to the computer line.

Essentially, JTS is transferring everything under the Atari label to
Hasbro.

>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>

who knows, but Hasbro has been trying to do their own game system for
God knows
how long...

They started with the VCR based system (Sewer Shark, Night Trap were
spawned from) and
not to long ago, where experimenting with an elaborate Virtual Reality
system that
suddenly went away......

I'm sure we'll know something perhaps by E3........

my best guess...

-Brian

opinions are mine, not my employer

2580. SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R1103981721450001@nntp.ix.netcom.com>
Source record: 65018

I've found a few references in DejaNews to building an SIO2PC interface inside the case of an Atari. I haven't been able to find any information about how to do this, tho. Is it more complicated than just soldering the appropriate wires into the SIO port's connector? Where does the IC get its power? etc...

Any help appreciated.

--
Trying to email me without removing 'NOSPAM' from the address will result in Bad Nasty Awful Things.

2581. Re: Re : SECAM Ataris?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <35066936.10877220@news.mindspring.com>
Source record: 65019

On 7 Mar 1998 00:06:07 GMT he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>In my experience with My Amiga 1080 monitor, it was able to
>properly display either NTSC or PAL, it was a matter of fine
>tuning the vertical hold. Correctly adjusted, it could display
>either instantaneously (flipping between PAL and NTSC on the
>A500). Is SECAM also at 50Hz? I assume my current
>magnavox should be able to do the same thing as the 1080.
>The 1080 went flaky after awhile, and I didn't want to mess
>with it.

I assume this was while the 1080 was connected to an Amiga? If so, one thing to keep in mind that this was an RGB analog connection, and as such, the only real difference was the timing. In a composite connection, you have a different colorburst frequency to deal with, meaning that while a NTSC color composite monitor might be able to handle the timing, and thus display the picture, it would not pick up the expect color information, and therefore the picture would be in black and white.

==========
lmcclure1@mindspring.com

2582. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <350669f5.11068525@news.mindspring.com>
Source record: 65020

On 6 Mar 1998 20:20:24 GMT crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>Perhaps more useful would be to build new disk drives. I'm thinking
>that it would be cool to take a standard PC floppy drive and build a
>custom controller that spoke SIO, and would read all the old formats
>(90K, 130K, and 180K) as well as standard PC formats (pretending that
>each 512-byte sector was really two 256-byte sectors). It should be
>possible to fit it into a 1050 case.
>
>Of course, one big question that comes up with that is whether the
>limitation of PC drives not being able to read FM (i.e., single
>density) disks is a matter of the hardware or the controller.

The XF551 uses a standard "PC-type" 5.25" 360K mechanism (of the same variety as an old XT), which clearly indicates the handling of FM disks is soley a controller problem.

The XF551's controller board would be a good starting point for a new design, as it is fairly simple. The problem is that its controller can only handle standard density media, meaning you could use up to a 720K, 3.5" disk, but not HD media.

==========
lmcclure1@mindspring.com

2583. Re: Favorite games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hBfogo-.tandrews16@delphi.com>
Source record: 65021

My all-time favorite is still Star Raiders, even though I usually prefer thinking-type games over the arcade-type. I love text advanture, but rarely get enough time to give one a good session. <SIGH.>

TJ

2584. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <35077385.59E2@gte.net>
Source record: 65022
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

John Schnittker wrote:
>
> I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
> division and home console games division. Hehe MAybe we'll see a new
> atari console; then again maybe not hehehe.

Atari does NOT have an arcade division. It's a long story, but the end
result of it all is that Atari Games, the arcade game maker, is now a
division of Williams (maker of Defender, Sinistar, etc...).

As for a new Atari console... I wonder if Hasbro is a Project X
licensee?

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2585. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350774C0.1CFB@gte.net>
Source record: 65023
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> I mean, $5 million for Atari is a
> good chunk of money.

Not really. Consider the staggering number of patents and licenses involved. Hell, just look at those "key marks" that are mentioned - the Atari name, Fuji logo, Centipede, Crystal Castles, Yar's Revenge, and so on, and so on! That alon is worth a ton of bucks. (Well, to me anyway!)

>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.......
>

That would be my guess.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2586. bit zero

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889835805@stackbbs.xs4all.nl>
Source record: 65024

Howdy David

You: "It is funny that SpartaDos
seems to think that it need all the
space under the OS. It doesn't
actuall use it all. It is such a
hog!"

Could you tell me WHEN SpartaDOS
looks under the OS? Or, more
importantly, does it change bit 0
(zero) of $D301-54017 (PIA pin PB0)
while accessing extended RAM? Is
there software that does? Is it
possible?

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2587. relay

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889835806@stackbbs.xs4all.nl>
Source record: 65025

Howdy folks

re: relays on joystick ports

You could multiplex pins 1 to 4,
resulting in 16 possible outputs. If
you switch in a different resistor of
each relay, and pick the resistors
carefully, you might even read the
resulting resistance through pins 5
and 9. These pins are analog inputs.
Each input would be able to read the
condition of eight relays. But you
need eight different resistors for
each input.

And... if you multiplex this way, you
have to use a flip-flop or you'll
only be able to either have one relay
ON and the rest OFF or vice versa.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2588. MyDOS cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889835807@stackbbs.xs4all.nl>
Source record: 65026

Howdy Curt

Tell us more about the MyDOS cart
please. Like how is it compared to
the disk version? Are there any new
features? Did they just burn 4.53 in
an EPROM, or is it designed to use as
little of the memory as possible?
Would the pcb fit inside a "XE style"
cartridge?

And... who makes/designed these?

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2589. power supplies at JAMECO

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889835808@stackbbs.xs4all.nl>
Source record: 65027

Howdy folks

For those looking for ATARI power
supplies:

Jameco is selling two power supplies,
both for use with 115 Volts:

Number 1:

Output 5V, 1 Amp
XL/XE type power plug (7 pin)
400 in stock
Jameco # 116089 Atari # CO70042

Number 2:

Output 5V, 720 mA
12V, 210 mA
5 pin power plug (maybe 1200XL???)

1062 in stock
Jameco # 147467 Atari # PS32

Both cost $9.95 if you buy one to
nine of them, buy more and you save a
dollar. For some reason your not
supposed to buy 24 of these.

CU Mathy Van Nisselroy

PS yes, it surprised too. And the
quantities they have...

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2590. SECAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889835809@stackbbs.xs4all.nl>
Source record: 65028

Howdy folks

Re: SECAM ATARI's

What's the contents of address 53268
(also known as "PAL". Software can
look here to see if a computer is
NTSC or PAL, and maybe even SECAM)?

Let me quote (and translate and
condens) an issue of a European
Electronics magazine:

SECAM stands for "sequentielle a
memoire". This means the color
difference signals are not send
simultanious but one after the other.
Each signal with a sequencial
(screen-) line. The signal of one
line has to be delayed 64
microseconds after which it is
processed together with the signal
from the following line.

Since I don't know much about
television, I don't really understand
all of the above. So please don't
ask ME what it means.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2591. Radio Shack and hookers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889835810@stackbbs.xs4all.nl>
Source record: 65029

Howdy Pat

You said something like: "looking for
a person at Radio Shack who knows
what (s)he is talking about is like
looking for a hooker with a heart"

Talking from experience???

gdrvvf

(grinning, ducking and running very
very fast)

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2592. MyDOS B&C

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <889835804@stackbbs.xs4all.nl>
Source record: 65030

Howdy folks

I sent a message to B&C
ComputerVision concerning the MYDOS
CARTRIDGE they are selling. You'll
see Bruce's reply first, then my
question.

It is brand new just done. I believe
it is 4.x and supports up to 1 meg
RAM disk. We are supplying the
cartridge to the maker and it is the
standard brown Atari 8-bit cartridge
with a simple printed label. We are
not set up to upload pictures yet.

B & C ComputerVisions
Web site: www.myatari.com

Can you tell me more about the MyDOS
cartridge? Like how old is it.
I've heard from Charles Marslett that
he had made a Cartridge version of
MyDOS 3.016. Or actually there were
THREE versions.

Is this the cartridge you are
selling, or is it "brand new"? You
wouldn't happen to have a picture you
could put on you homepage, would ye'?
(or send me :-) if you do so,
please tell me which file I need to
look at/print out the picture.)

BTW I'd be interested if the
cartridge a NEW. (and I know for a
fact that I'm not the only one!)

CU Mathy Van Nisselroy

The cartridge costs $19.95 (ex.
shipping). They recently moved to a

new location and I don't know their
new snail mail address. Their new
EMAIL address is myatari2@juno.com.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2593. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <19980311035200.WAA21514@ladder03.news.aol.com>
Source record: 65054

```
>re: having images in an alternate 8-bit friendly form...
>
>That's a good idea, as it wouldn't really add much overhead
>to the page in either HTML size or storage space. Would be
>cool if it became a practice. "This page best viewed by
>Netscape Navigator -or- BrowserXE" or something like that...
>--
>
> ||| ////Pakrat |||
>/ | \ Discover Atari - and discover how far you can go! / | \
>
```

Hmm. How about having the "A8 Browser" handly everything like a web browser with little memory. Ie. Have all of the text on screen, but graphics as buttons. You click the button and then graphics gets transferred. (Or did someone already type this.)

As for compression, I heard of something called dpeg, like jpeg offers high levels of compression, but can be decompressed more quickly. The place I heard it was used was in another Atari machine, the Jaguar. Besides that I know nothing about it, sorry. Maybe Atari folks here could make a big change in the rest of the internet community and it would benefit everyone here.

Does know of the source of an html interpreter? If only to extract the text and links.

Bill M.
Probably left things only half-said, but I tried.

2594. Re: Pokey Chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <19980311041000.XAA20845@ladder02.news.aol.com>
Source record: 65055

Why would they put a POKEY in a 7800 cartridge?

2595. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: nickd@enteract.com
Message-ID: <6e531e$i3l@eve.enteract.com>
Source record: 65056
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its March meeting on Tues. March 17 at 7:30 PM (room open at 7PM), at the College of DuPage, Room K161 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). The scheduled demo is: ScanX, the flatbed scanner driver for Atari (ST/etc.) computers. And of course there is always our lively discussion - never a dull moment... ;-)

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. >>> Note that the first email address has changed since the last time I posted (IIRC). [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by! :-]

Nick DiMasi, SCAT President ____
/|| | |__/*| (`\
nickd@enteract.com (on 2-3x/wk) |||/|\| |o o |__ _))
turbonick@delphi.com (on 1x/wk) \||___| __ (=T=) ` /
dimasi@lucent.com (on Mon.-Fri.) .---'-`-. _((_ `^--' /_< \^
~-|_TT030_|__.-||__)`-'(((/ ((((

--
Nick DiMasi ____
/|| | |__/*| (`\
nickd@enteract.com (on 2-3x/wk) |||/|\| |o o |__ _))
turbonick@delphi.com (on 1x/wk) \||___| __ (=T=) ` /

2596. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6e53ft$7r9$1@news.chatlink.com>
Source record: 65057

> Mathy Van.nisselroy wrote:
> >
> > Howdy folks
> >
> > Re: MIO better than BB
> >
>
> >
> > The MIO did NOT have the 80 column
> > option. It was planned, but never
> > released, not even prototypes.
> >

Actually I have one of those MIO's with the 80 columns, and it worked when I tried it...

The Shadow

2597. Re: WTB: TeleLink Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350630af.215824583@news.pressenter.com>
Source record: 65058

On Mon, 9 Mar 1998 07:12:26 -0500, velcro_spy@webtv.net wrote:

>Telelink I or Telelink 2? Either, I guess. I'm not collecting, I
>actually plan to use it. I have an 850 and a standard modem.
>
>I guess Telelink II is more advanced, so I'd rather have that one.

Why not use Bobterm? Way better. Or how about IceT or Flickerterm?
Those are the state of the art in the atari8 world.

*** Please make sure responses are also sent via email.

2598. Re: MyDOS documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <x-Qro4k.rldetlefsen@delphi.com>
Source record: 65059

Preston F. Crow <crow@coos.dartmouth.edu> writes:

>I'm looking for documentation on the info that MyDOS stores in the
>boot sectors for version 4.53. I found the 4.51 source code, but it
>doesn't seem to agree with what I'm seeing with 4.53. What I really
>need to know is what values are dependent on the density, number of
>sectors, whether DOS.SYS exists, and so forth (I also need to know
>what those values mean, of course).

MYDOS will store the same info in the boot sector as any other DOS. This is
because the OS must use it to locate and load DOS into ram.
Sector 1, byte offset 0-19 hold the useful info. b14=1=DOS;=0=No DOS,
B15 & 16=sector to start of DOS, B18 & B19=DOS load address, B9= #file buffers,
B10=drive bits, and B17=Disp to sector link(effectivly, disk density). The
rest of the stuff is either in DOS(ramdisk config), or Mydos guese, i.e. >720
sectors, or double sided.
Rick D.

2599. Re: It's a XEGS, obviously

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <35063C04.84C7CFD2@kaa.bbn.hp.com>
Source record: 65060

> If anyone is interested in the plans I will make them available on my
> web page.

Iï¿½m interested so it would be nice to download them from your website.

Tschuess,
Frank

2600. Anyone have Crystal Castles?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980311083801.DAA25746@ladder03.news.aol.com>
Source record: 65061

Does anyone have a copy of Crystal Castles for the Atari 400/800 on cartridge for sale? If so, email me your asking price. Thanks.

2601. Re: For Swedes only (in swedish)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Adrian Pickering <adrian@cherwell.com>
Message-ID: <35065D29.8310B277@cherwell.com>
Source record: 65062

Jan Gustavsson wrote:

> Hej!
>

Hi!

> Jag ï¿½r intresserad av Atari prylar.
>

I am interested with Atari (don't know - probably pronounced Prular?)

> Har ni nï¿½gra sï¿½ hï¿½r av er om priser mm.

Jag behova Marsvin.

>
>
> OBS emaila mig direkt OBS
> Det ï¿½r inte alltid jag tittar i news grupperna dï¿½rmed kan jag missa ett
> svar annars.
>
> Janne

God, I'm losing it. Not bad, though, concidering I don't speak Swedish
and I've never had Swedish lessons. I picked it all up by watching a
strange chef on TV a few years ago ;)

Adrian

2602. Atari 800 0.9.2 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.889611646@math.tu-berlin.de>
Source record: 65063

Hi folks!

There's now an upgraded and updated version of David's atari 800 emulator
available. For those of you who are interested, it's available at my home
page as .lzh file (.tar.gz available on request). The url is in my signature
below.

The current version compiles fine on SGI and SUN, but the PC and Amiga port
is really outdated and needs a lot of service. Thus, if anybody is interested
in some PC/Amiga programming, lemme know!

Here's the list of changes made to the emulator:

Changes in 0.9.2
----

o Rewrote ANTIC emulation, supports changes of the character set within a
mode line now.

o Added FORMAT and 815 N and O commands in the SIO module.

o Rewrote DLI logic completely.

Changes in 0.9.1
----

o Rewrote Player/Missile logic

o Rewrote priority engine. Works now, with all modes.

o Rewrote vertical & horizontal scrolling logic

o Redesigned color fiddling logic

o Added color artefacting (-artefacts) switch and routines. Still a bit "beta"

o Rewrote "MMU" support, new module mem.c designed.

o Redesigned loading of Os modules and external cartridges

o Debugged 5200 support. Should work now, but still something to do.

o Added almost all extra instructions, with the exception of some messy
ones that depend on the external bus state.

Changes in 0.9.0
----

o Made -private_cmap flag really working (jhs)

o Updated X11 support (jhs)

o debugged PIA support (thor)

o debugged POKEY support (thor)

o GTIA emulation highly updated (thor)

o FIDDLED Antic_2,_3 and _F mode rewritten, resulting in

much cleaner simulation without wrong colors.

o some undocumented player/missle "mixing" priorities are now supported (thor)

o Added simulation of Atari XL CartCtrl (GTIA-3) pin (thor)

o Added better DLI timing (thor)

o Added sprites on top of GTIA modes 0x40 0x80 0xc0 (thor)

o Removed DIRECT_VIDEO support (thor)

o Correct handling of CPU interrupt bit (thor), LucasFilms keyboard parsing
works now.

o Correct (checked!) support of direct (non-SIO) I/O (thor), SIOPatch no
longer needed (though RECOMMENDED for speed).

o Corrected bug in vertical fine scrolling. (thor)

o Correct emulation of a bug in the 6502 ZPage addressing (thor)

much cleaner simulation without wrong colors.

o some undocumented player/missle "mixing" priorities are now supported (thor)

o Added simulation of Atari XL CartCtrl (GTIA-3) pin (thor)

o Added better DLI timing (thor)

o Added sprites on top of GTIA modes 0x40 0x80 0xc0 (thor)

o Removed DIRECT_VIDEO support (thor)

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o Added sprites on top of GTIA modes 0x40 0x80 0xc0 (thor)

o Removed DIRECT_VIDEO support (thor)

o Correct handling of CPU interrupt bit (thor), LucasFilms keyboard parsing
works now.

o Correct (checked!) support of direct (non-SIO) I/O (thor), SIOPatch no
longer needed (though RECOMMENDED for speed).

o Corrected bug in vertical fine scrolling. (thor)

o Correct emulation of a bug in the 6502 ZPage addressing (thor)

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2603. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6e5t1f$t1v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 65064

In article <34FD7F14.6F58DA71@teleport.com>, dwmoar <dwmoar@teleport.com> says:
>
>I don't know, but this is just a thought. You speak of DRAM refreshing. Instead of
>dealing with the continued problem of keeping the memory refreshed as is required
>by the Dram. Why not use a SRAM ? Actually it could be much better alternative. No
>refresh..... faster writes and reads. Yes there are the down side of COST COST
>COST. I have been toying with the idea of building a meg unit that hangs off the
>PBI bus. The cost of doing this would be the loss of internal basic, though I do
>believe that there is another way that I can do the switching without loosing
>basic. My friend is tugging at me to do this. Right now I got a drawing of a unit
>that I would like to make that is about the size of 2 cigarette packs. It is a 1
>meg unit with bi-directional buffering. I have also thought about adding a colck
>unit to it. Anyway like I said this is just a thought..
>
>Atari*Dave
>The Hardware Man

SRAM doesn't come in big sizes and is pretty expensive.
Why not use SIMMs. The 30 pin versions shouldn't be a big problem.
I know a place (in Germany, where they sell 1MB simms for 6 bucks.

CU Mathy Van Nisselroy

PS if a MIO can do it without loosing BASIC, other upgrades should be able to do
the same. It IS gonna be BlackBox compatible is it?

2604. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6e5uopqn1@nets3.rz.RWTH-Aachen.DE>
Source record: 65065

In article <3501FA69.6BF9@pacbell.net>, Bob Woolley <rwoolley@pacbell.net> says:
>
>Mathy Van.nisselroy wrote:
>>
>> Howdy folks
>>
>> Re: MIO better than BB
>>
>
>>
>> The MIO did NOT have the 80 column
>> option. It was planned, but never
>> released, not even prototypes.
>>
>----
>There were a couple of 80 column prototypes. They work.
>
>Bob

Yep, and according to Thomas Harker (president of ICD) Mike Hohman got them all.

CU Mathy Van Nisselroy

2605. Re: Video 61 Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6e5v8tqn2@nets3.rz.RWTH-Aachen.DE>
Source record: 65066

In article <3505D7C9.1DD277D2@sisna.com>, BobKlaas <bobkla19@sisna.com> says:
>
>Newer stuff for 400/800/800xl ect

>New Carts
>Hearts 48k
>MyJong 64k
>Checkers 16k
>Sharp Shooter 64k
>Rocks 64k
>Montana Solitair 64k
>Paddle Course Needs paddles
>Translator cart 64k
>My Dos 64k
>
>Will post the rest of his cart titles as time permits left off with J so
>K-Z are still to come...also ask him about his used cartriges instead of
>new.
>
>bob

Howdy Bob

Sounds nice. All part of this new thing that was announced by Larry Serfaten
(sorry Larry if I missspelled your name) a week or 2 ago?

Who wrote the MyDOS cart version? 64kB? What else is inthere? How good is it?
PLEEEEEEEEEEEEEEAAAAAAAAAAAAAAAAAASSSSSSSSSSSSSSSSSEEEEEEEEEEEEEEE somebody,
tell us more....

CU Mathy Van Nisselroy

(now where is my purse?)

2606. Re: schematic for the XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6e5vipqn3@nets3.rz.RWTH-Aachen.DE>
Source record: 65067

In article <6dnvq5$i7j$1@usenet46.supernews.com>, tom_cody@one.net (tom cody) says:
>
>does anyone know of a site that has the schematic for the XEGS, I would rather
>not have to buy it just to track does were pin 16 on the 6520 goes. The trace
>goes under the chip and out the end along with 6 other traces. If not I
>guessI could get my meter out of storage but finding it could take forever.

I don't have a site, but I do have the schematics. At home. I'll look it up for you.

BTW ABBUC (search for them in Michael Currents FAQ or on the InterNet) sells them for DM5 (about 2.5 dollars, p&p NOT included, but it's 3 or 4 pages size A3 (the siye of two sheets (the size most of us use for their snail mail) of paper and a big envelope.

CU Mathy Van Nisselroy

2607. Auction: Atari Explorer/Antic/ANALOG Magazines/8-Bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: clauction@aol.com
Message-ID: <19980311131001.IAA08441@ladder03.news.aol.com>
Source record: 65068

March Auction - Update 10

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, March 16 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
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$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

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1. Keystone Kapers. New in box (unsealed) -$4.95 min

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Atari 2600 Manuals
46. Asteroids (colored with insert) -$.50 nin

47. Asteroids, Atari (b&w, 5 languages) -$.50 min
48. Battlezone, Atari (colored) -$.50 nin
49. Centipede, Atari (colored) -$.50 nin
50. Combat, Atari (small black) -$.50 nin
51. Demon Attack, Imagic (Rev. C, colored) -$.50 nin
52. Missile Command, Atari (colored) -$.50 nin
53. Yars Revenge, Atari (colored), some scores written in back -$.50 nin
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58. Atari Force Comic Book #1 -$3 min
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61. Donkey Kong Jr. (without shrinkwrap) -$1 min

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62. Kindercomp cartridge. -$1 min
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66. HomePak (flip side for C64), Batteries Included disk -$1 min
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68. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
69. F-15 Strike Eagle, Micropose disk -$1 min
70. Print Shop Graphics Library 3 with Reference Card. -$4 yd556
71. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1 min
72. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$1 aaron
73. Track Attack game disk, Broderbund -$1 min
74. Maxi Golf game, Activision 2 disk set -$1 min
75. Atari Word Processor Program Master Diskette (CX8119) -$1.95 aaron

Atari Controllers
76. Standard Atari Paddle Controllers (pair) -$1.95 nin
77. Atari Standard Joystick (single) -$1.95 min
78. Atari Standard Joystick (single) -$1.95 min
78. Koala Pad for Atari 8-bit Computers: Includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. No disks. Very rare. -$6 apprill

Miscellaneous
80. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
81. Flip and File - Same as above. -$1.95 min
82. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min

83. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
84. Super Nintendo Mortal Kombat II Instructions -$.25 min
85. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
86. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari 8-bit Reference
A1. Atari Personal Computer System Operating System User's Manual. CO16555 November 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$12.95 min

A2. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$12.95 min

Atari Computer Books/Instructions
A3. Atari 820 Printer Operators Manual CO14764 -$2.95 min
A4. Atari Home Computer Products Dealer Confidential Price List (Effective February 1, 1983). Y503-011883. Some Writing. -$3.95 min
A5. Atari Personal Computer Products Catalog. CO17535-Rev. A 1981. Silver, 28 pages. Includes unreleased Atari 815 disk drive, CX70 light pen, much more. -$1.50 min
A6. Atari Home Computers Catalog. CO17535-Rev. C 1982. Silver, 37 pages. -$1.50 min
A7. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
A8. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A9. APX Ultimate Renumber Utility Instructions -$.25 min
A10. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A11. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A12. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A13. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A14. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A15. ANALOG Computing Pocket Reference Card. -$2.95 min

Game Catalogs
A16. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 gary123
A17. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 gary123
A18. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 gary123
A19. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 gary123
A20. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 gary123

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$5 yd556

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

Atari Computer Magazines
A.N.A.L.O.G. Magazine Issues. All includes lots of old advertisements, type-in programs, reviews, editorial, and several articles.
M1. A.N.A.L.O.G. No. 1. Premier Issue. Become a Star Commander. Five Star Treks. What's New for 81. Music Composer. Maze Rider. Type-in Games: Blocked, Maze Rider, Sub. Video Computer System Update. Bugs & Bytes. Atari Stock & Bond Analysis. Reviews: Tank Trap (Quality Software), Kurta Graphics Tablet, Mountain Shoot (Adventure International), IRIDIS #2. -$10.95 dan

M5. A.N.A.L.O.G. No. 5 Graphics! Fine Screen Scrolling, Mixing Graphic Modes, V-Blank Interrupts, Player/Missile. 3-Dimensional Graphs type-in program. Reviews: Shooting Gallery, Jawbreaker, Eastern Front, Filemanager 800, Fantasyland 2041. Stopwatch (type-in program). Is There a Laser Disk In Your Future? VCS Update - Atari Titles for 1982. Atari News: New Video Game to Stomp the Competition Flat (Atari 5200), New Prices, Winter CES. -$8.95 min

M6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

M7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$8.95 min

M8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$8.95 min

M10. A.N.A.L.O.G. No. 10. Super Adventure Games Issue! New! The Atari 1200XL Computer. Fill 'Er Up! type-in program. Accessing Bulletin Board Systems. Epson Printing Modes. Lisp Tutorial. Reviews: Wayout, B Key 400, Scott Adams Adventures 1-12. Programs Listings: Utility #4 Directory Dump, D:CHECK 2, Magic Keypad, An Adventure Game, Halls of the Leprechaun King, Moving Players in BASIC, Word Square, Simple P/M Assembly Language. -$8.95 dan

M11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$8.95 dan

M12. A.N.A.L.O.G. No. 12 July/August. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$8.95 min

M14. A.N.A.L.O.G. No. 14 November/December. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Limberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$8.95 min

M15. A.N.A.L.O.G. No. 15 January. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$8.95 min

M16. A.N.A.L.O.G. No. 16 February 1984. Atari Graphcis. -$8.95 min

M17. A.N.A.L.O.G. No. 17 March 1984 -$8.95 min

M21. A.N.A.L.O.G. No. 21 August 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$8.95 min

M24. A.N.A.L.O.G. No. 24 November 1984 -$8.95 min

M27. A.N.A.L.O.G. No. 27 February 1985 -$7.95 min

M28. A.N.A.L.O.G. No. 28 March 1985. The Atari and Money Management. -$7.95 min

M29. A.N.A.L.O.G. No. 29 -$7.95 min
M31. A.N.A.L.O.G. No. 31 June 1985 -$7.95 min
M32. A.N.A.L.O.G. No. 32 July 1985 -$7.95 min
M33. A.N.A.L.O.G. No. 33 August 1985 -$7.95 min
M34. A.N.A.L.O.G. No. 34 September 1985 -$7.95 min
M35. A.N.A.L.O.G. No. 35 October 1985 -$7.95 min
M36. A.N.A.L.O.G. No. 36 November 1985 -$7.95 min
M39. A.N.A.L.O.G. No. 39 February 1986 -$7.95 min
M40. A.N.A.L.O.G. No. 40 March 1986 -$7.95 min

M42. A.N.A.L.O.G. No. 42 May 1986. Modern Relief for Modem Problems. This Issue: Bits & Pieces, Atarzee (type-in game), Printing Utility (type-in), D&D Character Generator II Part 2, Bonsai (type-in, creates trees), M/L Editor. Including ST-LOG.The 8-bit Blues: Trials and Tribulations of owning a state of the art computer. Type-in: BASIC XL/XE Switch. Reviews: Hackers (book), Spellbreaker, ACE 80/80XL, Battalion Commander, Colonial Conquest, Track and Field, Zorro. -$7.95 min

M43. A.N.A.L.O.G. No. 43 June 1986. Atari in the Home: A Piece of Cake. With: Home Shopper, Calendar Printer, Home Inventory, Electroids. Plus: ST-LOG. -$7.95 min

M44. A.N.A.L.O.G. No. 44 July 1986. Special Hardware Issue: Arm Your Atari, RAMcopy!, 8-bit Parallel Interface. Plus ST-LOG. -$7.95 min

M45. A.N.A.L.O.G. No. 45 August 1986. Special Language Issue: BASIC XL's Hidden Memory, Multi-Lingual Atari (Guide to Programming Languages for Atari 8-bit Computers), Stencil Graphics (An easy way to create high-speed special effects in BASIC), LBASIC. BASIC Editor II. RAM DOS XL. Roll Em (type-in game). Troll War (type-in game). Reviews: Atariwriter Plus. Advan BASIC Compiler. Ultima IV, Sargon III, Ballyhoo, Whistler's Brother. -$4.95 min

M46. A.N.A.L.O.G. No. 46 September 1986. June C.E.S and the 8-bit Atari. Magic Spell (type-in to spell check documents produced by AtariWriter and others). Soft Touch. Atari Touch Tablet tutorial. Moonlord (type-in game). Launch Code (type-in game). Reviews: Blackhawk, Fooblitzky, Racing Destruction Set, Monday Morning Manager, Computer Baseball, Micro League Baseball, Page Designer. -$4.95 min

M47. A.N.A.L.O.G. No. 47 October 1986. The Xanth 8-bit Demos. DiskFile (type-in, helps 1050/DOS 2/5 owners access previously unavailable sectors for comments). Deathzone (type-in game). DLIs: A Minute to Learn. Pixel Perfect - how to effectively use graphics and painting software on your Atari. Reviews: COVOX Voice Master, Graphics Magician, NAM, Star Raiders II, Star Fleet I, Super Boulderdash, Parrot (voice/sound digitizer). -$4.95 min

M48. A.N.A.L.O.G. No. 48 November 1986. Status Report - What does Atari really think about it's 8-bit line? How to build your own Atari light pen. Modem Chess. Reviews: Comp-U-Temp (Connecting Temperature Sensors to your Computer). Panasonic KX-P1092. P:R: Connection. SmarTEAM Modem, Neverending Story, Buzzword, Infocom Trinity. -$3.95 min

M49. A.N.A.L.O.G. No. 49 December 1986. Atari 8-bit Gift Guide. ST-Log (ANALOG's ST magazine: C-Manship). Smiles. Brickworks. Fortune Wheel. Reviews: Hardball!, Beach Head II, Wizard's Crown, Translyvania, Crimson Crown, -$3.95 min

M50. A.N.A.L.O.G. No. 50 January 1987. Graphics Issue: Picture Storage Techniques, Krazy Katerpillers, Screen Scroller. Hot Poker, a fast and convenient machine language program that helps eliminate Please Wait Initializing. Screen Scroller, add scrolling text to your home movies/video tapes. ST Coverage: ST Software Reviews (Little Computer People, Time Link, Music Studio). Using Picture Files in ST BASIC. Reviews: Fight Night, World Karate Championship, 500XJ Joystick, Mercenary. More... -$3.95 dan

M51. A.N.A.L.O.G. No. 51 February 1987. Sixth Anniversary Issue. A History of ANALOG Computing. The Tablet Typist (add text to your own touch-pad generated pictures). Slither (type-in maching language game). ICD Future. Starlanes (type-in game). An Introduction to the Vertical Blank Interrupt. The System Rerun Button (rewire your RESET key to rerun programs automatically). Reviews: Chessmaster 2000, Top Gunner Collection, Atari Planetarium, Great American Cross Country Roadrace. -$3.95 dan

M52. A.N.A.L.O.G. No. 52 March 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldines, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

M53. A.N.A.L.O.G. No. 53 April 1987. Music During the Vertical Blank Interrupt. Background Printer (device handler). Floyd the Droid Goes Blastin (type-in machine language game). Multicopy (versatile utility for copying files). Modems and the Atari 8-Bits. Reviews: The Learning Phone (Atari Plato cartridge), Blazing Paddles, Carina BBS, Flight Simulator Scenery Disks, Mail Order Monsters, Moonmist, Rommel Battles for Tobruk, Video Vegas. -$3.95 dan

M55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Heracles, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

M56. A.N.A.L.O.G. No. 56 July/August 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M57. A.N.A.L.O.G. No. 57 September 1987. Troll War II (type-in game) Part 1. June 1987 CES Report. Basic Diet (ST type-in) eating program. Label Maker. Reviews: The New Aladdin, High Roller, Phantasie II, Autoduel. NFL Game Analyzer. -$3.95 dan

M58. A.N.A.L.O.G. No. 58 October 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M59. A.N.A.L.O.G. No. 59 April 1988. History of Video Games: Part I: Our Game Experts Take a Look Back. Shopping for the computer user: 8-bit product guide. Upward. RAM-Init, The Wizard: Part 2 (designing that award winning adventure game). Building your own printer interface. Then and Now - evolution of the 8-bit. Reviews: Stationfall (Infocom), TrailBlazer, Leaderboard. -$3.95 min

M60. A.N.A.L.O.G. No. 60 May 1988. History of Video Games: Part II. Quick Screen (an easy and fast way to display your own custom screens). The MAC/65 De-Tokenizer. Money Pouch. Needlework Design. Binary Load Pictures. Reviews: Beakers (Brouderbund), Charge at Chickamauga, Triple Pak. -$3.95 min

M61. A.N.A.L.O.G. No. 61 June 1988. History of Video Games: Part III. Video Game Digest. 8-Bit News. Micro Dungeon, Character Transfer (merging fonts). Fast Print (a patch to your computer's OS that'll put your screen into warp mode). ST Reviews: Championship Football, Battlezone, Colonial Conquest. -$3.95 min

M62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M63. A.N.A.L.O.G. No. 63 August 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M64. A.N.A.L.O.G. No. 64 September 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M100. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$2.95 mattj

M101. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$2.95 min

M102. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$2.95 min

M103. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$2.95 min

Antic Magazines
June 1982 Vol. 1, No. 2 -$8.95 min
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December/January 1983 Vol. 1, No. 5 -$8.95 min
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December 1986 Vol. 5, No. 8 -$4.95 min

2608. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Stefan Birmanns <sbirmanns@silmaril.imib.rwth-aachen.de>
Message-ID: <3506A3DF.1A144F16@silmaril.imib.rwth-aachen.de>
Source record: 65069

Mathy Van Nisselroy wrote:

> In article <34FD7F14.6F58DA71@teleport.com>, dwmoar <dwmoar@teleport.com> says:
> >
> >I don't know, but this is just a thought. You speak of DRAM refreshing. Instead of
> >dealing with the continued problem of keeping the memory refreshed as is required
> >by the Dram. Why not use a SRAM ? Actually it could be much better alternative. No
> >refresh..... faster writes and reads. Yes there are the down side of COST COST
> >COST. I have been toying with the idea of building a meg unit that hangs off the
> >PBI bus. The cost of doing this would be the loss of internal basic, though I do
> >believe that there is another way that I can do the switching without loosing
> >basic. My friend is tugging at me to do this. Right now I got a drawing of a unit
> >that I would like to make that is about the size of 2 cigarette packs. It is a 1
> >meg unit with bi-directional buffering. I have also thought about adding a colck
> >unit to it. Anyway like I said this is just a thought..
> >
> >Atari*Dave
> >The Hardware Man
>
> SRAM doesn't come in big sizes and is pretty expensive.

128KB SRAM costs 9DM (5 Bucks) in Germany. That is not very expensive and two of this chips make a complete 256 Ram Expansion. You need only an adressdecoder and the ram expansion is complete.(btw: 512KB SRAM cost 40DM/22USD, when you want to have a 1MB upgrade).

Stefan Birmanns

> Why not use SIMMs. The 30 pin versions shouldn't be a big problem.
> I know a place (in Germany, where they sell 1MB simms for 6 bucks.
>
> CU Mathy Van Nisselroy
>
> PS if a MIO can do it without loosing BASIC, other upgrades should be able to do
> the same. It IS gonna be BlackBox compatible is it?

2609. Re : Re: Pokey Chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980311150001.KAA19408@ladder03.news.aol.com>
Source record: 65070

The 7800 sounds terrible (I think the sound chip is actually the 2600's).
This is why some manufacturers (like Lucasfilm when they translated Ballblazer
to the 7800) put a POKEY chip for better sound effects.
Ballblazer sounds EXACTLY the same on the 7800 and on the XL/XE...
Greetings,
Bertrand.

2610. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: "M.Adriaansz" <Matthijs.Adriaansz@best.ms.philips.com>
Message-ID: <3506AA85.4041@best.ms.philips.com>
Source record: 65071

rldetlefsen@delphi.com wrote:
>
> <kenames@inreach.com> writes:
>
> >old video cards for the pc are good dram sources for the 600xl
> >upgrade, others can be gotten from Nuts&Volts mag ads or possibly
> >older pc motherboards that used the 256k x 1 drams. I have a couple
> >here.
>
> The upgrade is from 16K to 64K. If a 256K or greater upgrade is desired, then
> a 800XL or 130XE is a must start place, not a 400 or 600XL.
> Rick D.

Upgraded my 600XL to 130XE, fully compatible!
Thijs Adriaansz

2611. Re: PC-Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6e6h0nabo1@usenet46.supernews.com>
Source record: 65072

In article <350580d2.6940691@news.mindspring.com>, lmcclure1@mindspring.com wrote:
>On Sat, 28 Feb 1998 11:19:56 +0100 Roland Scholz
><roland@uni-koblenz.de> wrote:
>
>>I have just finished a prototype PC-Interface (Bridge) for the Atari
>>800XL. It can talk to e.g. Hercules Card (probed) or virtually any
>>8bit-PC-card (drivers yet to be written). It is quite fast, I have
>>filled 4K of character-memory on a hercules in 2-3/50 seconds.
>

I would buy at least one.

2612. Re: It's a XEGS, obviously

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3506d008.256623168@news.pressenter.com>
Source record: 65073

On 10 Mar 1998 16:01:26 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>Frank Szymanski (franks@kaa.bbn.hp.com) writes:
>>> then there's Mike St. Pierre's IBM Keyboard interface for the Atari
>>> 8-bits as well, so don't just automatically
>>
>> Is this device still available?
>
>He might be referring to teh Transkey adapter, which I believe is no longer
> available. I don;t know who made it, so I could be wrong :)
>
>I created a few PC AT->Atari keyboard devices, but the production cost of
> each one pretty much makes them a pipe dream since I doubt many people
> would pay $60-$70 for a keyboard adapter, no matter how nice it is.
>
>If anyone is interested in the plans I will make them available on my
> web page. The original device consisted of a 6507 + 2 RIOT devices +
> an EEPROM for keyboard macros. The newer one is based on an Atmel
> 8052 flash+ee microcontroller.

Yes please post the plans. Sounds cool. I remmber being interested
in the Transkey way back. Is this a complex circuit to build? I
always have spare PC keyboards around.

*** Please make sure responses are also sent via email.

2613. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3507d1ab.257042918@news.pressenter.com>
Source record: 65074

On Tue, 10 Mar 1998 10:06:47 -0600, rojasdelap@yahoo.com wrote:

>needed nothing else but the UTIL software found at UMICH, with the comie i
>need a little extra, for me that makes the difference, at this time i keep the
>Atari because the guys that made it were, IMHO, more professionals that the
>guys that put a piece of paper over the Commodore 64....

Itwas the same guys (the Tramiels).
The XL's and earlier were old Atari.

*** Please make sure responses are also sent via email.

2614. Re: Is Fte alive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6e6hvr$hlr@cyber1.servtech.com>
Source record: 65075

In article <6dgrk4lvo3@nets3.rz.RWTH-Aachen.DE>,
Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>In article <19980228075801.CAA10980@ladder03.news.aol.com>, cvendel@aol.com (Cvendel)
says:
>>
>>FTE never did very much except take a lot of money on pre-orders of promised
>>hardware upgrades and new products, then the guy (Mike Holman) split with the
>>money and has been on the lame these past 6 or 7 years now.

Six or seven years? Odd; I exchanged email with Mike, and IIRC
talked to him on the phone (I might NOT be remembering correctly),
at the "official" FTE contact addresses/numbers, just before
Christmas 1995. I was going to my syster's place in Phoenix for
the holidays and was hoping to stop in and see FTE in person. As
it happened, I got too busy and the visit never materialized. In any
case, though, Mike/FTE was still in business as of at least early December
1995, which is a little over TWO years ago now.

It's a darned shame, too, seeing as how he has, or at least HAD, c the
rights to all the ol' ICD (and before them, OSS) goodies! Wouldn't I like
to see THAT stuff back on the market. I s'pose those rights won't be back
on the market anytime soon, if ever, though. *sigh*

>>However there is hope, B&C Atari Sales & Service at 916-295-9270 is selling
>>quite a bit of the old ICD/FTE product line and they just recently starting
>>selling the new MY-DOS cartridges, I currently own one and its great! Just
>>like SpartaDOS X, no need for a boot disk, just plug it in, turn on your
>>drives and your all booted up, $19.95 is not too bad a price either.

Hmm... my birthday's coming up and my wife wants to know what she can get
me... :-)

Chris Chiesa
cfchiesa@servtech.com

2615. 4 Atari 8 bit carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980311181201.NAA12381@ladder03.news.aol.com>
Source record: 65076

```
Princess and Frog (Romox)
Pole Position (Atari)
Flight Simulator II (subLOGIC)
RealSports Football (Atari)

Less than one day left! No reserve price! Check it out at:

http://iguana.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=
7576068
```

2616. Re: Death of a Dream

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3508d362.257482141@news.pressenter.com>
Source record: 65077

On Tue, 10 Mar 1998 20:41:18 -0500, Dennis Bishop
<102063.112@CompuServe.COM> wrote:

>Will, today was the death of my dreams to be able to buy anyother
>good telescope within a few months. $150 a month to live on after
>paying rent and bills just will not do it for me. So I'll be stuck
>with using this old White Sands low power tracking scope.

Why is that of ANY concern to anyone else, or especially
comp.sys.atari.8bit ?

*** Please make sure responses are also sent via email.

2617. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <3506D964.E02ECBCC@teleport.com>
Source record: 65078

Mathy Van Nisselroy wrote:

> In article <34FD7F14.6F58DA71@teleport.com>, dwmoar <dwmoar@teleport.com> says:
> >
> >I don't know, but this is just a thought. You speak of DRAM refreshing. Instead of
> >dealing with the continued problem of keeping the memory refreshed as is required
> >by the Dram. Why not use a SRAM ?
> >Atari*Dave
> >The Hardware Man
>
> SRAM doesn't come in big sizes and is pretty expensive.
> Why not use SIMMs. The 30 pin versions shouldn't be a big problem.
> I know a place (in Germany, where they sell 1MB simms for 6 bucks.
>

Well there we get back to memory refreshing. SIMMS require refreshing. Just because you can buy memory cheeply doesn't mean that you can build the necessary circuitry to maintain the memory refreshing. Look at the MIO. Even when the MIOs were built the 256K SIPs were inexpensive, but the cost of the MIO wasn't. Yes I know that it had extra circuitry for SCSI and the printer and serial ports. Actually this could be include at very little cost and a software patch or perhaps as an add on. You know something like the Black Box does with their floppie drive board. What happens if you lose power? Phoof, you lose everything in memory. There is no way to keep the informatin during a power outage. In order to keep memory, you have to be able to supply power to the memory modules and also maintain memory refreshing during this peroid. This all adds to the cost of the unit and to its footprint. This can be kept to a minimum by useing SRAMS. This is something that I also have looked at. Yes I know that SRAMS ares expensive, but that are many benifits to using them. When building something like this one must weigh the cost vs benifits. I like the benifits, and am will to pay the higher cost.

> CU Mathy Van Nisselroy
>
> PS if a MIO can do it without loosing BASIC, other upgrades should be able to do
> the same. It IS gonna be BlackBox compatible is it?

Personally I do not own a Black Box. I do have serval MIO's though. I would like to have it work with atleast the MIO. I am assuming that if it does work with a MIO it will also work with the Black Box. I will have to check into that though.

2618. Re: Bounty Bob on an Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6e6loq$n0g@cyber1.servtech.com>
Source record: 65079

In article <19980308160401.LAA27280@ladder03.news.aol.com>,
FidelDahan <fideldahan@aol.com> wrote:
>I run the Atari Win 800 emu on my PC, but can't seem to get Bounty Bob to work.
>Is there a special OS I need and where do I find it? Yes, I own the original
>cart for my old 800... Thank you
>FidelDahan@aol.com

I downloaded a "file version" of Bounty Bob Strikes Back, from SOMEWHERE
on this Net -- alas, I no longer remember where; I hope I saved the info
in a misplaced file which I will someday (re)discover -- and it didn't
work very well on the REAL Atari either. So it may or may not be the
emulator's fault.

Oh, and I own the original cart too!

Chris
cfchiesa@servtech.com

2619. Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3506DA34.FB7D3F06@aol.com>
Source record: 65080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Hello to all,

I was given an email earlier this morning from an individual who
gave me a link for the Techstocks website, within the website it
reference that JTS had filed an 8K form for the sale of assets,
specifically Atari to Hasbro Interactive.

I decided the only way to know for sure if this was fact or fiction
was to go to the source, since JTS is a publicly traded I went to the
SEC site at www.sec.gov

So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
of most Atari assests to
Hasbro for (GET THIS!!!) only $5,000,00!!!

Its real, its true and its official, Atari has been
sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Curt Vendel
Atari Prototypes & Vaporwares Site
www.atari.nu

2620. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: jdfix@thompson-grp.ns.com
Message-ID: <6e6ol5$pn3$1@uuneo.neosoft.com>
Source record: 65081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, cvendel@aol.com says...
>
>Hello to all,

>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

Here is the link, if you're interested:

http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt

-Joe

2621. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-11 00:00:00 UTC
From: Siren <beruche@concentric.net>
Message-ID: <7cCN.103$hW6.99365@newsgate.direct.ca>
Source record: 65082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

>>Its real, its true and its official, Atari has been
>>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

>Here is the link, if you're interested:
>
>http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt
>

You know, I've seen some trades that are that complicated. o.o;

- Siren

2622. Re: Using Atari drives on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fdm$7fo$9@news.iwaynet.net>
Source record: 64833

On 1998-03-05 bbroer@one.net(BradleyDBroerman) said:
>Hi...
>I have been experimenting with the XL-it emulator, and as a once
>avid Atari user (I still have my 400, 800, and 800XL) I have been
>curious about converting my hundreds of disks to an XFD images that
>I can use with this emulator.
>Have any of you figures this out? I have siocopy and psiox, but I
>don't know what format they write to. If you don't have an answer,
>do any of you know the specs for the XFD format, and the raw data
>formats coming from the above packages. I am an experienced PC
>systems software developer, and I was once a very good atari
>programmer, and if I can wrangle enough time, i can develop
>something if I can find the specs.....

XFD isn't a format at all.It's just raw data.The first 128 bytes is the first
sector,the second 128 bytes the second sector,and so on.

Net-Tamer V 1.10.1 - Test Drive

2623. Re: Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fdg$7fo$7@news.iwaynet.net>
Source record: 64834

On 1998-03-06 sup8pdct@mail.cth.com.au said:
>On Thu, 5 Mar 1998 16:04:21, rojasdelap@yahoo.com wrote:
>> In article <wT6rqFftRdiq-pn2-GWd52BnlewLz@di09-ks.cth.com.au>,
>> sup8pdct@mail.cth.com.au wrote:
>> >
>> > On Thu, 5 Mar 1998 00:17:12, rojasdelap@yahoo.com wrote:
>> >
>> > The only way I could do that was to download the syncromesh
>>software > to the drive first, then superdos would work with it
>>fine. > Since I now own the source code to superdos, I could
>>modify it, but it > is extreamly complex self modifying code with
>>very little in the way > of comments.
>> >
>> Let me explain my situation: i bought the Indus in Mexico, here,
>>the drive came with DOS 2.5 not DOS XL, i think as i own an Indus
>>i 'have the rights' to own the syncromesh software, if i'm right
>>would anyone of you have a copy in .ATR?? did xl made into P.D.
>>can i get it in UMICH??? Thanks for you time
>I did have it at one time. The only working copy I have is part of
>spartados X.

IF you're talking about INDUS.SYS,then that won't work.Even with INDUS.SYS
loaded into the disk drive only SDX would know how to use it.And he couldn't
run INDUS.SYS anyway since it's not a COM/OBJ file.
(it's some weird SDX format)
I'd assume the same with DOS XL's software.It won't make his Indus GT act like
a UltraSpeed drive or anything.

Net-Tamer V 1.10.1 - Test Drive

2624. Re: Using Atari drives on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fdo$7fo$10@news.iwaynet.net>
Source record: 64835

On 1998-03-05 rsely@dhs.state.nj.us said:
>What I'd like to see (and maybe already available) is a PC based
>program and interface that would allow direct read AND write to
>Atari Floppy drive(s). The program should be able to create .ATR
>images of almost any size and be able to copy BOOT disk info. It
>must be SpartaDOS/MyDOS/ AtariDOS compatible too! Something like A.
>P.E. but for the PC and direct connect Atari floppy drive.

What'd I like to see is a device handler for the IBM to use Atari disk drives.
Then you just need AtariDOS for MS-DOS (like MSCDEX does with CDs) so you could
access files.And sector editors could be used to access disks.And since it
would be implemented as a real disk drive device handler it would work with
disk-buffer programmes.(unlike MSCDEX's filename handlers)

Net-Tamer V 1.10.1 - Test Drive

2625. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fdp$7fo$11@news.iwaynet.net>
Source record: 64836

Well I used TextPro and TextView (or is that called something else) a lot.
But mostly TextPro for writing to a pretty girl.I just can't stand
hard-writing.But looking back it does seem a little inpersonal.And,of course,
for programming.At least back in the old days.

When I got to the IBM I was amazed at the crapiness of it all.When my friend
couldn't understand what I meant by "setting the columns to 40" I just thought
that he was incompetant.But aparently if you don't press RETURN every 80
characters rather than the line just wrapping like it does in TextPro or vi
(UNIX,Elvis for Linux)
it just keeps going,horizontaly scrolling the screen to make one giant physical
line.That might be alright for charts but it's real anoying for letters.
(luckily I found UED,the "useful editor")
This also happens with text-file viewers.
(but try LIST from the simtelnet)
I can tell UED to automaticly insert RETURNs at the 80th column but just
writing un-formated text is nearly impossible on the IBM.

And I could go on and on on GW-BASIC.Strings being limited to 128 bytes or some
such.And don't even try to comprehend the "record access" functions.
(you'll blow a synapse!)

Net-Tamer V 1.10.1 - Test Drive

2626. Re: X-Former98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fdr$7fo$12@news.iwaynet.net>
Source record: 64837

On 1998-02-26 asharkis@erols.com said:
>There are good things to say about the program. All settings can be
>handled through a pull-down on the splash screen. Speed seems to
>be pretty good. The OS and BASIC seem to work well (even POKE 755,
>6 works!) and this is the only full-machine emulator to date that

Was this ever a problem.It seems pretty simple to implement to me.
Xformer 3.60 for MS-DOS supported this.

For those who don't know,755 affects how inverse characters (characters with
128 added to their ATASCII code) work.You can cause a inverse character to also
appear as a normal character.Thus by changing this location back and forth you
can create blinking text.There's also a option for inverse text to appear
up-side-down,as a solid white block,or a blue block (invisible).

Since the cursor is simply a inverse version of whatever character is under
it,this affects it as well.
(a inverse character under the cursor yields a normal character)

Net-Tamer V 1.10.1 - Test Drive

2627. Re: XLit-problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fdt$7fo$13@news.iwaynet.net>
Source record: 64838

On 1998-03-05 rieder@MAPSONkufgem.at said:
>net comp.sys.atari.8bit:45789 Suddenly I always get a message "no
>basic-rom or cartridge", something like that.
>I do have all rom's !! What's wrong ?

You have to have to *.ROM files in a ROMS sub-directory in the current
directory.

Net-Tamer V 1.10.1 - Test Drive

2628. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9ir2$sug@dfw-ixnews3.ix.netcom.com>
Source record: 64839
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <35077385.59E2@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>As for a new Atari console... I wonder if Hasbro is a Project X
>licensee?
>
I had a few thoughts of this myself, will they perhaps distribute them
under that Atari name? I heard Phillips was interested in the Atari
name for Project X, would they liscense its use from Hasbro?

2629. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1203981544250001@refdesk.library.carleton.edu>
Source record: 64840

In article <35079264.A7DD8CC9@kaa.bbn.hp.com>, Frank Szymanski
<franks@kaa.bbn.hp.com> wrote:

>Try to roll over the score with the XL/XE version of Defender!

That'd also be easy, just time consuming. :) I think I've gotten
2,000,000, with zillions of guys to spare.

Ok, how many of you have rolled over Missle Command?

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2630. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9j1q$fn5@sjx-ixn4.ix.netcom.com>
Source record: 64841
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <3507A445.AED6E4D2@erols.com> Patrick Mulvey <pmulvey@erols.com>
writes:
>
> Thanks for the info. I read the document and one very interesting
>part
>is
>the fact that Hasbro will take the rights to the website domain
>"atari.com"
>It looks like Hasbro will be using the name Atari for something, but
>what
>that might be is still up for speculation.
>
Thats true, I suppose they could have let the site die if they had no
use for it, but since they took the site it would seem that they plan
on using it for something. I also noticed if I try to go to
http://www.atari.com it just sits hangs, claiming it is connecting, but
nothing becomes of it.

2631. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9j4t$ck0@dfw-ixnews8.ix.netcom.com>
Source record: 64842
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <35078754.7B15E565@2die4.com> "Harold Alley Jr." <ataripc@2die4.com>
writes:
>
>
>
>BELJAN E wrote:
>
>> In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
>> writes:
>> >
>> >5 million is chump change for Hasbro, especially after just having
>> >purchased Tiger Electronics last month (Feb 9th) for 335 million.
>> >Which leads me to....
>> >
>> >>Maybe Hasbro has a game system in the works and wants to use the
>> Atari
>> >>label.......
>> >
>> >My conspiratorial mind is highly curious if there might end up
being
>> >some form of game.com / Atari collaboration now. Perhaps use the
Lynx
>> >technology to give the Com a much-needed shot in the arm?
>> >
>> This makes sense too. First of all the Lynx is by no means outdated
>> considering how far handheld consoles go these days. Secondly no one
>> seems to want a Tiger Game.com, maybe they want and Atari Game.com.
>
>AtariGames.com is own by Atari Games Corporation a subsidiary of
>Bally/Midway
>
I was referring to the Tiger Game.com console perhaps being renamed as
something dealing with Atari since they are not selling well.

2632. Re: Need help booting disk-based games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1203981602050001@refdesk.library.carleton.edu>
Source record: 64843

In article <Pine.GSO.3.95.980312091926.25715A-100000@home.ptd.net>, Game Lord <gamelord@ptdprolog.net> wrote:

>Well, I haven't received any responses yet. I shall still wait patiently.
>To mention, I have found the FAQ by Michael Current, but I did not see
>anything contained within that mentioned how to load games from disk. It
>did mention though many paragraphs about DOS and everything relative to
>that. I thought the 130XE had built-in DOS--apparently not. Is the 810
>drive compatible with the 130XE. Again, any and all details would
>definitely be appreciated, either from you Michael, or any other dude who
>would take the time to oblige. Thanx once again in advance.
>OH, just came to mind. What setting should the drive code switches be set
>to on the back of the 810 drive. LMK on how it is printed exactly as it is
>on the drive. Thanx. Take care.

Since you mentioned me by name I guess I better try responding! :)

As someone else posted, some disks may have single games on them, in which case you load them simply by: turn on disk drive, insert disk, turn on computer (try with or without holding down the OPTION key, to enable/disable built-in Atari BASIC).

It sounded to me more like you may have many games on the same disks. In that case, they're most likely "binary load" games. For these, you have to get to a DOS prompt. Some disks may have DOS on them, so if you boot following the procedure in the previous paragraph, holding down OPTION, you end up with a full screen menu, maybe DOS 2, where one option is L. Binary Load. You'd use that to run any of the binary load games on the disk. To see what files are on the disk, enter [A][RETURN][RETURN].

If you have BASIC games, you have to boot with a disk with DOS on it, don't hold down OPTION, and at the READY prompt enter RUN "D:FILENAME.EXT". You would have had to made it to DOS previously to find out what filenames are on the disk to run.

That's probably pretty dense, but maybe enough to get you going!

Bill Kendrick's "newbie" FAQ may be helpful to you. That's at:

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)

St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2633. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6e9k1v$8mq@james.hwcn.org>
Source record: 64844
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> wrote:
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
~^~^~^

2634. Re: New CD-ROM Disk available

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: eparent@reply.here.org
Message-ID: <35085f06.199496731@news.ici.net>
Source record: 64845

>On 1998-03-04 bobkla19@sisna.com said:
> >Ibm format CD-ROM for the Atari 8-bit is now avaiable throuh either
> >Video 61 or K-Products.
>
>That's great Bob but at least put it in a format/media that I've heard of.
>I just don't do Windows!
>(and I don't know anyone who does)

where are you from? CD-ROM is a very popular format/media.
you don't know anyone who does Windows??? again, where
are you from?

2635. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e9jdp$cqh@dfw-ixnews8.ix.netcom.com>
Source record: 64846
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd4d9f$44010be0$0500a8c0@kent2> "Kent Johansson"
<midwinter@hotmail.com> writes:
>
>Keith Scroggins <kws@Radix.Net> wrote
>> part of the deal. It makes me curious that they specifically
mentioned
>> the computers (8-bit, ST, Falcon, and TOS), so does that mean there
is
>> some plan to use this for something? I mean, $5 million for Atari
is a
>
>If they aren't intrested in the computer line or TOS, perhaps we can
see
>TOS under a open license or even freely aviable. The same goes for the
>hardware schematics, sadly there isn't much money left in a
computerline
>that was abadoned some 5 years ago, even if one as a enthusiast like
myself
>don't like that fact. Today people buys a PC not a homecomputer... ;-(
But
>perhaps Hasbro are more open than JTS where.
>
>Just my 2 cents.
>
I would guess JTS was too strapped for cash to try to do anything with
Atari. Perhaps that is why they were not open with Atari, they wanted
to liscense stuff to make money.

2636. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e9ng2tve1@dartvax.dartmouth.edu>
Source record: 64847

dklugh@iwaynet.net writes:

>On 1998-03-01 crow@coos.dartmouth.edu(PrestonF.Crow) said:
> >I wrote a program that does just that. It creates disk images that
> >are compatible with either DOS2.5 or MyDOS (for large images). I
> >only provide the C source code, as I don't use DOS, so I can't
> >compile for that (though if someone will create the .exe file, I'll
> >make it available with the source).
> >You can find it at:
> >http://www.cs.dartmouth.edu/~crow/atari/
> >It's named 'unix2atr,' though I guess a DOS version should be called
> >'dos2atr.'

>I'm not sure I follow.How do you not use DOS with UNIX?
>Isn't DOS built into UNIX computers like it is on the ST?
>(built into the OS,that is)
>I've never heard of UNIX "boot disk" software like you have on the Atari.
>(the software accesses the sectors directly instead of asking DOS for files)

>Sorry if this is obvious,but the closest to UNIX that I've used is Linux which
>loads DOS (FMS and sector-access) from "object module" files.But you have to
>have some modules compiled in to boot up.

Sorry if I confused you with the DOS/Unix thing. For reference,
MS-DOS and Unix are separate operating systems. Unix doesn't "have
DOS built in," nor does it "use DOS." Unix may be able to read a DOS
filesystem. The fact that you had to load a kernel module to do so
with Linux is just a detail of how your Linux kernel was built; on my
system, DOS FAT filesystems can be read without any modules, but
that's not relevant here.

So DOS and Unix are two totally separate systems. I wrote the program
under Unix, so I named the program 'unix2atr.' I probably should have
used an operating-system-independent name such as 'dir2atr,' but
someone else just announced a program that does the same thing by that
name. I haven't had time yet to check to see how the two compare.
(Though I do feel kindof bad that the author of that program didn't
look around and find my program first, so we could have worked
together to get a program with all the features of both; i.e.,
cooperation instead of competition.)

What is relevant is that my program is distributed as C source. It
compiles just fine under Unix systems (such as Linux). It probably
compiles fine under MS-DOS, though I haven't tried it; it may need
some patching up depending on the libraries that are available with
the MS-DOS compiler. Since most MS-DOS users don't have a C compiler,

it might be nice for someone to compile my program to generate a .EXE file. If that were done, I could also put the .EXE file on my web page.

Of course, there are some bugs left in my program. In particular, it still doesn't set up the boot sectors properly so that the created images will boot, even if DOS.SYS is written to the image. However, as long as you don't try to boot from the image, it should work just fine.

I would love to hear some feedback from people who have played with the program.

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

2637. Re: Atari Has been Sold (10% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e9op9jg1@dartvax.dartmouth.edu>
Source record: 64848
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

So perhaps we should petition Hasbro to make some of the old Atari
8-bit and ST stuff freeware.

Maybe make the custom chip details public, and license theem for free
non-comercial (or limited production, say under 1000 units) use.

Perhaps relase the source for the various operating systems under
something like the Netscape Public License.

I think we should think about what they could do that would:
a) make us hobiests happy
b) not provide any advantage to their competitors
c) not deprive them of potential future revenue
d) not cost them much of anything to release

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

2638. Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6e9mh1$i4a@james.hwcn.org>
Source record: 64849
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>division and home console games division. Hehe MAybe we'll see a new
>atari console; then again maybe not hehehe.
~^~^~^

--

Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
NEW CrAB URL http://www.hwcn.org/~ad329/crab.html ***| \^^/
Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=

2639. Re: Death of a Dream

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <#VDsFTgT9GA.352@nih2naab.prod2.compuserve.com>
Source record: 64850

I'm sorry, I hit the wrong number key to send it off and didn't
notice until after it was sent.
--
"You are not ready for Immortality" Kosh on Babylon 5

2640. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6e9srrgfm1@alexander.INS.CWRU.Edu>
Source record: 64851
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

(speculation)
10. Hasbro wants to sue somebody because they are copyright freaks. (Nobody interested in Atari has any money, so they can't get any money.)
Comment on sale of Atari to Hasbro.
From my point of view, it means that a large, active (in Atari) corporation now owns the rights to all Atari copyrights.
Being a bit paranoid, I'd suggest that any sites carrying Pac-Man, Star Raiders, or any other Atari held product should think about what Hasbro might want to do with those products, ie. be careful about having Atari products up for download. They may justifiably say such activities interfere with their ability to make a profit, even if the activities are without profit motive.
Russ

2641. Re: New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3508AB4F.A48DEE3B@erols.com>
Source record: 64852
Body handling: HTML body converted to readable text

dklugh@iwaynet.net wrote:

> Why are you sending MIME mail through the USENET???
>
> On 1998-03-06 pmulvey@erols.com said:
> >The Long Island Atari User Group has arrived on the Internet!
> >Home Page for LIAUG http://liaug.com
> >Our new home page was the work of Harvey Schoen our newsletter
> >editor for obtaining the Domain name and Mark Glicksman the club
> >Vice President.
> >(Who quickly put together the pageinfo and graphics.) Today will
> be
> >the first
> >day that our group has any info up on the internet, and we intend
> >to be here
> >well into the next millenium! We will be updating this area in the
>
> >near future!
> >Thanks guys for the great start!
> >(Note the easy to remember domain name!)
> >Patrick J. Mulvey
> >President of the Long Island Atari User Group.
> >--------------28A8319EBF67CBBA01F884F3
> >Content-Type: text/html; charset=us-ascii
> >Content-Transfer-Encoding: 7bit
> >
> >The Long Island Atari User Group has arrived on the Internet!
> >
Home Page for LIAUG
>
> >http://liaug.com
> >
Our new home page was the work of Harvey Schoen our newsletter
> >editor
for obtaining the Domain name and Mark Glicksman
> >the club Vice President.
> >
(Who quickly put together the pageinfo and graphics.) Today
> >will be the first
> >
day that our group has any info up on the internet, and we
> >intend to be here
> >

well into the next millenium! We will be updating this area in
>
> >the near future!
> >
Thanks guys for the great start!
> >

> >
(Note the easy to remember domain name!)
>
> >

> >; Patrick J. Mulvey
>
> >
&nbs
> >p; President of the Long Island Atari User
>
> >Group.
>
> ;&spam;&spam;&spam;&spam;&spam;&spam;&spam;&spam;
>
> Was that bunch of gobledegook supposed to mean something or other?
> Please use text editors,not word processors,to post news!
>
> Net-Tamer V 1.10.1 - Test Drive

The first 1/2 is the message I created. The second is most likely a
duplication problem due to usenet difficulties at erols. Alan Sharkis
has had messages disappear, Messages that I posted he couldn't find
and I have had a number of recent postings that I have tried to read
show up as expired.

Don't immediately blame people unless your certain of what happened.
Ask for an explanation first to see if there might be a cause you might
not have thought of..

2642. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <35088366.175E7030@aol.com>
Source record: 64853
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Guys,

In all seriousness, the Jaguar is DEAD, it will not be revived, there
wont be a Jag II, forget any hopes on that, there is a possibility
(slim) for the Lynx though. If there will be
a console system it will be a Project X console or this rumor of a 68040
console, but
guys get it through your heads, Jag is DEAD. I love my Jag but its
DEAD. Look for
Retro PC Atari titles and titles for other systems, and hope for a
Project X licensing with
Atari on the case and Atari Retro Project X software, THAT is the only
reality here.

We all love the Jag, but it is DEAD, get used to it, no Jag in the
future.

Perhaps the Atari 26000 ??? Maybe.

Curt

2643. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3508B4D3.C3DB093D@erols.com>
Source record: 64854

Williams wrote:

> I have just recovered from storage my son's old atari hardware from
> the
> days past when he ran the "South of the Border" atari BBS on Long
> Island.
> I was seriously thinking of re-establishing the BBS, assuming there is
>
> continued interest. Unfortunately in checking out his old hardware
> which
> includes 3 drives (1050, 1050 with US Dobler, and Indus GT) only the
> Indus
> seems operational and maybe only partly operational. In looking thru
> your
> manuals on-line I do not see any Field Service Manuals (FSM). Can you
> give
> me any suggestions on where I can get a copy of the FSM for the 1050
> and/or
> GT? ---Bob

Feel free to bring the drives to the next meeting of the Long Island
Atari User Group
I happen to be an electronic technician and will help you diagnosis
them.
You live in Suffolk County and the meetings take place in Nesconset!
The address is:
The Nesconset branch of the Smithtown Public Library
127-20 Smithtown Blvd
Nesconset, NY
and the next meeting will be Sat Apr 4th at 12:30 held jointly with the
Old Hackers
who meet in Nassau Co.

If you need directions you can call our BBS at (516) 783-4634 or send
me e-mail
indicating where your heading from and I will be happy to send them to
you.
Directions will soon be available on our website http://liaug.com

Patrick J. Mulvey Pres. LIAUG

2644. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Charles.Hughes@bigfoot.com
Message-ID: <MPG.f7258a914749c5b989709@news.snet.net>
Source record: 64855

In article <6e6ushjsr14@news.iwaynet.net>, dklugh@iwaynet.net says...
>
>
> On 1998-03-01 nohere@ihug.co.nz said:
> >I'm looking at doing a Atari 8bit High Score page for those
> >interested. Please send me your high scores for your favorite games.
> >. (No cheaters please!)
> >Send email to aaronat@ihug.co.nz
> >Depending on the response, the high score page will be online by
> >the end of week.
>
> More than 5 years ago I once rolled over both the score and level# of the VCS
> ("2600")
> Defender.Ah,I was a much better game player back then!
>
> Net-Tamer V 1.10.1 - Test Drive
>
Oooh... a boasting contest...

Qbert - can't remember, I beat it though. The only game I was every really
really good at. Still am, btw. :) (Arcade and 8bit versions)
["I beat it" means I could play it without dying more often than I would
gain a new life.]

Defender - Atari8bit, 10 million? I think I went to either 1 million or 10
million and gave up because it didn't roll over. Played over 24hours
continously.

Asteroids - pretty sure I rolled it. I can't remember the options though, I
was probably playing with shields & wrap. Played over 24hours continuously.
Atari8bit of course.

Star Raiders - hardest level, got ranking below highest [a port to the IBM
would be fun to play with :)]

PacMan - 10 keys I think, never beat it. (My brother did play this for nearly
24 hours, he was much better than me.) Atari8bit of course.

--

I am a confirmed Net Terrorist.
Spam me and you will find out what that means.

2645. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Sal Manfredonia <hysteria@gti.net>
Message-ID: <6ea3ujldb1@usenet76.supernews.com>
Source record: 64856
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote in message <6e9mh1$i4a@james.hwcn.org>...
>Speculation: (in order of likely-hood)
>
>1) Hasbro plans to make a new toy that incorporates technology for which
>Atari owns the patent so they bought to Atari assets to avoid any lisencing
>difficulties.

I doubt it. After all, why pay $5 million for all of the rights just to avoid licensing one of Atari's patents? Nintendo, Sega, and Sony are always bumping into one or more of Atari's patents every day, yet this doesn't bother them one bit.

>2) Hasbro is only interested in the game franchises so that they can make
>games for other systems using Atari owned characters and lisences.

I think this is the most likely possibility, myself.

>Fantasy: (In order of what I'd most wish for)
>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.

I'm with you 100% on this one! :)

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

2646. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Sal Manfredonia <hysteria@gti.net>
Message-ID: <6ea4nambp1@usenet76.supernews.com>
Source record: 64857
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Hallvard Tangeraas wrote in message <350807de4b7ec81@post1.com>...
>Can you all please stop crossposting this discussion to all the Atari
>groups and use the "advocacy" group for this?
>
>I'm posting this from the "comp.sys.atari.st" group which is intended for
>discussions on the use of the Atari ST series, not who owns which stocks
>etc..

I apologize if this sounds rude, as I don't intend it that way.

What amounts to the changing of hands of Atari ownership, IMHO, is pretty darn relevant to any Atari-related newsgroup. I would imagine that most Atari fans were elated at the news. Even though I don't know what plans Hasbro has for their newly acquired Atari properties (which, BTW, does include the ST line), I'd bet my bottom dollar that it's a whole hell of a lot more than what JTS has done.

I don't blame anyone one bit for crossposting. To an Atari aficionado, this is front page news; it deserves to be seen by anyone who shares even a remote interest in anything to do with Atari.

Sal Manfredonia (hysteria@gti.net)
http://www.gti.net/hysteria
"Your influence counts...use it!" -- Bob Grant

2647. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ea383$6ju$1@newsd-124.bryant.webtv.net>
Source record: 64858

Firstly: the atari 8bit can't do 640 x 400, even in two colors. The maximum is 320 x 192, at least for standard atari's which I hope is what we're talking about.

Secondly: this notion of an intermediate program which will spoonfeed the atari a dithered image... I don't buy it. I think the best we can work towards is a text-based browser, usenet client, and IRC client which runs native on the 8bit.

vs

2648. HELP: "dead" 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: chris <NOSPAMroom101@NOSPAMix.netcom.com>
Message-ID: <6ea9l4$l68@sjx-ixn6.ix.netcom.com>
Source record: 64859

I recently obtained a 600xl, cleaned it up, looks very nice now. one problem: it doesn't work! Comparing it to my 800xl, I get the same color screen as the background of the Self Test. Just hangs there. Power on led lights, there's good power to the video modulator. Is it worth fixing or should I relegate this unit to parts for others? would like to fix it and install the sio2pc and 64k upgrade as a gift for a friend... would rather do this than buy another 800xl, unless that would be much cheaper.
Should I try swapping chips out of the 800xl and into the 600xl as a means of finding the bad one or do I run a real risk of blowing a currently good chip? Has anyone published a spec sheet listing proper pin-out voltages? I could diagnose it easily this way. I'm kind of hoping it is the DRAM, as I was planning on swapping them for 64k anyway.
Also wondering why a single voltage power supply has so many damned pins on the connector! Could this be redundancy, owing to the shoddy soldering job on some of these boards or is it more likely Atari chose that plug/socket combination because it retains the plug better, that is, no unexpected pull-outs in the middle of an important file.
Thanks in advance,
Chris

2649. FA - Atari 800 computer - ends 3/15

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6eabbdhet1@usenet11.supernews.com>
Source record: 64860

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8020573

2650. FA - Atari 410 cassette drive - ends 3/15

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6eabbc$jd6$1@usenet51.supernews.com>
Source record: 64861

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8020389

2651. FA - Lot of 8 ATARI 800 Cartridges - ends 3/15

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6eab5q$9da$1@usenet53.supernews.com>
Source record: 64862

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8019012

2652. Re: Help! 64k x 4 ram chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Ken Siders <ksiders@columbus.rr.com>
Message-ID: <6eac55$oue@m5.columbus.rr.com>
Source record: 64863

Bryan Edewaard wrote in message

>Get a BG Micro catalog. They have all kinds of obsolete RAM.
>
>4164-150 .49 or 9/$3.50
>
>1-800-276-2206
>
> -Bry
>

I have ordered MAX232 and ram chips from them. I think they only have a $10 minimum order. You can download their catalog in Acrobat format from http://www.bgmicro.com.

-Ken

2653. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6ea93r$hc2$1@nnrp1.dejanews.com>
Source record: 64864
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e9mh1$i4a@james.hwcn.org>,
ad329@james.hwcn.org (Chris Cracknell) wrote:
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.
>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.
>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.
>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.
>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.
>
> Okay, so let's here your speculations and fantasies as to what this
> buyout of the Atari assets will mean.
>

Yea...And Commodore will rise from the ashes..

> CRACKERS
> (Exciting news from hell!!!!!!)

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2654. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3508BACA.552A@pacbell.net>
Source record: 64865

kenames@inreach.com wrote:
>
> On Sun, 8 Mar 1998 01:54:49, Bob Woolley <rwoolley@pacbell.net> wrote:
>
> > Mathy Van.nisselroy wrote:
> > >
> > > Howdy folks
> > >
> > > Re: MIO better than BB
> > >
> >
> > >
> > > The MIO did NOT have the 80 column
> > > option. It was planned, but never
> > > released, not even prototypes.
> > >
> > ----
> > There were a couple of 80 column prototypes. They work.
> >
> > Bob
>
> Really? have more info and maybe some tech info too?
----
well,,,, it is a pretty big board. lots of ICs. uses a CRT9007
controller chip for video. looks like 4K of screen memory. an EPROM.
looks like it plugs into the second PBI socket on the MIO, so it may
even work as a stand-alone device!

Bob

2655. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980312231313.3802B-100000@fissure.scar.utoronto.ca>
Source record: 64866
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Wow... A once million dollar business, Atari has been sold for a mere
$5,000 US... the once powerful dominator of the 80s video game industry
has been reduced to $5,000... Do you know what Hasbro plans for the Atari
Fuji symbol et al?

Alan
University of Toronto
Computer Science, Management and Economics

2656. Re: Are they bad traders ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980312233043.3802D-100000@fissure.scar.utoronto.ca>
Source record: 64867

On 12 Mar 1998, Vidar "Hawk" Olavesen wrote:

> Is there anywhere I can complain ? Anybody to notify ? I think we should
> put a page somewhere of bad traders. I think it's very hard to know if they
> are sincere or not. I also got another reply to confirm Downling as a bad
> trader too, so I lost all my money I guess :-(
> A bad trader page would be very helpful
>
> whistler's brother <tatata@noway.com> wrote in article
> <3507d45a.323927@207.97.159.250>...
> > Consider all the money you sent to Terry Ortman lost. He's got
> > several postal complaints leveled against him now. Check deja news
> > for "starfleet software" "ortman" etc.

Always e-mail your friends in this base to ask about people you are buying from.. also sometimes it is good to ask for a reference. I know these can easily be made up, but unless the guy really wants to scam you out of some cash, I doubt he will get 3 of his friends to pretend to be references. I have done about 15 internet transactions, (about 13 sales and 2 buys) and everything has always turned out fine. (I am actually waiting for a friend in the US to receive an Antic magazine shipment I sent last week... :) Perhaps I am lucky? It's very disheartening to hear about these things. I have seen about 5 complains from different people who have been had by dishonest people. YOu did say you live in Norway. If these people sending you stuff live in the US or Canada, that would take a good 2-3 months to reach you. (I sent COMPUTE magazine to New zealand from Canada.. it took about 4 weeks to receice the money order and it took about 10 weeks for the guy to receive his computer mags..

How long has it been?

Alan
University of Toronto
Computer Science, Management and Economics

2657. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980312234449.3802E-100000@fissure.scar.utoronto.ca>
Source record: 64868

On Thu, 12 Mar 1998, Charles Hughes wrote:

> > Net-Tamer V 1.10.1 - Test Drive
> >
> Oooh... a boasting contest...
>
> Qbert - can't remember, I beat it though. The only game I was every really
> really good at. Still am, btw. :) (Arcade and 8bit versions)
> ["I beat it" means I could play it without dying more often than I would
> gain a new life.]
>
> Defender - Atari8bit, 10 million? I think I went to either 1 million or 10
> million and gave up because it didn't roll over. Played over 24hours
> continously.
>
> Asteroids - pretty sure I rolled it. I can't remember the options though, I
> was probably playing with shields & wrap. Played over 24hours continuously.
> Atari8bit of course.
>
> Star Raiders - hardest level, got ranking below highest [a port to the IBM
> would be fun to play with :)]
>
> PacMan - 10 keys I think, never beat it. (My brother did play this for nearly
> 24 hours, he was much better than me.) Atari8bit of course.
>
Geez, and I thought I was an Atari gamer in my youth. I played defender
for about 4 hours and thought I was some grand champion. HOw can anyone
playu a game for 24 hours? Thank god for the Pause key...

I guess that was back in the days when we had nothing better to do..

Never did figure out how people scored better than Lieutant in Star
Raiders though...

2658. Re: Using the 8-bit with music education

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: *rlcolli*@ibm.net
Message-ID: <GwGC1kimR1xb092yn@ibm.net>
Source record: 64869

In article <6e76qaqto1@alexander.INS.CWRU.Edu>,
he110@cleveland.Freenet.Edu (Bill R. Core) wrote:
>
>I am sorry if this message has already been answered. You could
>try the AtariMusic series, if you can still get them from B&C,
>Best Electronics, San Jose, or any other 8-bit dealer.

What all do they contain?

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins *rlcolli*@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

2659. Re: GFX source code

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6eak0n$1no$1@gte2.gte.net>
Source record: 64870

dklugh@iwaynet.net wrote:
>
> On 1998-03-02 jschnitt@gte.net said:
> >Hi folks, I am looking for assembler source for initialization of
> >the display list. I want to set up the display list for Antic
> >SPECIAL mode(160X192X4colors). Actually, any gfx mode would be
> >instructional. I am using MAC65 as an assembler. I am studying the
> >book:machine language for beginners, and I learn best from sample
> >programs.
>
> Why not just use GR.15?
>
> Net-Tamer V 1.10.1 - Test Drive

The reason i would rather not use gr. 15 is that I want the program to run on an atari 800 or 400 if i can. Just my own preference at this point.

2660. Re: GFX source code

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6eak1v$1no$2@gte2.gte.net>
Source record: 64871

Thank you SO MUCH for the following source code! it helps me a lot!

```
> > On 1998-03-02 jschnitt@gte.net said:
> > >Hi folks, I am looking for assembler source for initialization of
> > >the display list. I want to set up the display list for Antic
> > >SPECIAL mode(160X192X4colors). Actually, any gfx mode would be
> > >instructional. I am using MAC65 as an assembler. I am studying the
> > >book:machine language for beginners, and I learn best from sample
> > >programs.
> >
> > Why not just use GR.15?
> >
> > Net-Tamer V 1.10.1 - Test Drive
> >
>
> Ok, this is the way to change the display list in assembler:
>
> This was written by Jerry White, there are another ways to achive the same
> thing, if you need more info please e-mail me and i will send you more
> listings.
>
> 0100 .OPT NOEJECT
> 0110 ; MODE1.SRC BY JERRY WHITE
> 0120 ;
> 0130 ; THIS ASSEMBLER CODE SIMULATES
> 0140 ; THE FOLLOWING BASIC PROGRAM:
> 0150 ;
> 0160 ; CLOSE #6
> 0170 ; GRAPHICS 1
> 0180 ; PRINT #6;"GRAPHICS MODE ONE"
> 0190 ; PRINT "TEXT WINDOW" 0200 ;
> 0210 ; ASSEMBLE THEN
> 0220 ; EXECUTE FROM BUG (G620)
> 0230 ;
> 0240 ;
> 0250 *= $600 ; RELOCATABLE
> 0260 ;
> 0270 DEV .BYTE "S:" ; SCREEN
> 0280 MSG1 .BYTE "GRAPHICS MODE ONE",$9B
> 0290 MSG2 .BYTE "TEXT WINDOW",$9B
> 0300 ;
> 0310 LDX #$60 ; IOCB #6
> 0320 LDA #$C ; CLOSE
> 0330 STA $342,X
```

```
> 0340 JSR $E456 ; LET CIOV DO IT
> 0350 ;
> 0360 LDX #$60 ; IOCB #6
> 0370 ;
> 0380 LDA #$3 ; OPEN
> 0390 STA $342,X
> 0400 LDA #DEV&$00FF ; ADDRESS
> 0410 STA $344,X
> 0420 LDA #DEV/256 ; OF DATA
> 0430 STA $345,X
> 0440 LDA #$1C ; READ/WRITE
> 0450 STA $34A,X
> 0460 LDA #$1 ; GR. 1
> 0470 STA $34B,X
> 0480 JSR $E456 ; LET CIOV DO IT
> 0490 ;
> 0500 LDX #$60 ; IOCB #6
> 0510 LDA #$9 ; PUT RECORD
> 0520 STA $342,X
> 0530 LDA #MSG1&$00FF ; ADDRESS
> 0540 STA $344,X
> 0550 LDA #MSG1/256 ; OF DATA
> 0560 STA $345,X
> 0570 LDA #$12 ; LENGTH OF
> 0580 STA $348,X
> 0590 LDA #$0 ; MSG1
> 0600 STA $349,X
> 0610 JSR $E456 ; LET CIOV DO IT
> 0620 ;
> 0630 LDX #$0 ; IOCB #0 (TEXT)
> 0640 LDA #$9 ; PUT RECORD
> 0650 STA $342,X
> 0660 LDA #MSG2&$00FF ; ADDRESS
> 0670 STA $344,X
> 0680 LDA #MSG2/256 ; OF DATA
> 0690 STA $345,X
> 0700 LDA #$D ; LENGTH
> 0710 STA $348,X
> 0720 LDA #$0 ; MSG2
> 0730 STA $349,X
> 0740 JSR $E456 ; LET CIOV DO IT
> 0750 BRK ; END DEMO
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
```

2661. HASBRO

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <TTZGV3ZzsoCC@cc.usu.edu>
Source record: 64872

looks like the JTS reign of terror may be over. Check out:
www.next-generation.com
-Tom

2662. Are they bad traders ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4d55$c8810720$c1374382@vidar>
Source record: 64883

I sent some money to Chuck Dowling and Terry Ortman. I tried to email them several times now, but no answers. Is my money lost ? What can be done with bad traders and is there a list of people to be aware of ? If not, it should be ... Take Atarian care. I will not continue to call them bad traders if they've sent it and it only takes long, as I live in Norway, it do take some time. But they don't answer emails, so ...

2663. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <6e7dt7$5vr$1@winter.news.erols.com>
Source record: 64884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Didn't Hasbro already inherit the corpse of Coleco? Fifteen years
after the 1982 home video game wars, the two big players end up as
bunkmates. :)
--
Jay Tilton
tiltonj@erols.com

2664. Re: how far off of 288 RPM can a disk drive be?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <19980312013401.UAA18917@ladder02.news.aol.com>
Source record: 64885

>My 1050 Duplicator drive runs at 290-291 RPM and it can read all my disks.
>My Trak drive runs at around 281 RPM and it's even worse.
>Is it just my drive speed or should my drives not be having any trouble?
>
>And how do I adjust the drive speed?

My Indus GT drive runs at about 295 RPM's according to the GTRPM utility and it works fine. I don't think you can manually adjust the drive speed.

2665. Re: how far off of 288 RPM can a disk drive be?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4d57$3a0d8520$c1374382@vidar>
Source record: 64886

There's an adjustment pot inside the 1050's at least. I know, because
that's the way we made bad sectors in the old days. I have never opened an
Indus or looked for it in the XF-551, but expect there's one there also.
Take Atarian care

Teej213360 <teej213360@aol.com> wrote in article
<19980312013401.UAA18917@ladder02.news.aol.com>...
> >My 1050 Duplicator drive runs at 290-291 RPM and it can read all my
disks.
> >My Trak drive runs at around 281 RPM and it's even worse.
> >Is it just my drive speed or should my drives not be having any trouble?
> >
> >And how do I adjust the drive speed?
>
> My Indus GT drive runs at about 295 RPM's according to the GTRPM utility
and it
> works fine. I don't think you can manually adjust the drive speed.
>

2666. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e7ejk$ri8$1@dartvax.dartmouth.edu>
Source record: 64887

dklugh@iwaynet.net writes:

>Actually in my IBM hardware manual it says that you CAN read FM disks.
>There's a setting in the drive controller for it.

Just because the controller has a flag for it doesn't mean that it
will actually do the job. I'm not sure in my case if it is because of
the controller or the drive, but it behaves exactly the same
regardless of the FM/MFM setting (yes, you can toggle that under
Linux).

Maybe I need an old 360K drive mechanism to do FM?

--PC

--
Archamedes Plutonium: I make this biological speculation that the
source of my supergenius is that there is a Pu atom located in my
brain, the focus of my mind.
The movie "Prince of Darkness:" You will not be saved by the god plutonium!

2667. Re: Atari 800 0.9.2 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6e7eq7sil1@dartvax.dartmouth.edu>
Source record: 64888

In <thor.889611646@math.tu-berlin.de> thor@math.tu-berlin.de (Thomas Richter) writes:

>Hi folks!

>There's now an upgraded and updated version of David's atari 800 emulator
>available. For those of you who are interested, it's available at my home
>page as .lzh file (.tar.gz available on request). The url is in my signature
>below.

I'm curious; have you talked to David about this release? Are there
now two competing versions, or will this version soon show up on his
web site as an "official" version?

>The current version compiles fine on SGI and SUN, but the PC and Amiga port
>is really outdated and needs a lot of service. Thus, if anybody is interested
>in some PC/Amiga programming, lemme know!

When you say "PC" version, are you talking Windows or Linux?

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

2668. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: kws@Radix.Net
Message-ID: <6e7gc3jbp1@news1.Radix.Net>
Source record: 64889
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
: 5 million is chump change for Hasbro, especially after just having
: purchased Tiger Electronics last month (Feb 9th) for 335 million.
: Which leads me to....

Atually, for all that Atari embodies, $5 million is dirt cheap. The
question is, did they finally get rid of the Tramiel family...

: My conspiratorial mind is highly curious if there might end up being
: some form of game.com / Atari collaboration now. Perhaps use the Lynx
: technology to give the Com a much-needed shot in the arm?

Why would they want to do something with the Lynx, although it probably
was the cheapest portable game technology they could get, could make them
cheap now...

: Why wait months when we can start now? :)

Basically I see three scenarios....

1) They wanted the games, to follow the froger path...
2) They wanted the name for a new game system or other application...
3) They couldn't pass on the price with all of the pack ins they are
getting.... all of Ataris technology and patents for the last 20 years....
```

2669. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35074de0.1211135@news.tmisnet.com>
Source record: 64890
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

>Now, the question is, will Hasbro Interactive do anything worthwhile with
>Atari.

Somehow, the "Hasbro Falcon030" just doesn't have
the same cachet. (I'd even prefer a "Wizztronics
Falcon030", come to think of it!)

-- George Crissman
-- strads@tmisnet.com

Atari Falcon Resources
http://www.tmisnet.com/~strads/hq/atari.html

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

2670. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7k9g$40h@sjx-ixn5.ix.netcom.com>
Source record: 64891
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <6e6vssbfp1@news1.Radix.Net> kws@Radix.Net (Keith Scroggins)
writes:
>
>Now, the question is, will Hasbro Interactive do anything worthwhile
with
>Atari. I did notice that the computers were specifically listed as
being
>part of the deal. It makes me curious that they specifically
mentioned
>the computers (8-bit, ST, Falcon, and TOS), so does that mean there is

>some plan to use this for something? I mean, $5 million for Atari is
a
>good chunk of money. I wonder who we can get to tell more of this
deal.
>Sure enough $5 mil is not worth it for Atari's management......
>
>Maybe Hasbro has a game system in the works and wants to use the Atari

>label.......
>
>I'm sure in the coming months rumors will start to appear everywhere!
>
Well, it is a possibility that Hasbro could distribute Project X units
made by an outside vendor and choose to use the Atari name...

2671. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7lg2$gjd@sjx-ixn11.ix.netcom.com>
Source record: 64892
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
writes:
>
>5 million is chump change for Hasbro, especially after just having
>purchased Tiger Electronics last month (Feb 9th) for 335 million.
>Which leads me to....
>
>>Maybe Hasbro has a game system in the works and wants to use the
Atari
>>label.......
>
>My conspiratorial mind is highly curious if there might end up being
>some form of game.com / Atari collaboration now. Perhaps use the Lynx
>technology to give the Com a much-needed shot in the arm?
>
This makes sense too. First of all the Lynx is by no means outdated
considering how far handheld consoles go these days. Secondly no one
seems to want a Tiger Game.com, maybe they want and Atari Game.com.
Secondly, purchasing two game companies leads me to believe they have
something planned. Perhaps Hasbro will make a console, portable or
standard (or even liscense Project X) and use technology from both
companies or names to form something.

2672. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6e7lnq$nuf@dfw-ixnews12.ix.netcom.com>
Source record: 64893
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <35074de0.1211135@news.tmisnet.com> strads@tmisnet.com (George
Crissman) writes:
>
>On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
>>Now, the question is, will Hasbro Interactive do anything worthwhile
with
>>Atari.
>
>Somehow, the "Hasbro Falcon030" just doesn't have
>the same cachet. (I'd even prefer a "Wizztronics
>Falcon030", come to think of it!)
>
I would think the want the Atari name perhaps for something else. Maybe
they want to release the Jaguar 2 and try to beat Playstation, in
theory it is more powerful than current consoles and could compete with
the next according to the few rumors surrounding it.

2673. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3507A445.AED6E4D2@erols.com>
Source record: 64894
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Curt Vendel wrote:

> Hello to all,
>
> I was given an email earlier this morning from an individual who
> gave me a link for the Techstocks website, within the website it
> reference that JTS had filed an 8K form for the sale of assets,
> specifically Atari to Hasbro Interactive.
>
> I decided the only way to know for sure if this was fact or fiction
>
> was to go to the source, since JTS is a publicly traded I went to the
> SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type
> in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the
> sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
> Curt Vendel
> Atari Prototypes & Vaporwares Site
> www.atari.nu

Thanks for the info. I read the document and one very interesting part
is
the fact that Hasbro will take the rights to the website domain
"atari.com"
It looks like Hasbro will be using the name Atari for something, but
what
that might be is still up for speculation.

When Atari bought into JTS there were many who said that Atari was DEAD!

It definately looks like some restoration will be happening.

Thank you Hasbro in advance for whatever you may do!

Patrick Mulvey
Pres. LIAUG

(and thanks again Curt!)

2674. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: "Harold Alley Jr." <ataripc@2die4.com>
Message-ID: <35078754.7B15E565@2die4.com>
Source record: 64895
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:

> In <3507211e.27174297@news.vt.edu> slight@bev.net (Steven L Cox)
> writes:
> >
> >5 million is chump change for Hasbro, especially after just having
> >purchased Tiger Electronics last month (Feb 9th) for 335 million.
> >Which leads me to....
> >
> >>Maybe Hasbro has a game system in the works and wants to use the
> Atari
> >>label.......
> >
> >My conspiratorial mind is highly curious if there might end up being
> >some form of game.com / Atari collaboration now. Perhaps use the Lynx
> >technology to give the Com a much-needed shot in the arm?
> >
> This makes sense too. First of all the Lynx is by no means outdated
> considering how far handheld consoles go these days. Secondly no one
> seems to want a Tiger Game.com, maybe they want and Atari Game.com.

AtariGames.com is own by Atari Games Corporation a subsidiary of
Bally/Midway

2675. "dead" 600xl : What to do?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e81qn$cms@dfw-ixnews8.ix.netcom.com>
Source record: 64896

I recently obtained a 600xl, cleaned it up, looks very nice now. one problem: it doesn't work! Comparing it to my 800xl, I get the same color screen as the background of the Self Test. Just hangs there. Power on led lights, there's good power to the video modulator. Is it worth fixing or should I relegate this unit to parts for others? would like to fix it and install the sio2pc and 64k upgrade as a gift for a friend... would rather do this than buy another 800xl, unless that would be much cheaper.

Should I try swapping chips out of the 800xl and into the 600xl as a means of finding the bad one or do I run a real risk of blowing a currently good chip? Has anyone published a spec sheet listing proper pin-out voltages? I could diagnose it easily this way. I'm kind of hoping it is the DRAM, as I was planning on swapping them for 64k anyway.

Also wondering why a single voltage power supply has so many damned pins on the connector! Could this be redundancy, owing to the shoddy soldering job on some of these boards or is it more likely Atari chose that plug/socket combination because it retains the plug better, that is, no unexpected pull-outs in the middle of an important file.

Thanks in advance,
Chris

2676. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35078F75.129D629D@NO.SPAM.emw.ericsson.se>
Source record: 64897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

George Crissman wrote:
>
> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
> >Now, the question is, will Hasbro Interactive do anything worthwhile with
> >Atari.
>
> Somehow, the "Hasbro Falcon030" just doesn't have
> the same cachet. (I'd even prefer a "Wizztronics
> Falcon030", come to think of it!)

Hehehee.. I'm not sure I like any of them. Someone wanted to start some
rumors, here is one. I guess you all know of VM-Labs which are supposed to
cooperate with a number of big companies. I have no idea what Hasbro does,
but maybe JHasbro+VM-Labs have something to do with this as well? :-)

Another possibility would be that it would be esier for a seconde company
to buy out the computer part and TOS. As they sold the whole shit for
5 mill, I guess the computer part would be very cheap as I guess this is
not what they were after in the first place.

Well, maybe IBM could buy the computer and release a PPC TOS box, or Compac or
Dell could buy it just for the fun to rival Gateway2000? The price for the
computer part would be a fart in space for those guys. :-)))))

Anyway, here you are.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

2677. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <35079264.A7DD8CC9@kaa.bbn.hp.com>
Source record: 64898

> More than 5 years ago I once rolled over both the score and level# of the VCS
> ("2600")
> Defender.Ah,I was a much better game player back then!

Pah, that was too easy. The only thing you had to do was to push the
fire button permanently so you became invisible.

Try to roll over the score with the XL/XE version of Defender!

Tschuess,
Frank

2678. Atari Games Division and the Recent Selling of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: a-trashman@aci.net
Message-ID: <6e840qbbp0@208.136.114.108>
Source record: 64899

The arcade part of Atari that makes all those cool games we play in the arcade now split off from Atari a while back and was not part of the deal. I think they are affiliated with Williams. Be sure that if the arcade division was part of the deal, Atari would have been sold for more then $5 million.

TrashMan
a-trashman@aci.net
ICQ UIN 212089

2679. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: aaron@lafleur.wfi-inc.com
Message-ID: <slrn6gfbqb.418.aaron@lafleur.wfi-inc.com>
Source record: 64900

Well, I have since tried to use a null-modem cable to talk to my PC
with no success. Again, anything typed on the Atari shows up on the
PC but nothing from the PC keyboard appears on the Atari. I have tried
all sorts of echo/etc configurations and am ready to just declare that
the 850 I I bought is a crapper. I'll try Kermit as a last resort (anyone
know where I can get it easily for my Atari?) and let you know....

Thanks,

Aaron

On 11 Mar 1998 21:14:49 GMT, dklugh@iwaynet.net <dklugh@iwaynet.net> wrote:
>
>
>On 1998-03-05 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
> >> This is exactly the same problem that I had which I never solved.
> >>I could dial and connect, but nothing on screen.
> >Disable hardware flow control in your modems internal configuration.
> >The 850 interface does not support it.
>
>The 850 supports it,it's just not automatic.For some reason term programmes
>aren't setting up the 850 like they should.
>(no foresight!)
>
>You can also just run Kermit-65,type "connect",press OPTION and then "c" to get
>out of term mode,and then quit and the 850 will be set-up corectly.
>
>Net-Tamer V 1.10.1 - Test Drive

2680. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Kent Johansson <midwinter@hotmail.com>
Message-ID: <01bd4d9f$44010be0$0500a8c0@kent2>
Source record: 64901
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Keith Scroggins <kws@Radix.Net> wrote
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a

If they aren't intrested in the computer line or TOS, perhaps we can see
TOS under a open license or even freely aviable. The same goes for the
hardware schematics, sadly there isn't much money left in a computerline
that was abadoned some 5 years ago, even if one as a enthusiast like myself
don't like that fact. Today people buys a PC not a homecomputer... ;-(But
perhaps Hasbro are more open than JTS where.

Just my 2 cents.

Regards..

//Kent Johansson

2681. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: warday@ultranet.com
Message-ID: <3507b8fb.1889200@news.ma.ultranet.com>
Source record: 64902
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

>I thought I recently heard that Hasbro was laying off several hundred
>employees and closing a plant. I wonder if the Atari purchase has anything
>to do with this. Could be a refocusing of their management's vision.
>Hmmm... an Atari web-box? No reason you can't sell one today for $99.

i believe those lay offs were planned to come at the factory in rhode
island. though i doubt that really has anything to do with the atari
purchase.

~chris

2682. Re: Help! 64k x 4 ram chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: minbar@netcom.com
Message-ID: <minbarEppD1A.GpK@netcom.com>
Source record: 64903

Chris (SPAMroom101@SPAMix.SPAMnetcom.SPAMcom) wrote:
: Sucks! Received this message today from Mouser. They were the last
: reliable place I had been able to find the 64k x 4 chips for the 600xl 64k
: mod. Anyone know of any other outfit that carries them or does anybody have
: a couple they would sell. Mouser had them for $2.40 and there's no point in
: paying $10 a piece for them, so anyone trying to gouge has no point in
: responding to this. Mouser is cool because there is no minimum order and
: they charge you REAL shipping costs... you can order just a couple of chips
: if you like.

I have some I think. Let me check...

Hmm, okay. I have... (counts... wow. I forgot I had so many little chips. I think that was as 4114? Remember playing with NTE chips? You never found 'em anywhere 'cept in hobby stores anyways...)

These RAM chips are labled M5K4164S-15 (in gold) and M5K4164P-15 (in black). I'm pretty sure those are 15ns 64k x 4 RAM chips but I could be wrong. Now, I have no idea at all if these things still work, since I've had them forever (I think I had pulled them out of an old S-100 card). I have about 13 of them and you're welcome to take them all, provided you pay for the shipping. Or if you're anywhere in L.A. maybe you can just pick 'em up. :)

Uhm, they're all resting with a bunch of other CMOS chips on one of those plastic breadboard thingies, so I'm not sure exactly how I'd ship them. Hmm, wow, I got a VCP200 here too. I don't recall ever using it though. I haven't played with these things in like, forever. :P :)

2683. Re: Are they bad traders ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: tatata@noway.com
Message-ID: <3507d45a.323927@207.97.159.250>
Source record: 64904

Consider all the money you sent to Terry Ortman lost. He's got
several postal complaints leveled against him now. Check deja news
for "starfleet software" "ortman" etc.

On 12 Mar 1998 01:26:22 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I sent some money to Chuck Dowling and Terry Ortman. I tried to email them
>several times now, but no answers. Is my money lost ? What can be done with
>bad traders and is there a list of people to be aware of ? If not, it
>should be ... Take Atarian care. I will not continue to call them bad
>traders if they've sent it and it only takes long, as I live in Norway, it
>do take some time. But they don't answer emails, so ...
>

2684. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: grayc@btm0qt.se.bel.alcatel.be
Message-ID: <GRAYC.98Mar12145308@btm0qt.se.bel.alcatel.be>
Source record: 64905
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In article <3506DA34.FB7D3F06@aol.com> Curt Vendel <cvendel@aol.com> writes:

> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

You're just jealous Curt, because you didn't buy it for yourself. :)

(BTW the checque for the Riebl card is In The Mail. At last.)

--

Chris Gray

2685. Re: Atari 800 0.9.2 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <35086A80.5A02@zeus.fh-pforzheim.de>
Source record: 64906

i am interested in an amiga-port for 030-aga

cio, heaven

2686. Re: Need help booting disk-based games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Game Lord <gamelord@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980312091926.25715A-100000@home.ptd.net>
Source record: 64907

Well, I haven't received any responses yet. I shall still wait patiently. To mention, I have found the FAQ by Michael Current, but I did not see anything contained within that mentioned how to load games from disk. It did mention though many paragraphs about DOS and everything relative to that. I thought the 130XE had built-in DOS--apparently not. Is the 810 drive compatible with the 130XE. Again, any and all details would definitely be appreciated, either from you Michael, or any other dude who would take the time to oblige. Thanx once again in advance.
OH, just came to mind. What setting should the drive code switches be set to on the back of the 810 drive. LMK on how it is printed exactly as it is on the drive. Thanx. Take care.

Fred-GL-Wailin' High

2687. sio2pc or better sio2st + server-software "800xldj"

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <35086CBA.5B8D@zeus.fh-pforzheim.de>
Source record: 64908

hi st/falcon users!

to connect your st/falcon as a server to a real 8bit
like ape you can download the brilliant mouse-driven software
from my homepage...

unfortunatly it uses an own diskimage format and not standard
XFD/ATR...

i coded in omikron-basic a 1st version of a xfd/atr-to-di-converter
but it just works aprox. 80%... but i am working for it...

interested in screenshots and more?

try

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html

bye, heaven/taquart

ps.
included in my package are "dos 2.5", "asskicker demo by shadows"
(>=128k),
"total daze"-demo by tight (>=128k) and my fave macroassembler
"Macro ass xe v4.3" (>=128k)

I included total daze-demo because it uses an own sio-routine and
as it runs perfectly with dj-software it shows 100% compatibility of
the sio-routines... =)

2688. Re: Atari 800 0.9.2 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.889712738@math.tu-berlin.de>
Source record: 64909

Hi!

crow@coos.dartmouth.edu (Preston F. Crow) writes:

>In <thor.889611646@math.tu-berlin.de> thor@math.tu-berlin.de (Thomas Richter) writes:

>>Hi folks!

>>There's now an upgraded and updated version of David's atari 800 emulator
>>available. For those of you who are interested, it's available at my home
>>page as .lzh file (.tar.gz available on request). The url is in my signature
>>below.

>I'm curious; have you talked to David about this release? Are there
>now two competing versions, or will this version soon show up on his
>web site as an "official" version?

Yes, David knows about this release. I hope we can merge the two versions
together in near future.

>>The current version compiles fine on SGI and SUN, but the PC and Amiga port
>>is really outdated and needs a lot of service. Thus, if anybody is interested
>>in some PC/Amiga programming, lemme know!

>When you say "PC" version, are you talking Windows or Linux?

Both, actually. Well, if anybody is interested in porting the code, of course.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2689. Re: Atari 800 0.9.2 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.889712884@math.tu-berlin.de>
Source record: 64910

Hi !

nadkar <nadkar@zeus.fh-pforzheim.de> writes:

>i am interested in an amiga-port for 030-aga

Great! It's best to get the source code from my home page (see below) and
check out what's to do. The amiga port of the GCC should be used, at least it's
most portable and optimizes extremly well.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2690. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980312150900.KAA13390@ladder03.news.aol.com>
Source record: 64911

In article <6e6v4k$pv2$1@gte1.gte.net>, John Schnittker <jschnitt@gte.net>
writes:

>Cool! Now A toy company(Hasbro) owns Atari!!!
>
>

Just to let John and anyone else interested know that I got email from Hasbro.
Here it is.

>Subj: RE: Atari
>Date: 98-03-12 09:37:34 EST
>From: consumer_support@hasbro.com (Consumer Affairs)
>To: bostone1@aol.com ('bostone1@aol.com')

>Thank you for your inquiry. Please be advised that Hasbro had
>definitely NOT acquired all righta and Trademarks of the Atari
>Corporation.

So what do we make of this?

Bostone1@aol.com

2691. Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Williams <rrwillia@suffolk.lib.ny.us>
Message-ID: <01bd4dca87201080ae5cadc7@SuffolkWeb.suffolk.lib.ny.us>
Source record: 64912

I have just recovered from storage my son's old atari hardware from the days past when he ran the "South of the Border" atari BBS on Long Island. I was seriously thinking of re-establishing the BBS, assuming there is continued interest. Unfortunately in checking out his old hardware which includes 3 drives (1050, 1050 with US Dobler, and Indus GT) only the Indus seems operational and maybe only partly operational. In looking thru your manuals on-line I do not see any Field Service Manuals (FSM). Can you give me any suggestions on where I can get a copy of the FSM for the 1050 and/or GT? ---Bob

2692. More/New Atari Computer Stock! FREE Atari Catalogs too!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <6e8v7n$e4j$1@user2.teleport.com>
Source record: 64913
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

PLEASE NOTE: My Internet address above may of been scrambled by my ISP. When responding, edit it so my E-Mail address is bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at http://www.teleport.com/~bensmith/bscomputers.shtml at Bravo Sierra Computers I'm regularly updating my Catalogs as more stock comes in and more stock is sold. So come see me at Bravo Sierra Computers Today. And Remember, If you don't come see me Today, Come see me Tomorrow.

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some thing you've been looking for, Something you might want & something New to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml. And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach files to your E-Mail. I will get back to you after the weekend. Please Direct all Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do not send me any HTML!

2693. Re: GFX source code

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e92qe$k77$1@nnrp1.dejanews.com>
Source record: 64914

In article <6e6uu3jsr19@news.iwaynet.net>,
dklugh@iwaynet.net wrote:
>
>
> On 1998-03-02 jschnitt@gte.net said:
> >Hi folks, I am looking for assembler source for initialization of
> >the display list. I want to set up the display list for Antic
> >SPECIAL mode(160X192X4colors). Actually, any gfx mode would be
> >instructional. I am using MAC65 as an assembler. I am studying the
> >book:machine language for beginners, and I learn best from sample
> >programs.
>
> Why not just use GR.15?
>
> Net-Tamer V 1.10.1 - Test Drive
>

Ok, this is the way to change the display list in assembler:

This was written by Jerry White, there are another ways to achive the same thing, if you need more info please e-mail me and i will send you more listings.

```
0100 .OPT NOEJECT
0110 ; MODE1.SRC BY JERRY WHITE
0120 ;
0130 ; THIS ASSEMBLER CODE SIMULATES
0140 ; THE FOLLOWING BASIC PROGRAM:
0150 ;
0160 ; CLOSE #6
0170 ; GRAPHICS 1
0180 ; PRINT #6;"GRAPHICS MODE ONE"
0190 ; PRINT "TEXT WINDOW" 0200 ;
0210 ; ASSEMBLE THEN
0220 ; EXECUTE FROM BUG (G620)
0230 ;
0240 ;
0250 *= $600 ; RELOCATABLE
0260 ;
0270 DEV .BYTE "S:" ; SCREEN
0280 MSG1 .BYTE "GRAPHICS MODE ONE",$9B
0290 MSG2 .BYTE "TEXT WINDOW",$9B
0300 ;
0310 LDX #$60 ; IOCB #6
0320 LDA #$C ; CLOSE
```

```
0330 STA $342,X
0340 JSR $E456 ; LET CIOV DO IT
0350 ;
0360 LDX #$60 ; IOCB #6
0370 ;
0380 LDA #$3 ; OPEN
0390 STA $342,X
0400 LDA #DEV&$00FF ; ADDRESS
0410 STA $344,X
0420 LDA #DEV/256 ; OF DATA
0430 STA $345,X
0440 LDA #$1C ; READ/WRITE
0450 STA $34A,X
0460 LDA #$1 ; GR. 1
0470 STA $34B,X
0480 JSR $E456 ; LET CIOV DO IT
0490 ;
0500 LDX #$60 ; IOCB #6
0510 LDA #$9 ; PUT RECORD
0520 STA $342,X
0530 LDA #MSG1&$00FF ; ADDRESS
0540 STA $344,X
0550 LDA #MSG1/256 ; OF DATA
0560 STA $345,X
0570 LDA #$12 ; LENGTH OF
0580 STA $348,X
0590 LDA #$0 ; MSG1
0600 STA $349,X
0610 JSR $E456 ; LET CIOV DO IT
0620 ;
0630 LDX #$0 ; IOCB #0 (TEXT)
0640 LDA #$9 ; PUT RECORD
0650 STA $342,X
0660 LDA #MSG2&$00FF ; ADDRESS
0670 STA $344,X
0680 LDA #MSG2/256 ; OF DATA
0690 STA $345,X
0700 LDA #$D ; LENGTH
0710 STA $348,X
0720 LDA #$0 ; MSG2
0730 STA $349,X
0740 JSR $E456 ; LET CIOV DO IT
0750 BRK ; END DEMO
```

------== Posted via Deja News, The Leader in Internet Discussion ==-----
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2694. Re: Need help booting disk-based games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6e9387kkp1@nnrp1.dejanews.com>
Source record: 64915

In article <Pine.GSO.3.95.980311183145.28242D-100000@home.ptd.net>,
Game Lord <gamelord@ptdprolog.net> wrote:
>
> Well to start off, I was given some Atari equipment this past Saturday. I
> already had a 130XE, which is how I played my carts, but I did not have a
> disk drive. I was given the 810 drive. Now, since I am an vid C64 user and
> freak, I am not familaiar with the operation of loading games fro disk.(To
> get it out of the way, I do not believe in any Atari 8-bit VS. C64 debate.
> Really is kind of lame, but if you are having fun...) These disks are, of
> course, copies of many old games I believe were available for only Atari.
> My question is, using my 130 XE and 810 drive, how do I load the directory
> and/or particular game? I was told by another dude I spoke with on here,
> that the disks must have DOS 'installed' on themselves. To keep it
> short, any response from anyone explaining to me in detail or if you can
> direct me to an FAQ that explains this, I certainly would appreciate it. I
> look forward to hearing from any of you dudez, and I will take it upon
> myself to visit this group more often. I always wanted a nice XL/XE setup
> anyway to accompany my 64. Now, I can play the faves I haven't played in
> over a decade. Thanx in advance for your time and consideration. Take
> care.
>
> Fred-GL-Wailin' High
>
>

1. Connect the drive to the Atari, of course both equipments must be off.
2. Turn on the disk drive.
3. Insert the disk you wanna play.
4. Turn on the Atari holding down the OPTION key.
5. Connect a good joystick.
6. Enjoy your game.....

Greetings from Mexico.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
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2695. Repair of disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Williams <rrwillia@suffolk.lib.ny.us>
Message-ID: <01bd4dcf$5af4bec0$ae5cadc7@SuffolkWeb.suffolk.lib.ny.us>
Source record: 64916

I have just recovered from storage my son's old atari hardware from the days past when he ran the "South of the Border" atari BBS on Long Island. I was seriously thinking of re-establishing the BBS, assuming there is continued interest. Unfortunately in checking out his old hardware which includes 3 drives (1050, 1050 with US Dobler, and Indus GT) only the Indus seems operational and maybe only partly operational. In looking thru the manuals on-line I do not see any Field Service Manuals (FSM). Can you give me any suggestions on where I can get a copy , hopefully on-line, of the FSM for the 1050 and/or GT? ------Bob

2696. Re: I got a question....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6e93dl$89n$1@star.cs.vu.nl>
Source record: 64917

tpvbssmf@nwlink.com writes:
[a lot of crap]

postmaster is notified.

Ivo

2697. Re: Are they bad traders ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4dd9$fc9c8500$7f374382@vidar>
Source record: 64918

Is there anywhere I can complain ? Anybody to notify ? I think we should
put a page somewhere of bad traders. I think it's very hard to know if they
are sincere or not. I also got another reply to confirm Downling as a bad
trader too, so I lost all my money I guess :-(
A bad trader page would be very helpful

whistler's brother <tatata@noway.com> wrote in article
<3507d45a.323927@207.97.159.250>...
> Consider all the money you sent to Terry Ortman lost. He's got
> several postal complaints leveled against him now. Check deja news
> for "starfleet software" "ortman" etc.
>
>
>
>
>
> On 12 Mar 1998 01:26:22 GMT, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> >I sent some money to Chuck Dowling and Terry Ortman. I tried to email
them
> >several times now, but no answers. Is my money lost ? What can be done
with
> >bad traders and is there a list of people to be aware of ? If not, it
> >should be ... Take Atarian care. I will not continue to call them bad
> >traders if they've sent it and it only takes long, as I live in Norway,
it
> >do take some time. But they don't answer emails, so ...
> >
>
>

2698. Re: IDE / MFM / RLL HD for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e964p$259@dfw-ixnews9.ix.netcom.com>
Source record: 64919

M.Adriaansz wrote in message

>Upgraded my 600XL to 130XE, fully compatible!
>Thijs Adriaansz

So, the big question is..... How'd you do it? Is this a "standard" mod
or something you cooked up yourself?

Thanks, Chris.

2699. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Johnny Zymurgy <thehelmet@hotmail.com>
Message-ID: <6e976t$2un@dfw-ixnews9.ix.netcom.com>
Source record: 64920
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

It occurs to me that if we all pooled our money together, WE could have
bought Atari! C'mon guys, 50 of us with $100K a piece could do it.

Chris

Curt Vendel wrote in message <3506DA34.FB7D3F06@aol.com>...
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.

2700. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9ejs$t1u$1@nnrp1.dejanews.com>
Source record: 64921
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e72eb$9u9@dfw-ixnews7.ix.netcom.com>,
"Johnny Zymurgy" <thehelmet@hotmail.com> wrote:
>
> I thought I recently heard that Hasbro was laying off several hundred
> employees and closing a plant. I wonder if the Atari purchase has anything
> to do with this. Could be a refocusing of their management's vision.

The layoff had to do with Hasbro doing away with unprofitable toy lines and
closing down an out of date factory. Nothing that doesn't happen from time to
time.

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2701. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9cti$rk1$1@nnrp1.dejanews.com>
Source record: 64922
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <3506DA34.FB7D3F06@aol.com>,
Curt Vendel <cvendel@aol.com> wrote:
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
> JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
> of most Atari assests to
> Hasbro for (GET THIS!!!) only $5,000,00!!!

Which was probably paid from the profits from Frogger alone.
>
> Its real, its true and its official, Atari has been
> sold!!!!!!!!!!!!!!!!!!!!!!!!!!!

Whew! i want to say that I dont care if Hasbro does nothing with Atari. Just so long as Atari didn't die at the hands of the Trameils!!!! I hope this all works out and Atari escapes to Hasbro. JTS is about to be eaten by stockholders.

Rob Merritt

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
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2702. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9dqn$s93$1@nnrp1.dejanews.com>
Source record: 64923
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <3507211e.27174297@news.vt.edu>,
slight@bev.net wrote:

> 5 million is chump change for Hasbro, especially after just having
> purchased Tiger Electronics last month (Feb 9th) for 335 million.
> Which leads me to....
>
> >Maybe Hasbro has a game system in the works and wants to use the Atari
> >label......
>
> My conspiratorial mind is highly curious if there might end up being
> some form of game.com / Atari collaboration now. Perhaps use the Lynx
> technology to give the Com a much-needed shot in the arm?
>
> >I'm sure in the coming months rumors will start to appear everywhere!
>
> Why wait months when we can start now? :)

Yeah, why not? :) Seriously. not more than three months ago I was reading that Atari and the logo is still one of the most reconized brand names in the world. On par with Coke, and RCA. My pet theory is has Hasbro interactive/Tiger will become Atari for name awareness purposes. Rumors about a year ago were running around that Tiger was developing a console system. I imagine that, even with the bad press Atari has gotten, an Atari system will sell better than a Tiger system. In the short term, I imagine that we'll see retro games with Atari on it. Let me throw a few more logs in the rumor mill. (Mostly from speculation) 1. Notice that midway and WMS were spliting up? I wonder if Atari Games will come available for sale? hmmmmm... 2. Everyone is saying Project X. I think if that was the case, next Generation would be crowing louder. They know who the Project X partners are already. Oh the other hand, maybe thats why they didn't want to say to much back in Janurary. in either case, I'm sure we'll hear it there first. 3. Yars Revenge X... <drool>

Rob Merritt

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
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2703. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9e7sslg1@nnrp1.dejanews.com>
Source record: 64924
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <35078754.7B15E565@2die4.com>,
"Harold Alley Jr." <ataripc@2die4.com> wrote:
> AtariGames.com is own by Atari Games Corporation a subsidiary of
> Bally/Midway

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2704. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6e9ebmsom1@nnrp1.dejanews.com>
Source record: 64925
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6e7gc3jbp1@news1.Radix.Net>,
kws@Radix.Net (Keith Scroggins) wrote:
>
> Atually, for all that Atari embodies, $5 million is dirt cheap. The
> question is, did they finally get rid of the Tramiel family...
>

I'm having visions: "Jack, while you were out of the office...."

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2705. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fcj$7fo$1@news.iwaynet.net>
Source record: 64926

On 1998-03-03 krishna@primenet.com said:
>comp.sys.atari.8bit:45708 The solution is a scrollable 640x400
>display, which should be passable for 1-bit dithered graphics and
>fonts.
>Scrolling is what the Atari does best.

Well for one that would take up 32k.
For another,why?

Since HTML isn't specially made for 80 or any other columns it should be usable with 40-columns.

Net-Tamer V 1.10.1 - Test Drive

2706. Re: Holmes Atari Games Page 610+ Games - UPDATED

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fcm$7fo$2@news.iwaynet.net>
Source record: 64927

On 1998-03-02 tom_cody@one.net(tomcody) said:
>In article <01bd451f$b2a36f80$12674cd1@aaronat>, "Aaron Wheeler"
>><nohere@ihug.co.nz> wrote: Hi all atarians,
>>Just a note for those interested...
>>I've again done a big update to my Atari Games pages...
>>there are approx 610 games online now...
>>Also various games manuals/hints. (I'm looking to get a heap more
>>manuals/hints
>>online soon!)
>>So if your looking for something to run on those 8bit
>>emulators, come take a look around...
>>http://crash.ihug.co.nz/~aaronat/atari.html
>>There are no BANNERS, or PORN of any kind...just 8bit games.

Why not?
At this point I wouldn't count anything as frivolous.I have some "PORN" stuff that I'll have to upload to somewhere at some point so it doesn't die with my decaying disks.
(like that Atari point-of-sale demo with the words changed;but I think that's already up)
But what's a "BANNER"?

Net-Tamer V 1.10.1 - Test Drive

2707. Re: MAC65 DOCS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fcn$7fo$3@news.iwaynet.net>
Source record: 64928

On 1998-03-02 bostone1@aol.com(Bostone1) said:
>Mac65 docs and many others are available at:
>http://www.crestviewfl.com/~richard/atari-docs.htm

But part of the text file says:
... ********** CHUNK MISSING HERE ********** ....
So what's all that about?

Net-Tamer V 1.10.1 - Test Drive

2708. Re: New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fcr$7fo$4@news.iwaynet.net>
Source record: 64929
Body handling: HTML body converted to readable text

Why are you sending MIME mail through the USENET???

On 1998-03-06 pmulvey@erols.com said:
>The Long Island Atari User Group has arrived on the Internet!
>Home Page for LIAUG http://liaug.com
>Our new home page was the work of Harvey Schoen our newsletter
>editor for obtaining the Domain name and Mark Glicksman the club
>Vice President.
>(Who quickly put together the pageinfo and graphics.) Today will be
>the first
>day that our group has any info up on the internet, and we intend
>to be here
>well into the next millenium! We will be updating this area in the
>near future!
>Thanks guys for the great start!
>(Note the easy to remember domain name!)
>Patrick J. Mulvey
>President of the Long Island Atari User Group.
>--------------28A8319EBF67CBBA01F884F3
>Content-Type: text/html; charset=us-ascii
>Content-Transfer-Encoding: 7bit
>
>The Long Island Atari User Group has arrived on the Internet!
>
Home Page for LIAUG
>http://liaug.com
>
Our new home page was the work of Harvey Schoen our newsletter
>editor
for obtaining the Domain name and Mark Glicksman
>the club Vice President.
>
(Who quickly put together the pageinfo and graphics.) Today
>will be the first
>
day that our group has any info up on the internet, and we
>intend to be here
>
well into the next millenium! We will be updating this area in
>the near future!
>
Thanks guys for the great start!
>

>
(Note the easy to remember domain name!)
>

>; Patrick J. Mulvey
>
&nbs
>p; President of the Long Island Atari User
>Group.

;&spam;&spam;&spam;&spam;&spam;&spam;&spam;&spam;

Was that bunch of gobledegook supposed to mean something or other?
Please use text editors,not word processors,to post news!

Net-Tamer V 1.10.1 - Test Drive

2709. Re: New CD-ROM Disk available

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fcu$7fo$5@news.iwaynet.net>
Source record: 64930

On 1998-03-04 bobkla19@sisna.com said:
>Ibm format CD-ROM for the Atari 8-bit is now avaiable throuh either
>Video 61 or K-Products.
>The new cd-rom has many old shareware/public domain software
>available but the latests version 1.1 has documentation files, for
>the Atari 8-bit from A-Z not available before this date.
>Price is the same either location..$20.00 plus 3.00 s/h. enclose a
>copy of this when ordering.

That's great Bob but at least put it in a format/media that I've heard of.
I just don't do Windows!
(and I don't know anyone who does)

Net-Tamer V 1.10.1 - Test Drive

2710. Re: Upgrade from 800 to 800XL or 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fdj$7fo$8@news.iwaynet.net>
Source record: 64931

On 1998-03-04 asl00@eng.amdahl.com(AndrewLee) said:
>I'm considering upgrading my Atari 800 to either a 800XL or 130XE.

Is that even possible?

>I understand the 130XE has chroma/luminence out but does the 800XL?
>Any opinions about either? I've done some research and know some
>of the basic differences of each machine but have never touched
>either keyboard. This would be primarily for gaming.
>Any help would be appreciated. Thanks.

I'd just BUY a 800XL or 130XE and leave the 800 to play old games like Ultima
that don't look right on a XL/XE.
The artefacting colours are swaped on the XL/XE machines giving you green water
and blue grass in Ultima 1-3.Ultima 4 has a option to swap colours to get the
right effect.(press control-X while booting)

Net-Tamer V 1.10.1 - Test Drive

2711. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6e9fd2$7fo$6@news.iwaynet.net>
Source record: 64932

On 1998-03-01 crow@coos.dartmouth.edu(PrestonF.Crow) said:
>I wrote a program that does just that. It creates disk images that
>are compatible with either DOS2.5 or MyDOS (for large images). I
>only provide the C source code, as I don't use DOS, so I can't
>compile for that (though if someone will create the .exe file, I'll
>make it available with the source).
>You can find it at:
>http://www.cs.dartmouth.edu/~crow/atari/
>It's named 'unix2atr,' though I guess a DOS version should be called
>'dos2atr.'

I'm not sure I follow.How do you not use DOS with UNIX?
Isn't DOS built into UNIX computers like it is on the ST?
(built into the OS,that is)
I've never heard of UNIX "boot disk" software like you have on the Atari.
(the software accesses the sectors directly instead of asking DOS for files)

Sorry if this is obvious,but the closest to UNIX that I've used is Linux which
loads DOS (FMS and sector-access) from "object module" files.But you have to
have some modules compiled in to boot up.

Net-Tamer V 1.10.1 - Test Drive

2712. wanted: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <35072E9A.FF4B43BC@ch.twi.tudelft.nl>
Source record: 65031

Hi,

...is there anybody out there who could make an SIO2PC cable for me? I'd do it my self if I could, but I'm really _terrible_ with a soldering iron... and have several pieces of computer equipment, an amplifier and a broken electric guitar to testify to that... :-(

If anybody could name a decent price, including shipment to the Netherlands, I'd be very happy to send the money in advance. Please e-mail if you could help me!

Thanks,
Sidney Cadot
sidney@ch.twi.tudelft.nl

2713. Re: Favorite games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-12 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980312005601.TAA11728@ladder02.news.aol.com>
Source record: 65032

Too many to list, but here is my selection:
- Star Raiders + Star Raiders II
- Infocom adventures
- Boulder Dash + Boulder Dash II
- Pole Position
- Alternate Reality series
- International Karate
- Defender
- Dropzone
- Draconus
- Zybex
- Miecze Valdgira + Miecze Valdgira II
- The Brundles
- Cavernia
- Ultima IV
- Lode Runner
- Line-Up
- Seven Cities Of Gold
- Dredis
- Jr. Pac-Man
- Krucjata
- One-On-One
- Alien Swarm
- Hawkquest
- Fort Apocalypse
- Montezuma's Revenge

and many more!

2714. Re: Help! 64k x 4 ram chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <01bd4e48$e0192cc0$1d3f1ed1@zsys1>
Source record: 64733

I'll match mouser's price on the chips no minimum.....
tchermok@flash.net
send payment to:
Z Systems
112 Jarry Ln
Jacksonville,AR 72076
(501) 985-2082

FYI
4164's are 64K x 1 bit not 64K x 4 Bit
4464's are what your looking for
Thanks Edward Williams
Chris <SPAMroom101@SPAMix.SPAMnetcom.SPAMcom> wrote in article
<6e79h1$8kj@dfw-ixnews9.ix.netcom.com>...
> Sucks! Received this message today from Mouser. They were the last
> reliable place I had been able to find the 64k x 4 chips for the 600xl
64k
> mod. Anyone know of any other outfit that carries them or does anybody
have
> a couple they would sell. Mouser had them for $2.40 and there's no point
in
> paying $10 a piece for them, so anyone trying to gouge has no point in
> responding to this. Mouser is cool because there is no minimum order and
> they charge you REAL shipping costs... you can order just a couple of
chips
> if you like.
>
> Chris
> (to reply to me remove the SPAM from each of the fields of my address,
> otherwise post it here!)
>
> <<<from Mouser>>>
> We were unable to supply your request for part # 551-41464C10. The
> remaining stock that was available when I spoke to you was adjusted
> out before I could have your order entered. I apologize, but we will no
> longer stock this item due to discontinuation by NEC. There is no
> replacement available for this item at this time. If I can be of service
> in any way, please let me know.
> Joddie Hale
> Mouser Electronics
>
>
>

2715. FS on ebay: ATARI 8 BIT COMPUTER items! 800, 810 drive, 800XL, 1050 drive, books, carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <3508cfe7.195789521@news.mindspring.com>
Source record: 64734
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

Up for bids on ebay through Sunday night. No reserve prices.

To see a description, and a Photo, follow the links below.

ATARI 800XL computer with Power supply joystick and game cart.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8047975

--
ATARI 1050 Disk Drive with Power supply and SIO cable.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8048200

--
ATARI 800 computer with Power supply, BASIC and Pacman cart + Joystick

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8202554

ATARI 810 Disk Drive with Power supply and SIO cable

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8201962

--
Eight ATARI 8bit computer game carts

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8048429

--
Four ATARI 8 bit computer books

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8048668

Thanks for looking!

2716. FS on ebay: ATARI 2600 VCS complete in Box!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <3508d3ea.196816968@news.mindspring.com>
Source record: 64735
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

Up for bids on ebay through Sunday night. No reserve price.

ATARI 2600 Video Computer System complete with two joysticks, paddle controllers, combat cart, and power supply. All in nice box with carboard inserts. Very Nice!

To see a description, and a Photo, follow the link below.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8168414

Thanks for looking!

2717. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6ean6esgf1@hades.csu.net>
Source record: 64736

Maurice Molyneaux (NOSPAMmauricem@bigfoot.com) wrote:
: On 11 Mar 1998 21:14:41 GMT, dklugh@iwaynet.net wrote:

: >That's not quite corect.You get 15 colours as well as a "Black & White"
: >null-colour.
: >With 8 different brightnesses that's a total of 128 combinations.

: 8 different brightnesses? In Gr. 9 you can get 16 distinct luminances.

He's talking about general graphics modes and/or Graphics 11.
In no case EXCEPT Gr.9 do you get more than 8 lum's...

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2718. Re: What do you do with your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: dougkalley@aol.com
Message-ID: <19980313074801.CAA11511@ladder03.news.aol.com>
Source record: 64737

Last thing I did with the 1200xl a few months ago was make a music program that let me draw on the screen with a light pen and create multi voice music. Heavy white noise 'distortion' background with harmony on top, pretty cool, also pretty useless.

dougk

2719. Re: Are they bad traders ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: aaron@lafleur.wfi-inc.com
Message-ID: <slrn6ghvse.5af.aaron@lafleur.wfi-inc.com>
Source record: 64738

>On 12 Mar 1998, Vidar "Hawk" Olavesen wrote:
>
>> Is there anywhere I can complain ? Anybody to notify ? I think we should
>> put a page somewhere of bad traders. I think it's very hard to know if they
>> are sincere or not. I also got another reply to confirm Downling as a bad
>> trader too, so I lost all my money I guess :-(
>> A bad trader page would be very helpful

I have had a lot of luck with DejaNews; a person's posting history can be a good hint as to whether they're legit or not. Also, I like to lurk around newsgroups for a while to get a feel for who's posting what (doesn't do much when buying from a 1-time seller). I like to buy stuff on ebay, and it's always reassuring to see someone with a good rating there. I have not been overtly cheated, although I have been disappointed with stuff not working/etc. I kind of learned my lesson when I freaked out after sending a guy a big check and not being able to get a hold of him for a couple of days. I posted a "warning" notice on the newsgroup and canceled the check and, much to my chagrin, was flamed by at least a dozen people who had bought from him and gave nothing but rave reviews of his business style. Live and learn....

Aaron

2720. Re: Store program on PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Ouns <ouns@sprint.ca>
Message-ID: <01bd4e3e$538361e0$540967d1@hello-world>
Source record: 64739

The best way to do this, it sio2pc cable w/APE program, which make whole
life alot easier.

Jan Gustavsson <jangus@lin.foa.se> wrote in article
<3503EA22.49E5132F@lin.foa.se>...
> Hi!
> I just bought an Atari XE-system with a 1050 drive. I was looking for a
> 800 but it will do wor a while.
>
> I have a lot of ATR files.
> I want to play games on my real Atari (not an emulator).
>
> Can I convert the ATR to Atari readable files again ? (Where do I find
> out how?)
>
> Can I store the files on my PC (CD) and download it to the Atari when I
> want to play? (Where do I find out how?)
>
>
> Please make the reply to my email address also.
>
> Jan Gustavsson
>
>

2721. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4e67$15a6e8a0$d7374382@vidar>
Source record: 64740

Well, you can get a little more out of an Atari, the borders are usable if you make a new display list. So you can get another, 48 lines I think (I am not totally sure, been a long time since I've done it). The first in the Display List are 112, 112, 112, which gives 3*8 lines, so I do think it's about the same on the lower border, but it could be a little less. Take Atarian care and have an Atarian day

velcro_spy@webtv.net wrote in article
<6ea383$6ju$1@newsd-124.bryant.webtv.net>...
> Firstly: the atari 8bit can't do 640 x 400, even in two colors. The
> maximum is 320 x 192, at least for standard atari's which I hope is what
> we're talking about.
>
> Secondly: this notion of an intermediate program which will spoonfeed
> the atari a dithered image... I don't buy it. I think the best we can
> work towards is a text-based browser, usenet client, and IRC client
> which runs native on the 8bit.
>
> vs
>
>

2722. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: BRIX@brix.de
Message-ID: <MPG.f6e54b0cfcd566e989724@news.uni-x.net>
Source record: 64741
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> Sorry, but while my Commodore 64 loads a programm, i can Format a Disk,
> and play about 10 levels of Gem Drop in my Atari, i turn back and the disk in
> the 1541 still spinning.... One strong point: the 1541 makes no noise...

I suppose you haven't got a clue, what a fast-format routine is..
A C-64 formats a disc in approx. 10 seconds with a fairly good format-
routine. (and i'm not talking about just cleaning the directory).
Ok.. it won't be able to run asecond program during that fast-format-
operation, but if you manage to play one level of Gem Drop in that
time, I suppose your game is whether a bit simple or you are Superman.
-Brix/Plush-

2723. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Epr6Dp.Hny@cix.compulink.co.uk>
Source record: 64742

In article <3508b8ef.331031654@news.pacbell.net>,
NOSPAMmauricem@bigfoot.com (Maurice Molyneaux) wrote:

> On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:
>
> <snip>
> > $5 million for Atari is a good chunk of money.
>
> Um, a lot of video games there days are costing $3 million, so $5 mil
> for an entie library of assets, patents, titles and a name is chicken
> feed.
Yup. $9m were the costs for Wing Commander IV ISTR.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2724. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Epr6Do.HnD@cix.compulink.co.uk>
Source record: 64743

In article <6e9jdp$cqh@dfw-ixnews8.ix.netcom.com>, lvpy67c@ix.netcom.com
(BELJAN E) wrote:
> I would guess JTS was too strapped for cash to try to do anything with
> Atari. Perhaps that is why they were not open with Atari, they wanted
> to liscense stuff to make money.
JTS never had any intention of doing anything with Atari. The deal was
they got $50m from the Tramiels and that was all they wanted. The fact
that Atari came with it was of no interest to them.

Did anyone really believe otherwise?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2725. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <35091e15.80649375@news.erols.com>
Source record: 64744
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US...

Missed it by a few orders of magnitude. Five million dollars.
--
Jay Tilton
tiltonj@erols.com

2726. Looking for some 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19980313121701.HAA23139@ladder03.news.aol.com>
Source record: 64745

Hello!

I'm looking for the following 8bit games:

Alternate Reality - City
Alternate Reality - Dungeon
Crush-Crumble-Chomp (Epyx I believe)
Star Warrior (Epyx I believe)
Jumpman
Jumpman Jr.
Temple of Apshai Trilogy

If anyone has these games for sale or knows where I could purchase them, please send Email to "ComDungeon@aol.com"

Thanks in advance!

Al

2727. Bad traders list beginning to form

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd4e7f$268c8b80$47374382@vidar>
Source record: 64746
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I've set up a page at : http://home.sol.no/~olavese/avoids.htm
There's only two entries there now, so I would like to get it confirmed and
added too by your help. email me with known bad traders and if possible,
confirm the ones on the list. Thanks a lot and let's try to get Internet
trading safer. Let's help each other. Take care

2728. Auction - 4 Days Left! Atari 8-bit/ANALOG/Antic/Explorer

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: clauction@aol.com
Message-ID: <19980313124901.HAA25275@ladder03.news.aol.com>
Source record: 64747

March Auction - Update 12

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, March 16 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$4.95 diehardgatorfan

Atari 5200 Single Cartridges
2. Berzerk (very good label) -$1 mattj
3. Countermeasure (excellent label) -$1 mattj
4. Defender (excellent label) -$1 min
5. Dreadnaught Factor (light label wear along edge) -$2 min
6. Galaxian (excellent label) -$1 mlmiris
7. Jungle Hunt (very good label) -$1 mattj
8. Kangaroo (excellent label) -$1 mattj
9. Megamania (excellent label) -$2 diehardgatorfan
10. Moon Patrol (excellent label) -$1 mattj
11. Pac-man (excellent label) -$1 min
12. Pole Position (excellent label) -$1 mlmiris
13. Popeye (excellent label) -$1 mlmiris
14. Qix (excellent label) -$1 mlmiris
15. Realsports Soccer (very good label) -$1 mattj
16. River Raid (very good label) -$1 mlmiris
17. Star Raiders (very good label) -$1 mlmiris
18. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
19. Pac-man (pair in excellent condition.) -$2 min

Atari 5200 Manuals
20. Ballblazer -$1 min
21. Buck Rogers -$1 min
22. Centipede -$1 mattj
23. Congo Bongo -$1 min
24. Countermeasure -$1 mattj
25. Defender -$1 mattj
26. Dig Dug -$1 min
27. Dreadnaught Factor -$2 min
28. Frogger -$1 min
29. Frogger II Threeedeep! -$3 min
30. Galaxian -$1 mattj
31. Mario Bros. -$1 min
32. Megamania -$1 min
33. Missile Command -$1 mattj
34. Montezuma's Revenge -$4 apprill
35. Ms. Pac-Man -$1 min
36. Pac-man -$1 mattj
37. Pengo -$1 min
38. Pole Position -$1 mattj
39. Popeye -$1 min
40. Qix -$1 min
41. Realsports Football and Home Football Playbook -$1 min
42. Realsports Soccer -$1 mattj
43. Realsports Tennis -$1 min
44. Super Breakout -$1 mattj
45. Super Cobra -$1 min

Atari 2600 Manuals
46. Asteroids (colored with insert) -$.50 nin

47. Asteroids, Atari (b&w, 5 languages) -$.50 min
48. Battlezone, Atari (colored) -$.50 nin
49. Centipede, Atari (colored) -$.50 nin
50. Combat, Atari (small black) -$.50 nin
51. Demon Attack, Imagic (Rev. C, colored) -$.50 nin
52. Missile Command, Atari (colored) -$.50 nin
53. Yars Revenge, Atari (colored), some scores written in back -$.50 nin
54. Space Invaders, Atari (colored) -$.50 nin
55. Space Invaders, Atari (small black) -$.50 min
56. Space Jockey, Vidtec -$.50 nin
57. Joust, Atari (colored) -$.50 nin
58. Atari Force Comic Book #1 -$3 min
59. Atari Force Comic Book #2 -$3 min
60. Atari Force Comic Book #3 -$3 min

Atari 7800 Cartridges New in Boxes
61. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
62. Kindercomp cartridge. -$1 min
64. River Raid cartridge -$6.05 foolmoon

Atari 8-Bit Computer - Disks
66. HomePak (flip side for C64), Batteries Included disk -$1 min
67. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
68. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
69. F-15 Strike Eagle, Micropose disk -$1 min
70. Print Shop Graphics Library 3 with Reference Card. -$4 yd556
71. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1 min
72. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$3 timgroove
73. Track Attack game disk, Broderbund -$1 min
74. Maxi Golf game, Activision 2 disk set -$1 min
75. Atari Word Processor Program Master Diskette (CX8119) -$1.95 aaron

Atari Controllers
76. Standard Atari Paddle Controllers (pair) -$1.95 nin
77. Atari Standard Joystick (single) -$1.95 min
78. Atari Standard Joystick (single) -$1.95 min
78. Koala Pad for Atari 8-bit Computers: Includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. No disks. Very rare. -$6 apprill

Miscellaneous
80. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
81. Flip and File - Same as above. -$1.95 min
82. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min

83. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
84. Super Nintendo Mortal Kombat II Instructions -$.25 min
85. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
86. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari 8-bit Reference
A1. Atari Personal Computer System Operating System User's Manual. CO16555 November 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$12.95 min

A2. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$12.95 min

Atari Computer Books/Instructions
A3. Atari 820 Printer Operators Manual CO14764 -$2.95 min
A4. Atari Home Computer Products Dealer Confidential Price List (Effective February 1, 1983). Y503-011883. Some Writing. -$3.95 min
A5. Atari Personal Computer Products Catalog. CO17535-Rev. A 1981. Silver, 28 pages. Includes unreleased Atari 815 disk drive, CX70 light pen, much more. -$1.50 min
A6. Atari Home Computers Catalog. CO17535-Rev. C 1982. Silver, 37 pages. -$1.50 min
A7. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
A8. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A9. APX Ultimate Renumber Utility Instructions -$.25 min
A10. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A11. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A12. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A13. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A14. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A15. ANALOG Computing Pocket Reference Card. -$2.95 min

Game Catalogs
A16. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 gary123
A17. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 gary123
A18. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 gary123
A19. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 gary123
A20. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 gary123

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$5 yd556

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

Atari Computer Magazines
A.N.A.L.O.G. Magazine Issues. All includes lots of old advertisements, type-in programs, reviews, editorial, and several articles.
M1. A.N.A.L.O.G. No. 1. Premier Issue. Become a Star Commander. Five Star Treks. What's New for 81. Music Composer. Maze Rider. Type-in Games: Blocked, Maze Rider, Sub. Video Computer System Update. Bugs & Bytes. Atari Stock & Bond Analysis. Reviews: Tank Trap (Quality Software), Kurta Graphics Tablet, Mountain Shoot (Adventure International), IRIDIS #2. -$15 doc-o

M5. A.N.A.L.O.G. No. 5 Graphics! Fine Screen Scrolling, Mixing Graphic Modes, V-Blank Interrupts, Player/Missile. 3-Dimensional Graphs type-in program. Reviews: Shooting Gallery, Jawbreaker, Eastern Front, Filemanager 800, Fantasyland 2041. Stopwatch (type-in program). Is There a Laser Disk In Your Future? VCS Update - Atari Titles for 1982. Atari News: New Video Game to Stomp the Competition Flat (Atari 5200), New Prices, Winter CES. -$12 doc-o

M6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

M7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$8.95 min

M8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$8.95 min

M10. A.N.A.L.O.G. No. 10. Super Adventure Games Issue! New! The Atari 1200XL Computer. Fill 'Er Up! type-in program. Accessing Bulletin Board Systems. Epson Printing Modes. Lisp Tutorial. Reviews: Wayout, B Key 400, Scott Adams Adventures 1-12. Programs Listings: Utility #4 Directory Dump, D:CHECK 2, Magic Keypad, An Adventure Game, Halls of the Leprechaun King, Moving Players in BASIC, Word Square, Simple P/M Assembly Language. -$8.95 dan

M11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$8.95 dan

M12. A.N.A.L.O.G. No. 12 July/August. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$8.95 min

M14. A.N.A.L.O.G. No. 14 November/December. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Limberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$8.95 min

M15. A.N.A.L.O.G. No. 15 January. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$8.95 min

M16. A.N.A.L.O.G. No. 16 February 1984. Atari Graphcis. -$8.95 min

M17. A.N.A.L.O.G. No. 17 March 1984 -$8.95 min

M21. A.N.A.L.O.G. No. 21 August 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$8.95 min

M24. A.N.A.L.O.G. No. 24 November 1984 -$8.95 min

M27. A.N.A.L.O.G. No. 27 February 1985 -$7.95 min

M28. A.N.A.L.O.G. No. 28 March 1985. The Atari and Money Management. -$7.95 min

M29. A.N.A.L.O.G. No. 29 -$7.95 min
M31. A.N.A.L.O.G. No. 31 June 1985 -$7.95 min
M32. A.N.A.L.O.G. No. 32 July 1985 -$7.95 min
M33. A.N.A.L.O.G. No. 33 August 1985 -$7.95 min
M34. A.N.A.L.O.G. No. 34 September 1985 -$7.95 min
M35. A.N.A.L.O.G. No. 35 October 1985 -$7.95 min
M36. A.N.A.L.O.G. No. 36 November 1985 -$7.95 min
M39. A.N.A.L.O.G. No. 39 February 1986 -$7.95 min
M40. A.N.A.L.O.G. No. 40 March 1986 -$7.95 min

M42. A.N.A.L.O.G. No. 42 May 1986. Modern Relief for Modem Problems. This Issue: Bits & Pieces, Atarzee (type-in game), Printing Utility (type-in), D&D Character Generator II Part 2, Bonsai (type-in, creates trees), M/L Editor. Including ST-LOG.The 8-bit Blues: Trials and Tribulations of owning a state of the art computer. Type-in: BASIC XL/XE Switch. Reviews: Hackers (book), Spellbreaker, ACE 80/80XL, Battalion Commander, Colonial Conquest, Track and Field, Zorro. -$7.95 min

M43. A.N.A.L.O.G. No. 43 June 1986. Atari in the Home: A Piece of Cake. With: Home Shopper, Calendar Printer, Home Inventory, Electroids. Plus: ST-LOG. -$7.95 min

M44. A.N.A.L.O.G. No. 44 July 1986. Special Hardware Issue: Arm Your Atari, RAMcopy!, 8-bit Parallel Interface. Plus ST-LOG. -$7.95 min

M45. A.N.A.L.O.G. No. 45 August 1986. Special Language Issue: BASIC XL's Hidden Memory, Multi-Lingual Atari (Guide to Programming Languages for Atari 8-bit Computers), Stencil Graphics (An easy way to create high-speed special effects in BASIC), LBASIC. BASIC Editor II. RAM DOS XL. Roll Em (type-in game). Troll War (type-in game). Reviews: Atariwriter Plus. Advan BASIC Compiler. Ultima IV, Sargon III, Ballyhoo, Whistler's Brother. -$4.95 min

M46. A.N.A.L.O.G. No. 46 September 1986. June C.E.S and the 8-bit Atari. Magic Spell (type-in to spell check documents produced by AtariWriter and others). Soft Touch. Atari Touch Tablet tutorial. Moonlord (type-in game). Launch Code (type-in game). Reviews: Blackhawk, Fooblitzky, Racing Destruction Set, Monday Morning Manager, Computer Baseball, Micro League Baseball, Page Designer. -$4.95 min

M47. A.N.A.L.O.G. No. 47 October 1986. The Xanth 8-bit Demos. DiskFile (type-in, helps 1050/DOS 2/5 owners access previously unavailable sectors for comments). Deathzone (type-in game). DLIs: A Minute to Learn. Pixel Perfect - how to effectively use graphics and painting software on your Atari. Reviews: COVOX Voice Master, Graphics Magician, NAM, Star Raiders II, Star Fleet I, Super Boulderdash, Parrot (voice/sound digitizer). -$4.95 min

M48. A.N.A.L.O.G. No. 48 November 1986. Status Report - What does Atari really think about it's 8-bit line? How to build your own Atari light pen. Modem Chess. Reviews: Comp-U-Temp (Connecting Temperature Sensors to your Computer). Panasonic KX-P1092. P:R: Connection. SmarTEAM Modem, Neverending Story, Buzzword, Infocom Trinity. -$3.95 min

M49. A.N.A.L.O.G. No. 49 December 1986. Atari 8-bit Gift Guide. ST-Log (ANALOG's ST magazine: C-Manship). Smiles. Brickworks. Fortune Wheel. Reviews: Hardball!, Beach Head II, Wizard's Crown, Translyvania, Crimson Crown, -$3.95 min

M50. A.N.A.L.O.G. No. 50 January 1987. Graphics Issue: Picture Storage Techniques, Krazy Katerpillers, Screen Scroller. Hot Poker, a fast and convenient machine language program that helps eliminate Please Wait Initializing. Screen Scroller, add scrolling text to your home movies/video tapes. ST Coverage: ST Software Reviews (Little Computer People, Time Link, Music Studio). Using Picture Files in ST BASIC. Reviews: Fight Night, World Karate Championship, 500XJ Joystick, Mercenary. More... -$3.95 dan

M51. A.N.A.L.O.G. No. 51 February 1987. Sixth Anniversary Issue. A History of ANALOG Computing. The Tablet Typist (add text to your own touch-pad generated pictures). Slither (type-in maching language game). ICD Future. Starlanes (type-in game). An Introduction to the Vertical Blank Interrupt. The System Rerun Button (rewire your RESET key to rerun programs automatically). Reviews: Chessmaster 2000, Top Gunner Collection, Atari Planetarium, Great American Cross Country Roadrace. -$3.95 dan

M52. A.N.A.L.O.G. No. 52 March 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldines, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

M53. A.N.A.L.O.G. No. 53 April 1987. Music During the Vertical Blank Interrupt. Background Printer (device handler). Floyd the Droid Goes Blastin (type-in machine language game). Multicopy (versatile utility for copying files). Modems and the Atari 8-Bits. Reviews: The Learning Phone (Atari Plato cartridge), Blazing Paddles, Carina BBS, Flight Simulator Scenery Disks, Mail Order Monsters, Moonmist, Rommel Battles for Tobruk, Video Vegas. -$3.95 dan

M55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Heracles, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

M56. A.N.A.L.O.G. No. 56 July/August 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M57. A.N.A.L.O.G. No. 57 September 1987. Troll War II (type-in game) Part 1. June 1987 CES Report. Basic Diet (ST type-in) eating program. Label Maker. Reviews: The New Aladdin, High Roller, Phantasie II, Autoduel. NFL Game Analyzer. -$3.95 dan

M58. A.N.A.L.O.G. No. 58 October 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M59. A.N.A.L.O.G. No. 59 April 1988. History of Video Games: Part I: Our Game Experts Take a Look Back. Shopping for the computer user: 8-bit product guide. Upward. RAM-Init, The Wizard: Part 2 (designing that award winning adventure game). Building your own printer interface. Then and Now - evolution of the 8-bit. Reviews: Stationfall (Infocom), TrailBlazer, Leaderboard. -$3.95 min

M60. A.N.A.L.O.G. No. 60 May 1988. History of Video Games: Part II. Quick Screen (an easy and fast way to display your own custom screens). The MAC/65 De-Tokenizer. Money Pouch. Needlework Design. Binary Load Pictures. Reviews: Beakers (Brouderbund), Charge at Chickamauga, Triple Pak. -$3.95 min

M61. A.N.A.L.O.G. No. 61 June 1988. History of Video Games: Part III. Video Game Digest. 8-Bit News. Micro Dungeon, Character Transfer (merging fonts). Fast Print (a patch to your computer's OS that'll put your screen into warp mode). ST Reviews: Championship Football, Battlezone, Colonial Conquest. -$3.95 min

M62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M63. A.N.A.L.O.G. No. 63 August 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M64. A.N.A.L.O.G. No. 64 September 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M100. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$2.95 mattj

M101. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$2.95 min

M102. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$2.95 min

M103. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$2.95 min

Antic Magazines
June 1982 Vol. 1, No. 2 -$8.95 min
October/November 1982 Vol. 1, No. 4 -$8.95 min
December/January 1983 Vol. 1, No. 5 -$8.95 min
February 1983 Vol. 1, No. 6 -$8.95 min

April 1983 Vol. 2, No. 1 -$4.95 min
May 1983 Vol. 2, No. 2 -$4.95 min
June 1983 Vol. 2, No. 3 -$4.95 min
July 1983 Vol. 2, No. 4 -$4.95 min
September 1983 Vol. 2, No. 6 -$4.95 min
October 1983 Vol. 2, No. 7 -$4.95 min
November 1983 Vol. 2, No. 8 -$4.95 min
December 1983 Vol. 2, No. 9 -$4.95 min
January 1984 Vol. 2, No. 10 -$4.95 min
February 1984 Vol. 2, No. 11 -$4.95 min
March 1984 Vol. 2, No. 12 -$4.95 min

April 1984 Vol. 3, No. 1 -$4.95 min
July 1984 Vol. 3, No. 3 -$4.95 min
August 1984 Vol. 3, No. 4 -$4.95 min
September 1984 Vol. 3, No. 5 -$4.95 min
November 1984 Vol. 3, No. 7 -$4.95 min
December 1984 Vol. 3, No. 8 -$4.95 min
January 1985 Vol. 3, No. 9 -$4.95 min
February 1985 Vol. 3, No. 10 -$4.95 min
March 1985 Vol. 3, No. 11 -$4.95 min
April 1985 Vol. 3, No. 12 -$4.95 min

May 1985 Vol. 4, No. 1 -$4.95 min
June 1985 Vol. 4, No. 2 -$4.95 min
July 1985 Vol. 4, No. 3 -$4.95 min
August 1985 Vol. 4, No. 4 -$4.95 min
September 1985 Vol. 4, No. 5 -$4.95 min
October 1985 Vol. 4, No. 6 -$4.95 min
December 1985 Vol. 4, No. 8 -$4.95 min
January 1986 Vol. 4, No. 9 -$4.95 min
February 1986 Vol. 4, No. 10 -$4.95 min
March 1986 Vol. 4, No. 11 -$4.95 min
April 1986 Vol. 4, No. 12 -$4.95 min

May 1986 Vol. 5, No. 1 -$4.95 min
December 1986 Vol. 5, No. 8 -$4.95 min

2729. Re: schematic for the XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebakljlj1@nets3.rz.RWTH-Aachen.DE>
Source record: 64748

In article <6e5vipqn3@nets3.rz.RWTH-Aachen.DE>, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) says:
>
>In article <6dnvq5$i7j$1@usenet46.supernews.com>, tom_cody@one.net (tom cody) says:
>>
>>does anyone know of a site that has the schematic for the XEGS, I would rather
>>not have to buy it just to track does were pin 16 on the 6520 goes. The trace
>>goes under the chip and out the end along with 6 other traces. If not I
>>guessI could get my meter out of storage but finding it could take forever.
>
>I don't have a site, but I do have the schematics. At home. I'll look it up for you.
>
>BTW ABBUC (search for them in Michael Currents FAQ or on the InterNet) sells them for
>DM5 (about 2.5 dollars, p&p NOT included, but it's 3 or 4 pages size A3 (the siye of
>two sheets (the size most of us use for their snail mail) of paper and a big envelope.
>
>CU Mathy Van Nisselroy

pin 16 of the PIA (PB6) goes to the MMU pin 13. Pin 13 used to be connected to
Chips select of the BASIC ROM (it was an output, now it's an input). Pin 14
of the MMU used to be connected to MPD (Math Pack Disable) on the PBI. It's now connected
to A13 of the OS/BASIC/Missile Command ROM. I haven't quite figured out if this
also turns an input into an output. That would be bad, cause then you can not add a PBI
to the XEGS. Something else that's new is that pin T2 (forgot to write down the number)
of the GTIA is now use as Keyboard detect. On the 600XL, 800XL and 130XE it was not used.

The schematics the ABBUC sells contain: Schematics (motherboard)
Schematics of keyboard circuit
Silk print (roadmap to the chips and stuff)

CU Mathy Van Nisselroy

2730. Re: Chroma/Luminence on XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebaqljlj2@nets3.rz.RWTH-Aachen.DE>
Source record: 64749

>Does the XEGS have chroma/luminence output?

>Andrew Lee

Nope, not standard anyway and I haven't heard of an upgrade/mod yet.
It has two RCA jacks, comp. video and audio. That's it.

CU Mathy Van Nisselroy

2731. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebb5ojlj3@nets3.rz.RWTH-Aachen.DE>
Source record: 64750

>well,,,, it is a pretty big board. lots of ICs. uses a CRT9007
>controller chip for video. looks like 4K of screen memory. an EPROM.
>looks like it plugs into the second PBI socket on the MIO, so it may
>even work as a stand-alone device!
>
>
>Bob

Could you PLEEEEEEEEEEEEAAAAAAAAAAAAAAAAASSSSSSSSSSSSSSSEEEEEEEEEEE
try that (using it as a stand alone)?

How good is it? How many colors? If it doesn't work as a stand alone,
how hard/easy would it be to make it work as a stand alone? Is it BlackBox compatible?
Can it be reproduced? For how much? Oh, I can smell the soldering iron already!! :-)

CU Mathy Van Nisselroy

PS could somebody write us a GIF (or maybe even a JPEG) viewer for this one? :-)))

2732. Re: 600XL:16K to 64K Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebbljjlj5@nets3.rz.RWTH-Aachen.DE>
Source record: 64751

In article <JBQq40M.rldetlefsen@delphi.com>, rldetlefsen@delphi.com says:
>
>As requested, here is the diagram to upgrade a 600XL to 64K.
>
It's possible to upgrade a 600XL to 256K. But it aint as easy as 64k.

CU Mathy Van Nisselroy

PS hey Bob W. didn't I send you the text to this in that box I send you
right after you took over Atari Classics.

2733. Re: MyDOS documentation

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebbgdjlj4@nets3.rz.RWTH-Aachen.DE>
Source record: 64752

In article <6dnv0nib1@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu (Preston F. Crow) says:
>
>I'm looking for documentation on the info that MyDOS stores in the
>boot sectors for version 4.53. I found the 4.51 source code, but it
>doesn't seem to agree with what I'm seeing with 4.53. What I really
>need to know is what values are dependent on the density, number of
>sectors, whether DOS.SYS exists, and so forth (I also need to know
>what those values mean, of course).
>
>A pointer to the 4.53 source code would probably be enough for me to
>find the answers; is that available?
>
>--PC

It's available. Just don't know where. You might try the CSS BBS. If
I remember to do so next week, I'll see if I can find a way to send it to ye.
But I'm still puzzle by these darn PC's.

CU Mathy "if it wont survive the soldering iron it can't be a
computer" Van Nisselroy

2734. Re: CROSSFIRE by Sierra question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebbuqjlj6@nets3.rz.RWTH-Aachen.DE>
Source record: 64753

In article <19980308010800.UAA21450@ladder03.news.aol.com>, swozniak@aol.com (Swozniak) says:
>
>I just opened up a new copy of Crossfire by Sierra On-Line that I got from a
>mail order company. The cart and box seem to be new, as I removed the thick
>shrinkwrap myself. To my surprise, the cart had no label. Does anybody know
>if this is normal?

Mine has a label (yellowish brown or brownish yellow). It even says LEFT on the top (as in Left cart slot). It was one of my first games and I've played it a lot. Graphics are not very good, sound is ..... (pooof, peeew). A real shoot them up if ever there was one. I LOVE IT.

CU Mathy Van Nisselroy

2735. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebc41jlj7@nets3.rz.RWTH-Aachen.DE>
Source record: 64754

```
In article <6e53ft$7r9$1@news.chatlink.com>, "The Shadow" <The_Shadow@spnt.com> says:
>
>
> > Mathy Van.nisselroy wrote:
> > >
> > > Howdy folks
> > >
> > > Re: MIO better than BB
> > >
> >
> > >
> > > The MIO did NOT have the 80 column
> > > option. It was planned, but never
> > > released, not even prototypes.
> > >
>
>Actually I have one of those MIO's with the 80 columns, and it worked when I
>tried it...
>
>The Shadow

How good it it? How many colors? Tell us EVERYTHING....

CU Mathy Van Nisselroy
```

2736. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6ebca9jlj8@nets3.rz.RWTH-Aachen.DE>
Source record: 64755
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games

In article <3506DA34.FB7D3F06@aol.com>, Curt Vendel <cvendel@aol.com> says:
>
>Hello to all,
>
>
> I was given an email earlier this morning from an individual who
>gave me a link for the Techstocks website, within the website it
>reference that JTS had filed an 8K form for the sale of assets,
>specifically Atari to Hasbro Interactive.
>
> I decided the only way to know for sure if this was fact or fiction
>was to go to the source, since JTS is a publicly traded I went to the
>SEC site at www.sec.gov
>
> So go to www.sec.gov, go to the Edgar Archives, select 8K and type in
>JTS for the ticker and Viola!!! You get for February 23, 1998 the sale
>of most Atari assests to
>Hasbro for (GET THIS!!!) only $5,000,00!!!
>
>
>Its real, its true and its official, Atari has been
>sold!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>
>Curt Vendel
>Atari Prototypes & Vaporwares Site
>www.atari.nu

OOOOOOOOOOH YES!!!

CU Mathy Van Nisselroy

PS isn't it ironic. We're finally a GAME COMPUTER :-)

2737. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6ebdtkbvp1@nnrp1.dejanews.com>
Source record: 64756
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <6e9mh1$i4a@james.hwcn.org>,
ad329@james.hwcn.org (Chris Cracknell) wrote:
>
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.

Did Hasbro buy Atari's patents? I read the sea doc several times and I don't
think they did.

>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.

This I think is most likely. I would like to add that I can easily imagine
Hasbro Interactive changing its name to Atari.

>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

As interesting as those three are, I think Hasbro marketing a Project X or M2
based console under the Atari name much more likely. Lets be honest, even an
upgraded Jag will not have the kick butt hardware needed to compete with
Project X and Sega's next system. As for the Handheld, I don't want to
believe it but i've been thinking. Isn't odd that Nintendo now annouces a new
color game boy (but no release date)? Nintendo had to know before we did.
Game.com was the only serious chalange to Game boy for years, improving its
technology with the purchase of another company should have been something
they were looking out for.

>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.

No way. They may become a software maker and maybe a video game hardware maker but I don't think anyone sane would chalange the PC market.

The best case fantasy for me would be: Hasbro Interactive and Tiger Electronics devisions would become Atari under Hasbro. The new Atari would sell software for computer and video game systems, sell the popular cheap LCD games, and release a game system based on Project X.

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2738. 8bit Atari board for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: chris <NOSPAMroom101@NOSPAMix.netcom.com>
Message-ID: <6ebdup$2oa@sjx-ixn2.ix.netcom.com>
Source record: 64757

I recently saw an product from Diamond Computer (wonder if they became Diamond Multimedia), offered back in the late 80s, that plugged in your PC's 8bit ISA slot and was a fully functional Apple IIe computer! Used the IBM as a disk, hard disk, keyboard. You could hook up an external Apple drive for true compatibility and a composite monitor could be used simultaneously with the PC's video. Pretty neat. That thing was crammed with DIPs! Had a 6502 and a Z80 (for CPM I guess).

Got me thinking, why not develop a similar plug in card for the Atari 8bit? When you can obtain a 600 or 800xl for $10, why not gut it and use the nicely socketed ICs for this project. Has anyone else entertained such an idea?

2739. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <35094A1B.9BAA8407@spnt.com>
Source record: 64758

```
Mathy Van Nisselroy wrote:
>
> In article <6e53ft$7r9$1@news.chatlink.com>, "The Shadow" <The_Shadow@spnt.com> says:
> >
> >
> > > Mathy Van.nisselroy wrote:
> > > >
> > > > Howdy folks
> > > >
> > > > Re: MIO better than BB
> > > >
> > >
> > > >
> > > > The MIO did NOT have the 80 column
> > > > option. It was planned, but never
> > > > released, not even prototypes.
> > > >
> > >
> > >Actually I have one of those MIO's with the 80 columns, and it worked when I
> >tried it...
> >
> >The Shadow
>
> How good it it? How many colors? Tell us EVERYTHING....
>
> CU Mathy Van Nisselroy

You know it's been so long since I tried it, I can't even remember much
about it other than I preferred the 40 columns, so I stayed with that.
I think I still have that MIO, so maybe when I get some time, I'll try
to dig it up.

The Shadow
```

2740. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ebkc6$h09$1@nnrp1.dejanews.com>
Source record: 64759

In article <3508b319.329537391@news.pacbell.net>,
NOSPAMmauricem@bigfoot.com (Maurice Molyneaux) wrote:
>
> On 11 Mar 1998 21:14:07 GMT, dklugh@iwaynet.net wrote:
>
> >Acording to the Atari hardware manual the Atari is slowed down by 36% in
the
> >default text mode (40x24).This would leave you at 1.05mhz.
> >Text mode takes up almost 9k,960 bytes for video RAM and 1k for the
character
> >set but it gets read over-and-over again so it amounts to reading 8k per
jiffy.
> >Graphics mode takes up 7680 (using 192 scan-lines) bytes per jiffy so it
would
> >be faster.But software is free to tailor the number of scan-lines and hence
> >gain speed.And there's also a narrow playfield (128 pixels) and wide
playfield
> >(192 pixels) in adition to the normal playfield (160 pixels) mode.
>
> Wait, so effectively graphics 0 takes up as much RAM as Gr.8 AND slows
> the machine???
>
>

Can you tell us where in the Hardware manual states that gr. 0 slows down
the machine???.. I must undust my copy...

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2741. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35095760.635E@volcano.net>
Source record: 64760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speculation: (in order of likely-hood)
>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.
>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

You let a couple of fantasies slip onto your speculation list...

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick
The Classic Microgames Museum
http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
http://www.geocities.com/TimesSquare/Lair/6747

2742. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ebl48$g9j$1@alexander.INS.CWRU.Edu>
Source record: 64761

BOB WOOLEY (sp?).!
Yes, Say Bob, or Steve Tucker, or Bob Klass or any of you
hardware hackers. I've got a 256k MIO. And I don't know
what I'm doing, but that never stopped me before (I got
married when I was 19, still married to the same lady,
35 years later)
Anyways I have my 256k MIO, which works and Martin's
256k MIO, which doesn't. I'm poking around with a
logic probe, volt/ohm meter. I have an old oscilloscope,
but I don't know what to look for.
Here's the extent of my thinking. The defective MIO
has 'bad' signals, everywhere. My good MIO gives nice
pulses all over. So, this leads me to believe something
around the fundamental clock circuit isn't functioning.
It ain't beating a tune. Also, the bad MIO drawas
draws about 16% more current. I busted a little cap
that takes ac off the crystal to ground, so I gotta
go out and get a new little capacitor. Say, would
somebody write a 'howto' on fixing computer electronics?
What do I look for? I checked the power supply part.
I disconnected the main power from a 3 pin rectifier
and it gave me a nice 5v, all pretty. When I re-connect
that power pin, I get the 'buzy' high that the whole
board has.
Thanks

2743. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Andrew <aos@vellocet.insync.net>
Message-ID: <6eblqt$o7n$1@synthemesc.insync.net>
Source record: 64762

"Iain Laskey" <ilaskey@cix.compulink.co.uk> wrote:
> JTS never had any intention of doing anything with Atari. The deal was
> they got $50m from the Tramiels and that was all they wanted. The fact
> that Atari came with it was of no interest to them.

> Did anyone really believe otherwise?

Actually JTS' primary interest in Atari was so they could go public without having to go public. By acquiring a company which had common stock available on the American Exchange, JTS was able to convert that stock to JTS stock (which had not existed at all before) and "go public" without having to go through the standard procedures of going public.

But yes, it's true that JTS never had any intention of doing anything worthwhile with Atari. I'm surprised it took them this long to sell it.

--
Andrew O. Smith - <aos@insync.net> | "Please allow me to present
Sysadmin, Insync Internet Services | you with a clue."
Houston, Texas, USA | --The Afghan Whigs

2744. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350984F0.AC607C57@erols.com>
Source record: 64763

Maurice Molyneaux wrote:

> On 11 Mar 1998 21:14:07 GMT, dklugh@iwaynet.net wrote:
>
> >Acording to the Atari hardware manual the Atari is slowed down by 36%
> in the
> >default text mode (40x24).This would leave you at 1.05mhz.
> >Text mode takes up almost 9k,960 bytes for video RAM and 1k for the
> character
> >set but it gets read over-and-over again so it amounts to reading 8k
> per jiffy.
> >Graphics mode takes up 7680 (using 192 scan-lines) bytes per jiffy so
> it would
> >be faster.But software is free to tailor the number of scan-lines and
> hence
> >gain speed.And there's also a narrow playfield (128 pixels) and wide
> playfield
> >(192 pixels) in adition to the normal playfield (160 pixels) mode.
>
> Wait, so effectively graphics 0 takes up as much RAM as Gr.8 AND slows
>
> the machine???

That should be 960 bytes for Gr. 0 not 9K. Once the characters are
copied into
screen memory the character set space doesn't impact the CPU processing.

Add to this, that no matter what graphics mode you pick, if you need the
speed
you can turn off Antic and then there is no impact at all.

2745. Re: X-Former98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd4ea1$85723ec0$41c2accf@asharkis.erols.com>
Source record: 64764

Nope, there was nothing wrong about the way 3.60 handled that poke. But,
strangely enough, XL-It! and other emulators don't perform that function.

dklugh@iwaynet.net wrote in article <6e9fdr$7fo$12@news.iwaynet.net>...
>
>
> On 1998-02-26 asharkis@erols.com said:
> >There are good things to say about the program. All settings can be
> >handled through a pull-down on the splash screen. Speed seems to
> >be pretty good. The OS and BASIC seem to work well (even POKE 755,
> >6 works!) and this is the only full-machine emulator to date that
>
> Was this ever a problem.It seems pretty simple to implement to me.
> Xformer 3.60 for MS-DOS supported this.
>
> For those who don't know,755 affects how inverse characters (characters
with
> 128 added to their ATASCII code) work.You can cause a inverse character
to also
> appear as a normal character.Thus by changing this location back and
forth you
> can create blinking text.There's also a option for inverse text to appear

> up-side-down,as a solid white block,or a blue block (invisible).
>
> Since the cursor is simply a inverse version of whatever character is
under
> it,this affects it as well.
> (a inverse character under the cursor yields a normal character)
>
> Net-Tamer V 1.10.1 - Test Drive
>

2746. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <3509689E.AD090821@kaa.bbn.hp.com>
Source record: 64765

> >Try to roll over the score with the XL/XE version of Defender!
> That'd also be easy, just time consuming. :) I think I've gotten
> 2,000,000, with zillions of guys to spare.

;-)

But its also a problem for your toes (I used mine for pressing the space
bar for throwing smart bombs).

> Ok, how many of you have rolled over Missle Command?

Sorry, as I doni¿½t own a trackball I doni¿½t like playing Missile Command
very much.

Tschuess,
Frank

2747. MESSAGE BOARD

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6ebpj4srs1@usenet42.supernews.com>
Source record: 64766

please go to http://w3.one.net/~tom_cody/wwwboard/wwwboard.html

and click bye bye JTS

2748. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <35096B42.2874@ticon.net>
Source record: 64767
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Alan Christie wrote:
>
> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000...

For $5000, one of us would have bought it ;-)

You forgot to add a few zero's to that figure. The Atari name definately
has some worth left in it. Hopefully with the renewed interest in
classic
gaming, Hasbro will capitalize on this. We'll see what happens though...

-Frank

2749. Re: FA - Atari 410 cassette drive - ends 3/15

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ebs2acsl1@nnrp1.dejanews.com>
Source record: 64768

In article <6eabbc$jd6$1@usenet51.supernews.com>,
"Suz" <redwood@super.zippo.comNOSPAM> wrote:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8020389
>
>

I have two of this at home, Someone knows why Atari made such a crapy
mech in this one??? i haven't seen one that made a good rewind o ff...

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2750. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ebv48fuc1@nnrp1.dejanews.com>
Source record: 64769
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <MPG.f6e54b0cfcd566e989724@news.uni-x.net>,
BRIX@brix.de (Brix) wrote:
>
>
> > Sorry, but while my Commodore 64 loads a programm, i can Format a
Disk,
> > and play about 10 levels of Gem Drop in my Atari, i turn back and the disk
in
> > the 1541 still spinning.... One strong point: the 1541 makes no noise...
>
> I suppose you haven't got a clue, what a fast-format routine is..
> A C-64 formats a disc in approx. 10 seconds with a fairly good format-
> routine. (and i'm not talking about just cleaning the directory).
> Ok.. it won't be able to run asecond program during that fast-format-
> operation, but if you manage to play one level of Gem Drop in that
> time, I suppose your game is whether a bit simple or you are Superman.
> -Brix/Plush-
>

Is not that i'm against c64, i'm not, it's just that i'm Atarian Freak and
still think it's the best computer system ever designed.....

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2751. Re: 8bit Atari board for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ebvm7gjt1@nnrp1.dejanews.com>
Source record: 64770

In article <6ebdup$2oa@sjx-ixn2.ix.netcom.com>,
"chris" <NOSPAMroom101@NOSPAMix.netcom.com> wrote:
>
> I recently saw an product from Diamond Computer (wonder if they became
> Diamond Multimedia), offered back in the late 80s, that plugged in your PC's
> 8bit ISA slot and was a fully functional Apple IIe computer! Used the IBM
> as a disk, hard disk, keyboard. You could hook up an external Apple drive
> for true compatibility and a composite monitor could be used simultaneously
> with the PC's video. Pretty neat. That thing was crammed with DIPs! Had a
> 6502 and a Z80 (for CPM I guess).
>
> Got me thinking, why not develop a similar plug in card for the Atari 8bit?
> When you can obtain a 600 or 800xl for $10, why not gut it and use the
> nicely socketed ICs for this project. Has anyone else entertained such an
> idea?
>
>

Yes, it's called the SIO2PC and makes the pc a nice 8-bit slave... ok, i
forgot the keyboard, but anyway i don't miss it..

Greetings form Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2752. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3509A24A.D4D526C0@erols.com>
Source record: 64771

James R. Gilbert wrote:

> BOB WOOLEY (sp?).!
> Yes, Say Bob, or Steve Tucker, or Bob Klass or any of you
> hardware hackers. I've got a 256k MIO. And I don't know
> what I'm doing, but that never stopped me before (I got
> married when I was 19, still married to the same lady,
> 35 years later)
> Anyways I have my 256k MIO, which works and Martin's
> 256k MIO, which doesn't. I'm poking around with a
> logic probe, volt/ohm meter. I have an old oscilloscope,
> but I don't know what to look for.
> Here's the extent of my thinking. The defective MIO
> has 'bad' signals, everywhere. My good MIO gives nice
> pulses all over. So, this leads me to believe something
> around the fundamental clock circuit isn't functioning.
> It ain't beating a tune. Also, the bad MIO drawas
> draws about 16% more current. I busted a little cap
> that takes ac off the crystal to ground, so I gotta
> go out and get a new little capacitor. Say, would
> somebody write a 'howto' on fixing computer electronics?
> What do I look for? I checked the power supply part.
> I disconnected the main power from a 3 pin rectifier
> and it gave me a nice 5v, all pretty. When I re-connect
> that power pin, I get the 'buzy' high that the whole
> board has.
> Thanks

You could try reheating all of the solder joints on the PCBWave
soldering (like used to produce the MIO) eventually
begins to disintegrate and can cause all sorts of unusual problems

>

2753. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Graham Thornton <nero@nospam.chicagonet.net>
Message-ID: <01bd4eb0$9492c820$b0f7c9c7@cct-w95-gtho>
Source record: 64772

Steven L Cox <slight@bev.net> wrote in article
<3507211e.27174297@news.vt.edu>...
> 5 million is chump change for Hasbro, especially after just having
> purchased Tiger Electronics last month (Feb 9th) for 335 million.
> Which leads me to....
>

So Hasbro now owns Tiger, Atari and Colecovision.....

Given that Tiger aquired the rights to the Apple][, that means Hasbro now
owns the rights to the:

Colecovision, Atari 2600, Atari 5200, Atari 7800, Atari Lynx and Jaguar
consoles

plus the:

Apple II/+/e/c/gs, Adam, Atari 400/800/XL/XE/GS, Atari ST and Falcon
computers

Hmmm,

perhaps someone at Hasbro is a classic computer/console enthusiast with
pots of money to spend - is the shell of Commodore next on thier shopping
list?? :)

On a more serious note, I don't know much about Hasbro - do they have the
financial resources to take on Sega and Nintendo if they wanted to??

Graham.

---
remove the .nospam from the E-mail address to reply.

2754. Re: Are they bad traders ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3509B559.874E9169@erols.com>
Source record: 64773

Vidar "Hawk" Olavesen wrote:

> Is there anywhere I can complain ? Anybody to notify ? I think we
> should
> put a page somewhere of bad traders. I think it's very hard to know if
> they
> are sincere or not. I also got another reply to confirm Downling as a
> bad
> trader too, so I lost all my money I guess :-(
> A bad trader page would be very helpful
>
> whistler's brother <tatata@noway.com> wrote in article
> <3507d45a.323927@207.97.159.250>...
> > Consider all the money you sent to Terry Ortman lost. He's got
> > several postal complaints leveled against him now. Check deja news
> > for "starfleet software" "ortman" etc.
> >
> >
> >
> >
> >
> > On 12 Mar 1998 01:26:22 GMT, "Vidar \"Hawk\" Olavesen"
> > <olavese@online.no> wrote:
> >
> > >I sent some money to Chuck Dowling and Terry Ortman. I tried to
> email
> them
> > >several times now, but no answers. Is my money lost ? What can be
> done
> with
> > >bad traders and is there a list of people to be aware of ? If not,
> it
> > >should be ... Take Atarian care. I will not continue to call them
> bad
> > >traders if they've sent it and it only takes long, as I live in
> Norway,
> it
> > >do take some time. But they don't answer emails, so ...
> > >
> >
> >

Not that this will help much, but it might make you feel better...

I felt that this situation ((re: Terry Ortman/ Starfleet software)
which has gone on for years) was, and is a definate slap in the
face to Star Trek. I sent E-Mail to Majel Roddenburry asking
them for help. I got a phone call from one of Paramounts reps
just a few minutes ago asking me for more information.
It looks like they are now looking into his activities.

It won't get you your money back but....

lets wait and see....

2755. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: BRIX@brix.de
Message-ID: <MPG.f73a2c058a71e0f98972b@news.uni-x.net>
Source record: 64774
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> Is not that i'm against c64, i'm not, it's just that i'm Atarian Freak and
> still think it's the best computer system ever designed.....

I didn't want to offend you buddy, thus you do not need to feel like I did. I truly think that C64 and Atari are two very nice systems. What I miss on the C64 is the amount of colors that your Atari has. My reasons these days for not buying an Atari simply was that there was too less Software and Bookware available. Anyway, if I had had an Atari and the right contacts these days I'd probably be on your side now. Mut anyway there are a few Quastion that I have about Ataris like the 800Xl. How was the Sound (honestly) compared to C64? Did the Atari have Sprites, or what are the main reasons why you prefer Atari to C64? Just history, or are there some things in the Atari-Design that you consider as being very good?
-Brix/Plush-

2756. Re: 8bit Atari board for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: chris <NOSPAMroom101@NOSPAMix.netcom.com>
Message-ID: <6ec1mo$4f7@dfw-ixnews5.ix.netcom.com>
Source record: 64775

> Yes, it's called the SIO2PC and makes the pc a nice 8-bit slave... ok, i
>forgot the keyboard, but anyway i don't miss it..

Yeah, I like that hack too. I was thinking however, of a nice
all-inclusive, dust protected, environment. I know... it's benefits would
be marginal over that of the SIO2PC, but sometimes you just want to climb a
mountain because it's there.

2757. Re: Dealing with junk e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: rdell@shell5.ba.best.com
Message-ID: <6ec3j0$j7k$1@shell5.ba.best.com>
Source record: 64776
Cross-posted to: comp.sys.atari.8bit,news.admin.net-abuse.email

```
In article <6e6up9$jsr$2@news.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1998-02-11 bruno@cerberus.csd.uwm.edu said:
> >email:50335 From article <6brfmh$1e8_004@riogrande.spambusters>, by
> >Secret_Master@haslett.e-scrub.com (Secret Master of the Internet
> >Cabal): ] In article <88780.otter@oz.net>, "Otter" <otter@oz.net>
> >]>>wrote: ]>> If you want to "munge" your email address, however,
> >]>>the best way to do it is to put some bogus info between the last
> >two parts of your email address. ]>>
> >]>>For example, instead of d_troy@spnt.coc, Mr. Hunt could use
> >]>>d_troy@spnt.This_is_a_fake.com
> >]>
> >]>I was doing that for a couple months, altering my address to
> >]>otter@oz.SpammersWillBeKilled&Eaten.net; until I received a
> >message ]>from my sysadmin requesting that I not do that anymore.
> >It seems that ]>all bounced messages were being dumped into their
> >email box. ]
> >] That's not supposed to happen. However, the next best thing (and
> >run this by ] your admin first) would be to add something to the
> >very end; turn yourself ] into otter@oz.net.spammers.suck.and.so.
> >does.donna-troy.mil for example.
> >Yes it is. If outbound email goes through a central SMTP server
> >(which is common with a number of MUAs commonly in use) then mail
> >that can't be delivered or returned ends up in the postmaster's
> >mailbox.
>
>That doesn't make any sense.How would mail that failed to end up at the site
>that it was supossed to go to end up at that site's postmaster's mailbox if it
>can't reach that site in the first place?!?
>

You misread ... if you, on system A, sends email to a party on system B,
which you cannot reach, the email may bounce back to the postmaster on
YOUR system, system A.

--
Richard Dell
```

2758. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: rdell@shell5.ba.best.com
Message-ID: <6ec4ms$s67$1@shell5.ba.best.com>
Source record: 64777

In article <6e6utajsr16@news.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1998-03-06 crow@coos.dartmouth.edu(PrestonF.Crow) said:
> >Perhaps more useful would be to build new disk drives. I'm thinking
> >that it would be cool to take a standard PC floppy drive and build a
> >custom controller that spoke SIO, and would read all the old formats
> >(90K, 130K, and 180K) as well as standard PC formats (pretending
> >that each 512-byte sector was really two 256-byte sectors). It
>
>And a track buffer.And 512-byte sector writes would have to be cached.
>
> >should be possible to fit it into a 1050 case.
> >Of course, one big question that comes up with that is whether the
> >limitation of PC drives not being able to read FM (i.e., single
> >density) disks is a matter of the hardware or the controller.
>
>Actually in my IBM hardware manual it says that you CAN read FM disks.
>There's a setting in the drive controller for it.
>

There is a setting in the original controller, an NEC uPD 765, for MF
(or FM if low), with a corresponding output pin ton control the data
seperator circuitry approriately. UNfortunately, the print for the
board has no provision for changing the data seperator, and the MF pin
designed for this function is NC .. not connected. In addition, as I
recall, there is no provision for 128 byte sectors (but I cannot find
the reference book, so my memory could be foggy). I also vaugely recall
that the Intel replacement for the NEC chip did away with the MF/FM bit
altogether.

--
Richard Dell

2759. Re: 8bit Atari board for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: mjewison@irus.rri.uwo.on.ca
Message-ID: <6ec4ei$bpb@falcon.ccs.uwo.ca>
Source record: 64778

In article <6ebdup$2oa@sjx-ixn2.ix.netcom.com>, "chris"
<NOSPAMroom101@NOSPAMix.netcom.com> writes:
|> I recently saw an product from Diamond Computer (wonder if they became
|> Diamond Multimedia), offered back in the late 80s, that plugged in your PC's
|> 8bit ISA slot and was a fully functional Apple IIe computer! Used the IBM
|> as a disk, hard disk, keyboard. You could hook up an external Apple drive
|> for true compatibility and a composite monitor could be used simultaneously
|> with the PC's video. Pretty neat. That thing was crammed with DIPs! Had a
|> 6502 and a Z80 (for CPM I guess).
|>
|> Got me thinking, why not develop a similar plug in card for the Atari 8bit?
|> When you can obtain a 600 or 800xl for $10, why not gut it and use the
|> nicely socketed ICs for this project. Has anyone else entertained such an
|> idea?

Chuck Steinman (Dataque) floated this idea a couple of years ago, and
received a less-than-stellar response to it. IIRC, the big drawback was
the price - it seems to me he was looking at charging something in the
$100-$150 range in order to recoup costs. Most responses were along one
of two lines - (a) I can buy a used XL off the net for $20-$30, why would I
want to spend $150 for a card, or (b) why would I spend $150 for a PC card
when I could run an emulator, perhaps slower and less robust, for little
to no cost on the same box.

I think you've answered your own question in your second paragraph:
"obtain a 600 or 800XL for $10". I think only the die-hard afficiandos are
the only ones who would be willing to spend that kind of money on a PC card.
And there may just not be enough of us around.

I'd like to know what Chuck's up to now. I sent email to him a coouple of
months ago but never received a response. He's developed and sold a number
of nifty devices over the years.

- Mike Jewison
mjewison@irus.rri.on.ca

2760. GTIA / CTIA what does it stands for?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <889804027@stackbbs.xs4all.nl>
Source record: 64779

Hi all,
while scanning and proofreading the "Mapping The Atari" I noticed the
following:

GTIA - it stands for George's Television Interface Adapter.

Is this true?
The author didn't know where CTIA stands for btw.
I would like to know what the acronym really stands for.
Anyone an idea?

By the way, does anyone knows if there were Atari's released
which supported SECAM (besides PAL and NTSC that is)?

And if you still have Public Domain and/or Freeware for the Atari
(being it XL/XE programs or PC/MAC utilities related to the Atari),
they can still make it to the POOLDISK II CD-ROMs.
Send the material (old Atari adds/video's/scans are welcome too!) to:

ernest@wxs.nl

Regards,
Bo.

2761. A1010 cassette drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Chris Wilkson <cwilkson@mcd.intel.com>
Message-ID: <3509988D.1506@mcd.intel.com>
Source record: 64780

I'm trying to use an A1010 cassette drive to play audio tapes as
part of a much larger, much cooler future project. Anyone here
know how to do this? Ie, do I need to pass special commands to the
drive, or can I just tie some SIO pins high/low and get it work?
Also, on which pin would the audio signal appear?

Any info is appreciated...
-Chris

PS. Please reply in email as I don't have regular access to this group.

2762. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1303981617100001@macmcurrent.library.carleton.edu>
Source record: 64781

In article
<Pine.GSO.3.95.980312234449.3802E-100000@fissure.scar.utoronto.ca>, Alan
Christie <94chrisv@scar.utoronto.ca> wrote:

>Never did figure out how people scored better than Lieutant in Star
>Raiders though...

The biggest key is to realize how much energy consumption affects your
final score, and that your shields use up a lot of energy. In other
words, you have to keep your shields off almost all the time, except when
you're in immediate danger of being blown to bits!

And you have to play Commander level, and you can't let any starbase be
destroyed...

-Michael "Star Commander Class One" Current

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2763. Re: 8bit Atari board for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: chris <NOSPAMroom101@NOSPAMix.netcom.com>
Message-ID: <6ecbro$qqs@dfw-ixnews11.ix.netcom.com>
Source record: 64782

>I think you've answered your own question in your second paragraph:
>"obtain a 600 or 800XL for $10". I think only the die-hard afficiandos are
>the only ones who would be willing to spend that kind of money on a PC
card.
>And there may just not be enough of us around.

Yeah, but didn't the heading of the message get you excited, just a little?

Chris

2764. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ecdclrek1@pale-rider.INS.CWRU.Edu>
Source record: 64783

I have a specific problem, right now, with fixing (?) this
busted MIO. I broke a little capacitor, must replace it.
It is a small 'glob' capacitor, on the bottom of the board.
It connect(ed) one pin of the big crystal to ground (went
accross there), is in parallel with a trace to a pin
on the 6551 or 65C51 LSI (pin 6, I think). Anyways, the
one I busted was marked with a 220. The one on my good
MIO is marked 22k. What picofarad is that? I'm guessing
22 picofarads, less than 50 v. would be a correct
replacement. This is very specific question.
Regards,
Russ

2765. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3509b0ce.1219847@news.tmisnet.com>
Source record: 64784
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Actually, the management at Hasbro has been
amazed at the tenacity and loyalty of Atari
owners and figures they could add to their
core customer base of reliable shoppers that
will stick with them through thick and thin.

-- George Crissman
-- strads@tmisnet.com

On 12 Mar 1998 17:10:41 -0500, ad329@james.hwcn.org (Chris Cracknell)
wrote:

>In article <6e6vfq$pv2$2@gte1.gte.net>, John Schnittker <jschnitt@gte.net> wrote:
>>I wonder what plans Hasbro has for atari. Theres' $$ in the arcade
>>division and home console games division. Hehe MAybe we'll see a new
>>atari console; then again maybe not hehehe.
>~^~^~^

>
>1) Atari will be fully revived and once again take it's rightful place
>as a leader and innovator in the computer and video games industry.
>
>2) Hasbro wants to make a very cheap hand held game machine. What they
>make is actually a small, portable Atari 7800 with a built in backlit
>LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
>games which sell for 50 cents each and the hand held unit itself sells
>for under $30.
>
>Okay, so let's here your speculations and fantasies as to what this
>buyout of the Atari assets will mean.
>
> CRACKERS
> (Exciting news from hell!!!!!!)
>
>--
>
>Accordionist - Wethifl Musician - Atari 2600 Collector | /\/\
>*NEW CrAB URL* http://www.hwcn.org/~ad329/crab.html ***| \^^/
>Bira Bira Devotee - FES Member - Samurai Pizza Cats Fan| =\/=
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

2766. Re: X-Former98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <350abe77.3956591@news.supernews.com>
Source record: 64785

On 25 Feb 1998 21:16:09 GMT, frankeh@sr.hp.com (Frank Hamlin) wrote:

>About 1 1/2 years ago I got a letter from Emulators Inc
>(www.emulators.com) to get a free upgrade from my version of Xformer to
>the new Windows version, Xformer96. I sent off my self addressed mailer
>and postage and never got anything back. Well, yesterday it arrived,
>Xformer98. Haven't played with it yet, so can't comment. Has anyone
>else gotten a copy? How good is it?
>
I can't vouch for how good it is, but, I was surprised to
receive a copy today in the same envelope that I sent in two years
ago! I guess it's better lat than never. Thanks Darek.

Sincerely,
- Byron Followell
followell@dynasty.net

2767. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: duvallg@salestech.com
Message-ID: <6ecegr$3hb$1@nnrp1.dejanews.com>
Source record: 64786
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Think about it, guys. Didn't Project X's Jeff Minter state they had the backing of a MAJOR company at some point? Who's to say that major company wasn't HASBRO? If you think like I do, then I think you can start to see some sort of correlation here.

1) Project X is created by a bunch of former Atari Employees and aficiandos.

2) Project X becomes a rality, but is still secret, teasing us with the line: "We have the backing of a MAJOR corporation..." And, they're waiting for the right time to release it.

3) HASBRO buys Atari for $5,000,000. Hasbro is a huge company.

4) Hasbro now has the Atari name, products, trademarks, et al.

Theoretically, Hasbro could be that huge company Project X is signing onto, and they were working between Project X and JTS to get the name and the products so these former employees could use the Atari name on their new Project X. Granted, Atari isn't exactly an unsoiled name in the industry after the Tramiels got done with it, but if Hasbro and Project X can work this properly, I think it'd be a valid shot. This is also considering Hasbro would have the money to do an all-out advertising campaign, comparable to those of Sony and Nintendo. Enter the Lynx. The Lynx never had the following it could have had, and, being a color handheld with more power than any other, Hasbro has the library of games as well as the technology and advertising capability to really kick the Lynx's ass back into the ring. Also, third-party developers would be more inclined to develop for a well-advertised system, because it lowers the possibility of taking a loss on the venture. And...if Hasbro played their cards right, the Atari Jaguar could be resurrected as a 'low-cost gaming alternative' to the current array of systems. Open up the market for public-domain development materials on a larger-scale. It's a marketting idea for geeks, I know, but it'd reap rewards as being educational AND fun. And just think of all the developers that never gave the Jaguar a chance but could really get their name out on a larger scale if the Jaguar was indeed advertised and its games would get published on a regular basis? With a two-tiered philosophy (low-cost vs. premium) including Tiger Electronic's Game.com (low cost), Lynx (premium), Jaguar (low-cost), and the almighty Project X (premium), there's no doubt that they'd reap rewards off such a deal. The right time is now, people.

If this is some sort of underlying conspiracy, let the conspiracy begin!

Regards,
Gary T. DuVall
Sanctuary Internet Design Group

http://www.sidg.net/

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2768. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6eci7i$a5e$1@nnrp1.dejanews.com>
Source record: 64787
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <MPG.f73a2c058a71e0f98972b@news.uni-x.net>,
BRIX@brix.de (Brix) wrote:
>
>
> > Is not that i'm against c64, i'm not, it's just that i'm Atarian Freak and
> > still think it's the best computer system ever designed.....
>
> I didn't want to offend you buddy, thus you do not need to feel like I
> did. I truly think that C64 and Atari are two very nice systems. What
> I miss on the C64 is the amount of colors that your Atari has. My
> reasons these days for not buying an Atari simply was that there was
> too less Software and Bookware available. Anyway, if I had had an
> Atari and the right contacts these days I'd probably be on your side
> now. Mut anyway there are a few Quastion that I have about Ataris like
> the 800Xl. How was the Sound (honestly) compared to C64? Did the Atari
> have Sprites, or what are the main reasons why you prefer Atari to
> C64? Just history, or are there some things in the Atari-Design that
> you consider as being very good?
> -Brix/Plush-
>

The sound in the Atari was very good we have 4 channels of 8 bit res, and
option for 2 channels of 16 bit, we also have lots of filters and other
goodies, we have Sprites, but Atari call them Players, 4 of them and 5
sprites, and about why i think the A8 is better: Interrupts, we can handle
VBI, 60Hz int in NTSC, 50Hz in PAL, DLI's, 15750Hz int for NTSC, we have 17
graphics modes, a display list, so you can mix graphics modes, scrolling
with just 2 bytes handling, no need to boot with basic on, 256 colors
displayable at the same time etc, etc, etc. Really we don't have time to
describe all the goodies in an A8.......

Greetings from Mexico
Atari 8,

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2769. Favorite intros and demos...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980313234601.SAA18495@ladder03.news.aol.com>
Source record: 64788

```
Here is my selection for the best intros/demos; what's yours?
In alphabetical order:
- Asskicker
- Bitter Reality
- Drunk Chessboard
- Hi, Alf!
- More!
- Overmind
- Sweet Illusions
- Total Daze
- Trip 6
- Ultra!
Probably left out some great stuff on the way...
```

2770. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350A0343.8E646209@erols.com>
Source record: 64789

Bostone1 wrote:

> In article <6e6v4k$pv2$1@gte1.gte.net>, John Schnittker
> <jschnitt@gte.net>
> writes:
>
> >Cool! Now A toy company(Hasbro) owns Atari!!!
> >
> >
>
> Just to let John and anyone else interested know that I got email from
> Hasbro.
> Here it is.
>
> >Subj: RE: Atari
> >Date: 98-03-12 09:37:34 EST
> >From: consumer_support@hasbro.com (Consumer Affairs)
> >To: bostone1@aol.com ('bostone1@aol.com')
>
> >Thank you for your inquiry. Please be advised that Hasbro had
> >definitely NOT acquired all righta and Trademarks of the Atari
> >Corporation.
>
> So what do we make of this?
>
> Bostone1@aol.com

I must be getting brave lately since I did the same thing! I got
EXACTLY
the same response! (right down to the "righta" instead of "rights")
I later realized that Hasbro is the parent company to Hasbro Interactive

and then I contacted their PR person (Yes I know about the reliability
reputation of the PR people) but so far no answer! (nearly 2 days)
That in itself says something.....

Pat.

2771. Cheap to a good home

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Eric Gunnerson <ericgu@micronospamsoft.com>
Message-ID: <6ecmhj$unk@news.microsoft.com>
Source record: 64790

As part of my spring cleaning, I've decided to get rid of my old Atari system. It's now 3rd down in the computer pecking order, and I haven't turned it on in a couple of years. Included are:

Atari 800XL Computer
Indus GT disk drive
Audio out patch cord

Cartridges:
Star Raiders, Bounty Bob, Miner 2049er, plus a few more

Lots of software (carts & other) on disks (don't flame me, came from a friend when she sold her system).

I'd like to sell it as a package to make things easier. I'm in the Seattle area, and I could ship if you want to pay for it.

Make me an offer.

--
The opinions expressed in this message are my own personal views
and do not reflect the official views of the Microsoft Corporation.

2772. Re: Radio Shack and hookers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350A0768.29CE51D2@erols.com>
Source record: 64791

Mathy Van.nisselroy wrote:

> Howdy Pat
>
> You said something like: "looking for
> a person at Radio Shack who knows
> what (s)he is talking about is like
> looking for a hooker with a heart"
>
> Talking from experience???
>
> gdrvvf
>
> (grinning, ducking and running very
> very fast)
>
> CU Mathy Van Nisselroy
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE.
> (Pro-node 471)
> ---
> ï¿½

The running part will do more to keep you safe since I don't run well
anymoreVery funny... laughed for a full minute....

>

2773. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: Richard Mauren <silvadel@eclipse.net>
Message-ID: <3509EABB.E82B15BE@eclipse.net>
Source record: 64792
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Actually for $5000 about 50 of us would be FIGHTING for it :)

2774. Re: 850 problems (another one?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6ea6lhbkd1@news.dmv.com>
Source record: 64793

Aaron Christopher Finney (aaron@orr.wfi-inc.com) wrote:
: I know, I know. Another idiot who can't use his 850....

: Well, I made the serial cable for it with the pinouts in the faq and
: the cable tests out dandy with an ohmeter. Using 850 express or IceT,
: I can control the modem (i.e. send the at commands for off-hook, reset,
: etc) but nothing seems to be coming in. I can connect to remote hosts
: and the rx/tx lights flash like demons, but nothing on the screen at
: all. The modem is a newer Practical Peripherals v.34 crapper.

: Thanks in advance,

: Aaron

You can test the transmit/receive capability of each port on an 850 (not handshaking) as follows. Jumper pins 3 & 4 of the port you want to test. Turn off all peripherals, drives, and the computer. Turn on the 850. Turn on the computer with BASIC. Type in the following program from 850 service manual and RUN it.

```
10 DIM IN$(30),OK$(30)
20 BAUD = 1:REM Make BAUD 0 - 15, see table
30 XIO 36,#2,BAUD,0,"Rn:":REM n is for port 1 - 4
40 OPEN #2,13,0,"Rn:"
50 XIO 40,2,0,0,"Rn:"
60 INPUT IN$
70 ? #2;IN$:REM Output IN$ through port
80 INPUT #2,OK$:REM Input IN$ through port & rename it OK$
90 ? OK$
95 CLOSE #2
99 END
```

```
BAUD RATE (bps)
---- ----------

0 300
1 45.5
2 50
3 56.875
4 75
5 110
6 134.5
7 150
8 300
9 600
10 1200
```

11 1800
12 2400
13 4800
14 9600
15 9600

A good 850 should correctly echo to the screen whatever you type in (after pressing RETURN) at different baud rates. The unit I have makes a few errors at 9600 baud but still works ok through a modem at that speed.

Steve

2775. Re: Files to .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <890181838@stackbbs.xs4all.nl>
Source record: 64794

> -=> Quoting Olavese@online.no to All <=-
> Ol> I would like to know where and what filename a utility to copy .EXE
> Ol> files on PC hard disk to .ATR image. Thanks and take Atarian care

>Bo.Schreurs wrote:
>I've written a program called DIR2ATR.
>IT will write ALL the files in a specified directory to an .ATR disk image.
>You can include DOS 2.5 or MYDOS as well.
>homepage: www.xs4all.nl\~stack

-=> Quoting Crow@coos.dartmouth.edu to All <=-
Cr> Hey, that sounds exactly like the program I've written that I've
Cr> talked about several times here in the past month or two.
Cr> Mine is distributed as C source, and is known to work with Unix, but
Cr> hopefully it won't be a big deal for someone to compile it for DOS.
Cr> http://www.cs.dartmouth.edu/~crow/atari/

Isn't it funny how different minds can come up with the same sort of program?
My program is written in Turbo Assembler 5.0 and is designed for DOS use.
But people with C experience and Unix machines now have the availabity of
such a tool too now. Nice.
As long as it deals with Atari, it is always nice... :)

Bo.
___ Blue Wave/386 v2.30

2776. Re: New CD-ROM Disk avail

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <890181839@stackbbs.xs4all.nl>
Source record: 64795

-=> Quoting Dklugh@iwaynet.net to All <=-

> Bob Klaas wrote:
>The new cd-rom has many old shareware/public domain software
>available but the latests version 1.1 has documentation files, for
>the Atari 8-bit from A-Z not available before this date.

Dk> That's great Bob but at least put it in a format/media that I've heard
Dk> of. I just don't do Windows!
Dk> (and I don't know anyone who does)

CD-rom is actually THE media to use at this moment.
You can store up to 640 of data on it.
How do you want to distribute it then?
On 1.44 MB diskettes? You need a pc as well.
On 5.1/4 " diskettes then? You need a lot of them!
Zip drives? This could be done, since the Blacb Box
can handle ZIP drives. Then again, you still need 6 media
and a BB.
So, to put it basically, how do YOU want it?
Tell me, maybe we can do it...
Bo.

___ Blue Wave/386 v2.30

2777. New version of XDIR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <889749137@stackbbs.xs4all.nl>
Source record: 64873

Hi Atarians!
Just wanted to let you all know that I've just released a NEW version
of the PC's Atari Disk Image directory lister and extractor XDIR.
The current version is now release 06.00.00.
Still freeware of course.
The new version has been totally redesigned, and the user interface
is a little bit more intuitive (at least I think it is).
This version supports Windows 95 as well now. It also runs under DOS
by the way.
Let me know what you think about it.

You can download XDIR v6 from: HTTP://WWW.XS4ALL.NL/~STACK/ATARIXLE.HTML
Email can be send to: STACK@XS4ALL.NL

Enjoy it,
Bo.

2778. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6ea2q5$8lu$1@alexander.INS.CWRU.Edu>
Source record: 64874

How does the MIO's 80 columns compare to the XEp-80?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2779. Re: New version of XDIR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <35088ec9.967244@news.xs4all.nl>
Source record: 64875

On Fri, 13 Mar 1998 00:32:17 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

>Hi Atarians!
>Just wanted to let you all know that I've just released a NEW version
>of the PC's Atari Disk Image directory lister and extractor XDIR.
>The current version is now release 06.00.00.
>Still freeware of course.
>The new version has been totally redesigned, and the user interface
>is a little bit more intuitive (at least I think it is).
>This version supports Windows 95 as well now. It also runs under DOS
>by the way.
>Let me know what you think about it.
>
>You can download XDIR v6 from: HTTP://WWW.XS4ALL.NL/~STACK/ATARIXLE.HTML
>Email can be send to: STACK@XS4ALL.NL
>
>Enjoy it,
>Bo.
>
It seems the sever doesn't like capital letters,
better try http://www.xs4all.nl/~stack/atarixle.html
or download it directly from http://www.xs4all.nl/~stack/xdirv6.zip
Hope this works...
Bo.

2780. Re: how far off of 288 RPM can a disk drive be?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6ea7mebkd2@news.dmv.com>
Source record: 64876

dklugh@iwaynet.net wrote:

: My 1050 Duplicator drive runs at 290-291 RPM and it can read all my disks.
: My Trak drive runs at around 281 RPM and it's even worse.
: Is it just my drive speed or should my drives not be having any trouble?

: And how do I adjust the drive speed?

: Net-Tamer V 1.10.1 - Test Drive

The 1050 service manual says the speed should be 288 RPM +/-3%. There's
an adjustment pot inside the case, near the back of the circuit board on
the left. It's VR2. Utilities have been written to measure spindle speed
in RPM or milliseconds.

Steve

2781. Re: Repair of disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6ea8l3bkd3@news.dmv.com>
Source record: 64877

Williams (rrwillia@suffolk.lib.ny.us) wrote:
: I have just recovered from storage my son's old atari hardware from the
: days past when he ran the "South of the Border" atari BBS on Long Island.
: I was seriously thinking of re-establishing the BBS, assuming there is
: continued interest. Unfortunately in checking out his old hardware which
: includes 3 drives (1050, 1050 with US Dobler, and Indus GT) only the Indus
: seems operational and maybe only partly operational. In looking thru the
: manuals on-line I do not see any Field Service Manuals (FSM). Can you give
: me any suggestions on where I can get a copy , hopefully on-line, of the
: FSM for the 1050 and/or GT? ------Bob

Don't know about on-line but manuals are available from a few vendors like
B&C or Best. There's a vendor list in the FAQ which, I think, is still
at:

http://www.faqs.org/faqs/atari-8-bit/faq/

Steve

2782. Re: Atari vs CBM - Why?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <3508b319.329537391@news.pacbell.net>
Source record: 64878

On 11 Mar 1998 21:14:07 GMT, dklugh@iwaynet.net wrote:

>Acording to the Atari hardware manual the Atari is slowed down by 36% in the
>default text mode (40x24).This would leave you at 1.05mhz.
>Text mode takes up almost 9k,960 bytes for video RAM and 1k for the character
>set but it gets read over-and-over again so it amounts to reading 8k per jiffy.
>Graphics mode takes up 7680 (using 192 scan-lines) bytes per jiffy so it would
>be faster.But software is free to tailor the number of scan-lines and hence
>gain speed.And there's also a narrow playfield (128 pixels) and wide playfield
>(192 pixels) in adition to the normal playfield (160 pixels) mode.

Wait, so effectively graphics 0 takes up as much RAM as Gr.8 AND slows
the machine???

2783. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <3508b8ef.331031654@news.pacbell.net>
Source record: 64879
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On 11 Mar 1998 21:32:12 GMT, kws@Radix.Net (Keith Scroggins) wrote:

<snip>
> $5 million for Atari is a good chunk of money.

Um, a lot of video games there days are costing $3 million, so $5 mil
for an entie library of assets, patents, titles and a name is chicken
feed.

2784. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: "Gregory D. George" <greggeorgeNO@SPAMworldnet.att.net>
Message-ID: <6eaen3$i5@bgtnsc02.worldnet.att.net>
Source record: 64880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:

> Why would they want to do something with the Lynx, although it probably
> was the cheapest portable game technology they could get, could make them
> cheap now...

The Lynx is probably one of the primary reasons for the purchase. It's not really outdated when you compare it to the LameBoy.

You all might want to check out Jaguar Interactive II. There's someone there (who I believe is from Hasbro) posting much information on this deal. The Lynx is definitely part of it too...

http://www.atarihq.com/cgi-bin/cgiwrap/atarihq/jag/postit.cgi

---
			Greg George
			Editor, The Atari Times(US)
/	\ greggeorge@worldnet.att.net
ATARI
TIMES http://www.geocities.com/TimesSquare/Arcade/8341
FREE! http://venus.beseen.com/boardroom/c/17653/Date

2785. Re: 256 colors in basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <3508b53f.330087631@news.pacbell.net>
Source record: 64881

On 11 Mar 1998 21:14:41 GMT, dklugh@iwaynet.net wrote:

>That's not quite corect.You get 15 colours as well as a "Black & White"
>null-colour.
>With 8 different brightnesses that's a total of 128 combinations.

8 different brightnesses? In Gr. 9 you can get 16 distinct luminances.

2786. Re: Help! 64k x 4 ram chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-13 00:00:00 UTC
From: chris <NOSPAMroom101@NOSPAMix.netcom.com>
Message-ID: <6eaipj$rg1@sjx-ixn9.ix.netcom.com>
Source record: 64882

Thanks for the heads up on BG... good outfit. Some confusion over the chips I'm looking for. Consulted the FAQ Tech docs on the upgrade. It's the 4464 that is required, not the 4164. If I am not mistaken, the 4164 is a 1x64k chip, whereas the 4464 is a 4x64k. This would explain why 1 4464 is $2.70, whereas 9 4164 are $3.50. They sure make it easy! Thanks for the source, however.

Bryan Edewaard wrote in message

>Get a BG Micro catalog. They have all kinds of obsolete RAM.
>
>4164-150 .49 or 9/$3.50
>
>1-800-276-2206
>
> -Bry
>

2787. Re: GTIA / CTIA what does it stands for?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3509d3de.720020@news.pipeline.com>
Source record: 64796

```
CTIA = Color Television Interface Adapter
GTIA = George's (Graphic) Television Interface Adapter

Take care,
John
jhardie@pipeline.com
www.atarihq.com

bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

>Hi all,
>while scanning and proofreading the "Mapping The Atari" I noticed the
>following:
>
>GTIA - it stands for George's Television Interface Adapter.
>
>Is this true?
>The author didn't know where CTIA stands for btw.
>I would like to know what the acronym really stands for.
>Anyone an idea?
>
>By the way, does anyone knows if there were Atari's released
>which supported SECAM (besides PAL and NTSC that is)?
>
>And if you still have Public Domain and/or Freeware for the Atari
>(being it XL/XE programs or PC/MAC utilities related to the Atari),
>they can still make it to the POOLDISK II CD-ROMs.
>Send the material (old Atari adds/video's/scans are welcome too!) to:
>
>ernest@wxs.nl
>
>Regards,
>Bo.
>
```

2788. Atari game cartridges for Trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <3509DC41.1F00@texas.net>
Source record: 64797

Anybody interested in trading cartridges?
I have these duplicates to offer for trades:

ASTROCHASE
ATARIWRITER
BASIC
BUCK ROGERS
BUG HUNT XE
CENTIPEDE
CONGO BONGO
FROGGER
KINDERCOMP
K-RAZY ANTIKS
ONE-ON-ONE BASKETBALL XE
PAC-MAN
PITSTOP
SPACE INVADERS
STAR RAIDERS w/instructions & box
STAR WARS:THE ARCADE GAME
STAR WARS:RETURN OF THE JEDI-DEATH STAR BATTLE
TURMOIL (label worn)

I also have an Atari 400 w/power supply for Trade.

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mj*beau@texas.net

2789. Re: Wanted: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6ecog6clu1@news.dmv.com>
Source record: 64798

Johnny Zymurgy (thehelmet@hotmail.com) wrote:
: Howdy Hi. Looking for a lot of SIO cables, 5-10, the usual type, 2 female
: plugs, about 3 feet. Anyone know where I can find these cheap? Thanks in
: advance!

: JZ

American TechnaVision was selling these ten for $10 a few months ago.
510-352-3787. B&C ComputerVisions has a web catalog at
http://www.myatari.com or check the faq at
http://www.faqs.org/faqs/atari-8-bit/faq/

Steve

2790. Re: Cheap to a good home

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6ecstonek1@usenet36.supernews.com>
Source record: 64799

In article <6ecmhj$unk@news.microsoft.com>, "Eric Gunnerson" <ericgu@micronospamsoft.com>
wrote:
>As part of my spring cleaning, I've decided to get rid of my old Atari
>system. It's now 3rd down in the computer pecking order, and I haven't
>turned it on in a couple of years. Included are:
>
>Atari 800XL Computer
>Indus GT disk drive
>Audio out patch cord
>
>Cartridges:
>Star Raiders, Bounty Bob, Miner 2049er, plus a few more
>
>Lots of software (carts & other) on disks (don't flame me, came from a
>friend when she sold her system).
>
>I'd like to sell it as a package to make things easier. I'm in the Seattle
>area, and I could ship if you want to pay for it.
>
>Make me an offer.
>
>
>
me again $60 if it works, could you plug it in real quick

2791. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6ed2or$iqq@sjx-ixn3.ix.netcom.com>
Source record: 64800
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <3509EABB.E82B15BE@eclipse.net> Richard Mauren
<silvadel@eclipse.net> writes:
>
>Actually for $5000 about 50 of us would be FIGHTING for it :)
>
>
For $5000... I would have called all developers and asked for ports of
everything to Jag....

2792. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350a37df.1748172@news.jagunet.com>
Source record: 64801
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

sinclair2000@earthlink.net wrote:
>
>Yea...And Commodore will rise from the ashes..

Atari is dead. It died when JTS merged with it. The question is, will
a new company called Atari, with the spirt of old, will come into
being. The worse thing that will happen is that the Atari name and
some old Atari games will come out in new updated software titles.
Hasbro isn't a stupid little company.
Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2793. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6ed5c0$ggm@freenet-news.carleton.ca>
Source record: 64802

James R. Gilbert (cb541@cleveland.Freenet.Edu) writes:
> I have a specific problem, right now, with fixing (?) this
> busted MIO. I broke a little capacitor, must replace it.
> It is a small 'glob' capacitor, on the bottom of the board.
> It connect(ed) one pin of the big crystal to ground (went
> accross there), is in parallel with a trace to a pin
> on the 6551 or 65C51 LSI (pin 6, I think). Anyways, the
> one I busted was marked with a 220. The one on my good
> MIO is marked 22k. What picofarad is that? I'm guessing
> 22 picofarads, less than 50 v. would be a correct
> replacement. This is very specific question.

Arent capacitor markings fun? :) Your lucky its marked at all.

Most small ceramic (im assuming here) caps are marked in pf w/ the number
if extra zeros being the last number.

220 = 22pf

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2794. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICOHAFATUP@data.rhein-main.de>
Source record: 64803
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:

>Hasbro isn't a stupid little company.

That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
I hope they are firm enough to use the technical base!

Regards, Robert

Atari isn't death. 'Atari' dies with the last user ...
We are the family :)

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

2795. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: 'remove'tim_k@post2.com
Message-ID: <350a64eb.118756143@news.abs.net>
Source record: 64804
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> but if Hasbro and Project X can work this
>properly, I think it'd be a valid shot. This is also considering Hasbro would
>have the money to do an all-out advertising campaign, comparable to those of
>Sony and Nintendo.

Face facts people. The Lynx, Jaguar, and ST were all better than their
competition, yet all bombed. I got burnt a number of times by buying
Atari. Don't get your hopes up for a new and improved anything with
the Atari name.

Tim

2796. WTB: Atari 130xe system with disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: asl00@eng.amdahl.com
Message-ID: <Ept2yt.LpA@ccc.amdahl.com>
Source record: 64805
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace

I'm looking to buy an Atari 130XE system with disk drive. System and disk drive must be in good shape. Please mail me if you have a system to sell.

Thanks in advance.

--
Andrew Lee
<andrew_lee@amdahl.com>

Any opinions expressed above are mine and do not necessarily represent the opinions or policies of Amdahl Corporation.

2797. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: The Lamberts <unicorn@NOSPAM!.ibm.net>
Message-ID: <350a6fd0.0@news1.ibm.net>
Source record: 64806
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Rob Merritt wrote:
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

The problem with everyone's speculations as to whether or not "Atari" can rise from the ashes is...public perception. I spent 13 years as a video game/computer software store manager. Up until a year and 1/2 ago. Problem is that right now the public, by and large, perceive the company called "Atari" (and they DON'T know the difference between Midway's Atari and Hasbro's Atari!) is for the most part a has-been company. An outfit that makes sucky products that are now being cleared out for $50 per console at a toy store chain. A company that used to be cool, but can no longer cut the mustard.

Obviously, NOT MY OPINION. But, realistically, the opinion of the vast majority of folks who spend $$$$$'s out there, and aren't "in the know". Mention Atari to anyone who owns a PSX or N64, and they start talking about the VCS they have in their attic. They would not dream that you could be talking about anything after that!

Obviously, for the name "ATARI" to become a powerhouse name once more, it will take more than a cook, killer console. It will take lots of well-done PR, probably in "stealth" mode (the public can't be aware that they're trying to have their hearts won back over to the name once more). Part of me thinks it will be much, MUCH easier to turn a new, different name into a powerhouse than it will be to find a way to rehabilitate the public's opinion's of an outfit called "Atari".

No, Hasbro will do much better pushing the trademarks of the GAMES that have names that folks fondly remember: Centipede, Warlords, Asteroids, etc. Even Yar's Revenge (which started life as a Star Castle home version) is still held in high regard with many folks going down memory lane. New versions or collections with these have a much better chance of making back the 5 mill that Hasbro spent, IMHO. Unless the public starts getting tired of the new 90's versions of old games. How far can that go, exactly?

DAVE
--
_ / ======= ====== == ==
____~//\ _ === == === = == == =

```
~~(______) / \ === ===== == == ==
~ \ \ \ \ / a_\ === == === == == .NET
~ / / / / \___ ======= ====== == ==
unicorn AT ibm DOT net DAVID/STEPHANIE/STEPHEN LAMBERT
```

2798. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: nlin@gewi.kfunigraz.ac.at
Message-ID: <6eds38$hn7$1@balu.kfunigraz.ac.at>
Source record: 64807

Greg Menke (NOSPAM@erols.com) wrote:

: If I recall, there was a POKE you could apply, causing the next RESET to
: coldboot the system.

: Memory locations wise? Sheesh, its been way too long ago for me, but
I'd
: be happy to try digging for them.

Purely from memory, I believe this one is "POKE 53774,1". I unfortunately
do not have access to an Atari 8-bit to try this one out. It's amazing
what things etch themselves into long-term memory (I just hope mine's
accurate!).

Norman

2799. Auction: 3 Days Left! (Last Newsgroup Posting)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: clauction@aol.com
Message-ID: <19980314132800.IAA19666@ladder03.news.aol.com>
Source record: 64808

March Auction - Update 13

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, March 16 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Atari 5200 Cartridges - New in Boxes
1. Keystone Kapers. New in box (unsealed) -$4.95 diehardgatorfan

Atari 5200 Single Cartridges
2. Berzerk (very good label) -$1 mattj
3. Countermeasure (excellent label) -$1 mattj
4. Defender (excellent label) -$1 min
5. Dreadnaught Factor (light label wear along edge) -$2 min
6. Galaxian (excellent label) -$1 mlmiris
7. Jungle Hunt (very good label) -$1 mattj
8. Kangaroo (excellent label) -$1 mattj
9. Megamania (excellent label) -$2 diehardgatorfan
10. Moon Patrol (excellent label) -$1 mattj
11. Pac-man (excellent label) -$1 min
12. Pole Position (excellent label) -$1 mlmiris
13. Popeye (excellent label) -$1 mlmiris
14. Qix (excellent label) -$1 mlmiris
15. Realsports Soccer (very good label) -$1 mattj
16. River Raid (very good label) -$1 mlmiris
17. Star Raiders (very good label) -$1 mlmiris
18. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
19. Pac-man (pair in excellent condition.) -$2 min

Atari 5200 Manuals
20. Ballblazer -$1 min
21. Buck Rogers -$1 min
22. Centipede -$1 mattj
23. Congo Bongo -$1 min
24. Countermeasure -$1 mattj
25. Defender -$1 mattj
26. Dig Dug -$1 min
27. Dreadnaught Factor -$2 min
28. Frogger -$1 min
29. Frogger II Threeedeep! -$3 min
30. Galaxian -$1 mattj
31. Mario Bros. -$1 min
32. Megamania -$1 min
33. Missile Command -$1 mattj
34. Montezuma's Revenge -$4 apprill
35. Ms. Pac-Man -$1 min
36. Pac-man -$1 mattj
37. Pengo -$1 min
38. Pole Position -$1 mattj
39. Popeye -$1 min
40. Qix -$1 min
41. Realsports Football and Home Football Playbook -$1 min
42. Realsports Soccer -$1 mattj
43. Realsports Tennis -$1 min
44. Super Breakout -$1 mattj
45. Super Cobra -$1 min

Atari 2600 Manuals
46. Asteroids (colored with insert) -$.50 nin

47. Asteroids, Atari (b&w, 5 languages) -$.50 min
48. Battlezone, Atari (colored) -$.50 nin
49. Centipede, Atari (colored) -$.50 nin
50. Combat, Atari (small black) -$.50 nin
51. Demon Attack, Imagic (Rev. C, colored) -$.50 nin
52. Missile Command, Atari (colored) -$.50 nin
53. Yars Revenge, Atari (colored), some scores written in back -$.50 nin
54. Space Invaders, Atari (colored) -$.50 nin
55. Space Invaders, Atari (small black) -$.50 min
56. Space Jockey, Vidtec -$.50 nin
57. Joust, Atari (colored) -$.50 nin
58. Atari Force Comic Book #1 -$3 min
59. Atari Force Comic Book #2 -$3 min
60. Atari Force Comic Book #3 -$3 min

Atari 7800 Cartridges New in Boxes
61. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
62. Kindercomp cartridge. -$1 min
64. River Raid cartridge -$6.05 foolmoon

Atari 8-Bit Computer - Disks
66. HomePak (flip side for C64), Batteries Included disk -$1 min
67. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
68. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
69. F-15 Strike Eagle, Micropose disk -$1 min
70. Print Shop Graphics Library 3 with Reference Card. -$4 yd556
71. APX Insomnia Sound Editor with instructions. Lets you create 4-voice sound or simple sounds lasting up to 4 seconds. Then, you can install the sounds in your BASIC programs with an included machine language subroutine. -$1 min
72. S.A.M. Software Automatic Mouth speech program disk, Don't Ask Computer Software -$3 timgroove
73. Track Attack game disk, Broderbund -$1 min
74. Maxi Golf game, Activision 2 disk set -$1 min
75. Atari Word Processor Program Master Diskette (CX8119) -$1.95 aaron

Atari Controllers
76. Standard Atari Paddle Controllers (pair) -$1.95 nin
77. Atari Standard Joystick (single) -$1.95 min
78. Atari Standard Joystick (single) -$1.95 min
78. Koala Pad for Atari 8-bit Computers: Includes Koala Pad touch tablet, original stylus, Micro Illustrator Owners Manual and Touch Tablet Owners Manual. No disks. Very rare. -$6 apprill

Miscellaneous
80. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
81. Flip and File - Same as above. -$1.95 min
82. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min

83. Media Mate. Holds approximately 35 3.5" disks. -$3.95 min
84. Super Nintendo Mortal Kombat II Instructions -$.25 min
85. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
86. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari 8-bit Reference
A1. Atari Personal Computer System Operating System User's Manual. CO16555 November 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$12.95 min

A2. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$12.95 min

Atari Computer Books/Instructions
A3. Atari 820 Printer Operators Manual CO14764 -$2.95 min
A4. Atari Home Computer Products Dealer Confidential Price List (Effective February 1, 1983). Y503-011883. Some Writing. -$3.95 min
A5. Atari Personal Computer Products Catalog. CO17535-Rev. A 1981. Silver, 28 pages. Includes unreleased Atari 815 disk drive, CX70 light pen, much more. -$1.50 min
A6. Atari Home Computers Catalog. CO17535-Rev. C 1982. Silver, 37 pages. -$1.50 min
A7. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
A8. Energy Czar Computer Program Instructions (20 pages) -$.25 min
A9. APX Ultimate Renumber Utility Instructions -$.25 min
A10. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
A11. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
A12. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
A13. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
A14. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
A15. ANALOG Computing Pocket Reference Card. -$2.95 min

Game Catalogs
A16. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.25 gary123
A17. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 gary123
A18. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 gary123
A19. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 gary123
A20. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 gary123

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$5 yd556

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

Atari Computer Magazines
A.N.A.L.O.G. Magazine Issues. All includes lots of old advertisements, type-in programs, reviews, editorial, and several articles.
M1. A.N.A.L.O.G. No. 1. Premier Issue. Become a Star Commander. Five Star Treks. What's New for 81. Music Composer. Maze Rider. Type-in Games: Blocked, Maze Rider, Sub. Video Computer System Update. Bugs & Bytes. Atari Stock & Bond Analysis. Reviews: Tank Trap (Quality Software), Kurta Graphics Tablet, Mountain Shoot (Adventure International), IRIDIS #2. -$15 doc-o

M5. A.N.A.L.O.G. No. 5 Graphics! Fine Screen Scrolling, Mixing Graphic Modes, V-Blank Interrupts, Player/Missile. 3-Dimensional Graphs type-in program. Reviews: Shooting Gallery, Jawbreaker, Eastern Front, Filemanager 800, Fantasyland 2041. Stopwatch (type-in program). Is There a Laser Disk In Your Future? VCS Update - Atari Titles for 1982. Atari News: New Video Game to Stomp the Competition Flat (Atari 5200), New Prices, Winter CES. -$12 doc-o

M6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

M7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$8.95 min

M8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$8.95 min

M10. A.N.A.L.O.G. No. 10. Super Adventure Games Issue! New! The Atari 1200XL Computer. Fill 'Er Up! type-in program. Accessing Bulletin Board Systems. Epson Printing Modes. Lisp Tutorial. Reviews: Wayout, B Key 400, Scott Adams Adventures 1-12. Programs Listings: Utility #4 Directory Dump, D:CHECK 2, Magic Keypad, An Adventure Game, Halls of the Leprechaun King, Moving Players in BASIC, Word Square, Simple P/M Assembly Language. -$8.95 dan

M11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$8.95 dan

M12. A.N.A.L.O.G. No. 12 July/August. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$8.95 min

M14. A.N.A.L.O.G. No. 14 November/December. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Limberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$8.95 min

M15. A.N.A.L.O.G. No. 15 January. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$8.95 min

M16. A.N.A.L.O.G. No. 16 February 1984. Atari Graphcis. -$8.95 min

M17. A.N.A.L.O.G. No. 17 March 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$8.95 min

M21. A.N.A.L.O.G. No. 21 August 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$8.95 min

M24. A.N.A.L.O.G. No. 24 November 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$8.95 min

M27. A.N.A.L.O.G. No. 27 February 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$7.95 min

M28. A.N.A.L.O.G. No. 28 March 1985. The Atari and Money Management. -$7.95 min

M29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$7.95 min

M31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$7.95 min

M32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$7.95 min

M33. A.N.A.L.O.G. No. 33 August 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$7.95 min

M34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. September 1985 -$7.95 min

M35. A.N.A.L.O.G. No. 35 October 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$7.95 min

M36. A.N.A.L.O.G. No. 36 November 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$7.95 min

M39. A.N.A.L.O.G. No. 39 February 1986. Commodore vs. Atari: Whose Machine is the Real Challenger in Home Computing? Unicheck. Super Pong: The Ultimate Pong Game for your 8-bit Atari. Adventurous Programming: Dare to Write Your Own Adventure?-Clayton Gets You Started. C-Manship Part I (ST). COMDEX 1985: Atari's Back! DOS Mods. Program Helper. XL Caps Toggle. Reviews: SmartDOS, Sparta DOS, XM301. Disk Wizard II, Kennedy Approach. Fifth Anniversary Issue Bonus: 520ST Product Guide. -$7.95 min

M40. A.N.A.L.O.G. No. 40 March 1986. Applications Issue. Adventurous Programming. Part 2 in a series to help you write your own adventure game. Atari Can Mean Business. Winter CES. Clash of the Kings (type-in game). Mouser - interfacing a mouse to your 8-bit Atari. ST: Doodle (type-in LOGO program). ST: C-manship Part 2. Reviews: The Eidolon, Koronis Rift, Star Voyage, A Mind Forever Voyaging, Kyan Pascal, Temple of Apshai Trilogy, Portfolio Manager. -$7.95 min

M42. A.N.A.L.O.G. No. 42 May 1986. Modern Relief for Modem Problems. This Issue: Bits & Pieces, Atarzee (type-in game), Printing Utility (type-in), D&D Character Generator II Part 2, Bonsai (type-in, creates trees), M/L Editor. Including ST-LOG.The 8-bit Blues: Trials and Tribulations of owning a state of the art computer. Type-in: BASIC XL/XE Switch. Reviews: Hackers (book), Spellbreaker, ACE 80/80XL, Battalion Commander, Colonial Conquest, Track and Field, Zorro. -$7.95 min

M43. A.N.A.L.O.G. No. 43 June 1986. Atari in the Home: A Piece of Cake. With: Home Shopper, Calendar Printer, Home Inventory, Electroids. Plus: ST-LOG. -$7.95 min

M44. A.N.A.L.O.G. No. 44 July 1986. Special Hardware Issue: Arm Your Atari, RAMcopy!, 8-bit Parallel Interface. Plus ST-LOG. -$7.95 min

M45. A.N.A.L.O.G. No. 45 August 1986. Special Language Issue: BASIC XL's Hidden Memory, Multi-Lingual Atari (Guide to Programming Languages for Atari 8-bit Computers), Stencil Graphics (An easy way to create high-speed special effects in BASIC), LBASIC. BASIC Editor II. RAM DOS XL. Roll Em (type-in game). Troll War (type-in game). Reviews: Atariwriter Plus. Advan BASIC Compiler. Ultima IV, Sargon III, Ballyhoo, Whistler's Brother. -$4.95 min

M46. A.N.A.L.O.G. No. 46 September 1986. June C.E.S and the 8-bit Atari. Magic Spell (type-in to spell check documents produced by AtariWriter and others). Soft Touch. Atari Touch Tablet tutorial. Moonlord (type-in game). Launch Code (type-in game). Reviews: Blackhawk, Fooblitzky, Racing Destruction Set, Monday Morning Manager, Computer Baseball, Micro League Baseball, Page Designer. -$4.95 min

M47. A.N.A.L.O.G. No. 47 October 1986. The Xanth 8-bit Demos. DiskFile (type-in, helps 1050/DOS 2/5 owners access previously unavailable sectors for comments). Deathzone (type-in game). DLIs: A Minute to Learn. Pixel Perfect - how to effectively use graphics and painting software on your Atari. Reviews: COVOX Voice Master, Graphics Magician, NAM, Star Raiders II, Star Fleet I, Super Boulderdash, Parrot (voice/sound digitizer). -$4.95 min

M48. A.N.A.L.O.G. No. 48 November 1986. Status Report - What does Atari really think about it's 8-bit line? How to build your own Atari light pen. Modem Chess. Reviews: Comp-U-Temp (Connecting Temperature Sensors to your Computer). Panasonic KX-P1092. P:R: Connection. SmarTEAM Modem, Neverending Story, Buzzword, Infocom Trinity. -$3.95 min

M49. A.N.A.L.O.G. No. 49 December 1986. Atari 8-bit Gift Guide. ST-Log (ANALOG's ST magazine: C-Manship). Smiles. Brickworks. Fortune Wheel. Reviews: Hardball!, Beach Head II, Wizard's Crown, Translyvania, Crimson Crown, -$3.95 min

M50. A.N.A.L.O.G. No. 50 January 1987. Graphics Issue: Picture Storage Techniques, Krazy Katerpillers, Screen Scroller. Hot Poker, a fast and convenient machine language program that helps eliminate Please Wait Initializing. Screen Scroller, add scrolling text to your home movies/video tapes. ST Coverage: ST Software Reviews (Little Computer People, Time Link, Music Studio). Using Picture Files in ST BASIC. Reviews: Fight Night, World Karate Championship, 500XJ Joystick, Mercenary. More... -$3.95 dan

M51. A.N.A.L.O.G. No. 51 February 1987. Sixth Anniversary Issue. A History of ANALOG Computing. The Tablet Typist (add text to your own touch-pad generated pictures). Slither (type-in maching language game). ICD Future. Starlanes (type-in game). An Introduction to the Vertical Blank Interrupt. The System Rerun Button (rewire your RESET key to rerun programs automatically). Reviews: Chessmaster 2000, Top Gunner Collection, Atari Planetarium, Great American Cross Country Roadrace. -$3.95 dan

M52. A.N.A.L.O.G. No. 52 March 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldines, Wargame Construction Set,

Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

M53. A.N.A.L.O.G. No. 53 April 1987. Music During the Vertical Blank Interrupt. Background Printer (device handler). Floyd the Droid Goes Blastin (type-in machine language game). Multicopy (versatile utility for copying files). Modems and the Atari 8-Bits. Reviews: The Learning Phone (Atari Plato cartridge), Blazing Paddles, Carina BBS, Flight Simulator Scenery Disks, Mail Order Monsters, Moonmist, Rommel Battles for Tobruk, Video Vegas. -$3.95 dan

M55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Heracles, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

M56. A.N.A.L.O.G. No. 56 July/August 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M57. A.N.A.L.O.G. No. 57 September 1987. Troll War II (type-in game) Part 1. June 1987 CES Report. Basic Diet (ST type-in) eating program. Label Maker. Reviews: The New Aladdin, High Roller, Phantasie II, Autoduel. NFL Game Analyzer. -$3.95 dan

M58. A.N.A.L.O.G. No. 58 October 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M59. A.N.A.L.O.G. No. 59 April 1988. History of Video Games: Part I: Our Game Experts Take a Look Back. Shopping for the computer user: 8-bit product guide. Upward. RAM-Init, The Wizard: Part 2 (designing that award winning adventure game). Building your own printer interface. Then and Now - evolution of the 8-bit. Reviews: Stationfall (Infocom), TrailBlazer, Leaderboard. -$3.95 min

M60. A.N.A.L.O.G. No. 60 May 1988. History of Video Games: Part II. Quick Screen (an easy and fast way to display your own custom screens). The MAC/65 De-Tokenizer. Money Pouch. Needlework Design. Binary Load Pictures. Reviews: Beakers (Brouderbund), Charge at Chickamauga, Triple Pak. -$3.95 min

M61. A.N.A.L.O.G. No. 61 June 1988. History of Video Games: Part III. Video Game Digest. 8-Bit News. Micro Dungeon, Character Transfer (merging fonts). Fast Print (a patch to your computer's OS that'll put your screen into warp mode). ST Reviews: Championship Football, Battlezone, Colonial Conquest. -$3.95 min

M62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M63. A.N.A.L.O.G. No. 63 August 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M64. A.N.A.L.O.G. No. 64 September 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M100. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$2.95 mattj

M101. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$2.95 min

M102. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$2.95 min

M103. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$2.95 min

Antic Magazines
MA1. June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Speech Synthesis, Modems. -$8.95 min
MA2. October/November 1982. Vol. 1, No. 4 Sound and Music.-$8.95 min
MA3. December/January 1983 Vol. 1, No. 5 Buyer's Guide. -$8.95 min
MA4. February 1983 Vol. 1, No. 6 Tools. New Atari Computer. -$8.95 min

MA5. April 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Now Monthly! -$4.95 min
MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin

Board Numbers. Now covering VCS and 5200. -$4.95 min
MA7. June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$4.95 min
MA8. July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$4.95 min
MA9. September 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$4.95 min
MA10. October 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$4.95 min
MA11. November 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$4.95 min
MA12. December 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$4.95 min
MA13. January 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$4.95 min
MA14. February 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$4.95 min
MA15. March 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$4.95 min

MA16. April 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Anitc Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$4.95 min
MA17. July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$4.95 min
MA18. August 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$4.95 min
MA19. September 1984 Vol. 3, No. 5 Computer Graphics-hot new products

2800. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6ee1qa$8gf$1@pale-rider.INS.CWRU.Edu>
Source record: 64809

Sorry for lateness, behind on CSA8.

Yes, what we really need to make an A8 browser a reality is
mainly a TCP/IP stack (from the C64 code?) and an HTML
interpreter. The web page creators out there for all other
machines are 9/10 a browser. All that is missing is the TCP/IP
access to the net. IF we could just get to the point where we have
an A8 versionon of LYNX running, we wouldn't have to rely on
servers that allow LYNX access. Face it, someday we won't be
able to use a public LYNX client. Some bonehead will remove it,
thinking that it is taking up space and no one is using it.
Once we have LYNX, then we can add capability to it. But we
need a foundation on which to build. The Amiga and ST each
have a version of LYNX (ALynx for the AMiga, and a version
for Mint for the ST) along with their other myriad browsers.
IF not LYNX per se, than another text-only browser that can
be added to (graphics, different fonts, sound, etc.).
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

2801. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: sinclair2000@earthlink.net
Message-ID: <6eea78ejm1@nnrp1.dejanews.com>
Source record: 64810
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350a37df.1748172@news.jagunet.com>,
robertm@jagunet.com (Rob Merritt) wrote:
>
> sinclair2000@earthlink.net wrote:
> >
> >Yea...And Commodore will rise from the ashes..
>
> Atari is dead. It died when JTS merged with it. The question is, will
> a new company called Atari, with the spirt of old, will come into
> being. The worse thing that will happen is that the Atari name and
> some old Atari games will come out in new updated software titles.
> Hasbro isn't a stupid little company.

Don't tell me that Hasbro is going to reintroduce the Jag console in it
current technelogical form considering that the Playstation kicks it and now
is in it's last legs of the product life cycle.

> Rob Merritt
> My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
> My Toy page starring Micronauts and
LegoBlocks:http://www.jagunet.com/~robertm/micro.html
>

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2802. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <6ee973$7vf@bgtnsc03.worldnet.att.net>
Source record: 64811
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Keith Scroggins wrote:
>
> Now, the question is, will Hasbro Interactive do anything worthwhile with
> Atari. I did notice that the computers were specifically listed as being
> part of the deal. It makes me curious that they specifically mentioned
> the computers (8-bit, ST, Falcon, and TOS), so does that mean there is
> some plan to use this for something? I mean, $5 million for Atari is a
> good chunk of money. I wonder who we can get to tell more of this deal.
> Sure enough $5 mil is not worth it for Atari's management......
>
> Maybe Hasbro has a game system in the works and wants to use the Atari
> label.......
>
> I'm sure in the coming months rumors will start to appear everywhere!
>

What really gets me is they seem to have paid $5 million for $45 million in Atari debt (and of course, the technology). They _really_ paid $50 million for the assets. They are obviously planning to do something real with it, simply suing for patent and copyright infringement and selling licensing won't generate that kind of revenue.

Secondly, I am puzzled by the omission of the TT in the hardware listing. I gues they just hit on the biggies (though I would think there are more TTs than Falcons), or is the TT an "ST".

I'm _still_ glad I sold the stock as soon as I came back up to break-even. JTS isn't looking too healthy is it?

Dan

2803. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980314101411.3703H-100000@fissure.scar.utoronto.ca>
Source record: 64812

On 14 Mar 1998, Bill R. Core wrote:
> Yes, what we really need to make an A8 browser a reality is
> mainly a TCP/IP stack (from the C64 code?) and an HTML
> interpreter. The web page creators out there for all other
> machines are 9/10 a browser. All that is missing is the TCP/IP
> access to the net. IF we could just get to the point where we have
> an A8 versionon of LYNX running, we wouldn't have to rely on
> servers that allow LYNX access. Face it, someday we won't be
> able to use a public LYNX client. Some bonehead will remove it,
> thinking that it is taking up space and no one is using it.
> Once we have LYNX, then we can add capability to it. But we
> need a foundation on which to build. The Amiga and ST each
> have a version of LYNX (ALynx for the AMiga, and a version
> for Mint for the ST) along with their other myriad browsers.
> IF not LYNX per se, than another text-only browser that can
> be added to (graphics, different fonts, sound, etc.).
I doubt Lynx will be going away anywhere soon. It is very fast (no grafx
to load) and also used heavily in University libraries.. especially where
Pentium powerhouses aren't available... I sometimes choose Lynx over a
graphics browser simply because of speed, and it is easier to get a
textonly library terminal than a Pentium at my University...

Alan
University of Toronto
Computer Science, Management and Economics

2804. Re: CROSSFIRE by Sierra question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980314103054.3703I-100000@fissure.scar.utoronto.ca>
Source record: 64813

On 13 Mar 1998, Mathy Van Nisselroy wrote:

> In article <19980308010800.UAA21450@ladder03.news.aol.com>, swozniak@aol.com (Swozniak)
says:
> >
> >I just opened up a new copy of Crossfire by Sierra On-Line that I got from a
> >mail order company. The cart and box seem to be new, as I removed the thick
> >shrinkwrap myself. To my surprise, the cart had no label. Does anybody know
> >if this is normal?
>
> Mine has a label (yellowish brown or brownish yellow). It even says LEFT on the
> top (as in Left cart slot). It was one of my first games and I've played it a
> lot. Graphics are not very good, sound is ..... (pooof, peeew). A real
> shoot them up if ever there was one. I LOVE IT.

I owned the lo-res version of CrossFire as well (the 8k cart) It was
brown-black cart if I remember correctly and it did say CROSSFIRE on it.
It had a weird case, could barely fit into the Atari 400 cart slot.
i used to have so many 8bit ROms. I sold off more than half of them, now
i want to collect/trade more than I sell.. awell.. isn't that always the
case.. after you sell something you want it back.. :)

Alan
University of Toronto
Computer Science, Management and Economics

2805. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980314103923.3703J-100000@fissure.scar.utoronto.ca>
Source record: 64814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998, Alan Christie wrote:

> Wow... A once million dollar business, Atari has been sold for a mere
> $5,000 US... the once powerful dominator of the 80s video game industry
> has been reduced to $5,000... Do you know what Hasbro plans for the Atari
> Fuji symbol et al?

As many people have pointed out, I forgot a few zeroes on that figure..
whoops.. serves me right for reading mail at school when I should be
programming. :) <grin>

Alan
University of Toronto
Computer Science, Management and Economics

2806. xformer-98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6eed6k$6re@bgtnsc02.worldnet.att.net>
Source record: 64815

Where can I get a working copy of xformer-98. I want to see how well this emu compares to xl-it. yes yes yes, if I like it I'll buy it. its only $30 :-)

Keith
--
Remove the extra "h" if you wish to reply.

2807. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: BRIX@brix.de
Message-ID: <MPG.f74f3ea435e740d989734@news.uni-x.net>
Source record: 64816
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> > what are the main reasons why you prefer Atari to
> > C64? Just history, or are there some things in the Atari-Design that
> > you consider as being very good?
> > -Brix/Plush-
> >
>
> The sound in the Atari was very good we have 4 channels of 8 bit res, and
> option for 2 channels of 16 bit, we also have lots of filters and other
> goodies, we have Sprites, but Atari call them Players, 4 of them and 5
> sprites, and about why i think the A8 is better: Interrupts, we can handle
> VBI, 60Hz int in NTSC, 50Hz in PAL, DLI's, 15750Hz int for NTSC, we have 17
> graphics modes, a display list, so you can mix graphics modes, scrolling
> with just 2 bytes handling, no need to boot with basic on, 256 colors
> displayable at the same time etc, etc, etc. Really we don't have time to
> describe all the goodies in an A8.......
>
> Greetings from Mexico
> Atari 8,

Reads to be a nice machine, i'm sorry for the atari-comunity, that
their market wasn't that good as it was for C64.
Atari always showed that they had a very shitty marketing. Sad but
true. Anyway. it still interests me.. what processor is inside an
At800 ?? I remember that the CPC had a Z80/Z81 inside. Was a cool
machine too, but I only remember basic coding on it.
I played a few games on an Atari (was there a 420 ??). I remember they
looked very shitty, but the first C64 games had a bad look too.
Think with a good programming there would be great games possible on
an At800. Has anyone ever tried to convert e.g. C-64 hits like
Turrican 2 to it?
-Brix/Plush-

2808. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: VE6HY <besmith@calcna.ab.ca>
Message-ID: <6eehoe$ls2@ds2.acs.ucalgary.ca>
Source record: 64817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Sat, 14 Mar 1998, Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying
> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

But Tim - was the 'product' not a roaring success - in my view these fine products failed to attract a very large market share solely due to the lack of 'marketing' - most people never even heard of 'Atari' other than for the older games machines that were well promoted in their time.

When the 'Trammels' got involved in their money laundering operation (at least that's how it seemed) they made absolutely no attempt to 'market' the product - which - upgraded a bit for the times - could be successfully marketed today.

Or am I reading it wrong ???

The Canadian Curmudgeon (in cool, cloudy, Calgary)

2809. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <6eeqi8$7gg$1@nnrp1.dejanews.com>
Source record: 64818
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,comp.sys.atari.st

In article <6eea78ejm1@nnrp1.dejanews.com>,
sinclair2000@earthlink.net wrote:
>
> In article <350a37df.1748172@news.jagunet.com>,
> robertm@jagunet.com (Rob Merritt) wrote:
> >
> > sinclair2000@earthlink.net wrote:
> > >
> > >Yea...And Commodore will rise from the ashes..
> >
> > Atari is dead. It died when JTS merged with it. The question is, will
> > a new company called Atari, with the spirt of old, will come into
> > being. The worse thing that will happen is that the Atari name and
> > some old Atari games will come out in new updated software titles.
> > Hasbro isn't a stupid little company.
>
> Don't tell me that Hasbro is going to reintroduce the Jag console in it
> current technelogical form considering that the Playstation kicks it and now
> is in it's last legs of the product life cycle.

Of course not. The Jaguar is a dead parrot. However it appear that Atari, the
name and the ideal, will get yet another chance. Its possible that the Lynx
may get a make over or that a cip or two from the Jaguar may get used in
something but don't get your hopes up. I'm hoping for an updated Yars
Revenge. :)

Rob Merritt

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2810. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6eei9n$664@sjx-ixn8.ix.netcom.com>
Source record: 64819
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
<xiting@worldnet.att.net> writes:
>
>What really gets me is they seem to have paid $5 million for $45
million
>in Atari debt (and of course, the technology). They _really_ paid $50
>million for the assets. They are obviously planning to do something
real
>with it, simply suing for patent and copyright infringement and
selling
>licensing won't generate that kind of revenue.
>
Well first they bought Tiger Electronics not Atari? Why would they buy
both unless they had something planned, would be too much a waste of
money. Game.com is not moving on shelves too well. Perhaps they want to
do something in the way of video games but need a largely remembered
name like Atari. Suing for patent and copyright infingement could get
you good money depending on who or what is involvled. If it is simply
Jon Doe's Video Game Inc infinged on the patent of a design of
something totally meaningless by todays standard, you wouldnt get much,
but if it was Nintendo, Sony or Sega you could fetch more (Atari did
once already on Sega) especially if it had to do with something in the
Playstation console itself that couldnt be changed they could claim
damages millions and maybe make quite a bit of money.

2811. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <350AED9D.78BA@volcano.net>
Source record: 64820
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Frank Traut wrote:
>
> For $5000, one of us would have bought it ;-)

I believe that was the minimum bid when it was put up for auction on
Ebay. ;-)

the Mav

--
Cliffhanger Serials, Boardgames, Videogames, and Red Baron I
http://www.volcano.net/~themaverick
The Classic Microgames Museum
http://www.angelfire.com/ca/themav/micind.html
The Macho Women with Guns Homage Page
http://www.geocities.com/TimesSquare/Lair/6747

2812. Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6eeqlf$aqd@news.acns.nwu.edu>
Source record: 64821
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
In article <MPG.f73a2c058a71e0f98972b@news.uni-x.net>,
Brix <BRIX@brix.de> wrote:
>
>> Is not that i'm against c64, i'm not, it's just that i'm Atarian Freak and
>> still think it's the best computer system ever designed.....
>
>[...]
>now. Mut anyway there are a few Quastion that I have about Ataris like
>the 800Xl. How was the Sound (honestly) compared to C64? Did the Atari
>have Sprites, or what are the main reasons why you prefer Atari to
>C64? Just history, or are there some things in the Atari-Design that
>you consider as being very good?
>-Brix/Plush-

Sounds like a good time for...

--

Steve's handy Atari vs. C64 comparison chart SLJ 1998
-----------------------------------------

These are presented more or less without comment. I have tried to
summarize what I believe to be the _relevant_ facts and features regarding
each computer.

Please feel free to email me comments or corrections (sjudd @ nwu . edu).

Atari
-----

Processor: 6502/6502C @ 1.79 MHz (see note 1 in Graphics/Misc section, below)

Graphics:

o Colors: There are 16 colors (hues) and 8 brightness (luminance) levels
available. There are nine color registers: four regs for
player/missiles, four regular color regs, and one background
color reg. These registers control all colors displayed on screen.

o Graphics modes -- 13 modes, most of which are useless (or rarely used).
From the FAQ:

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
-------------------------------------------------------------
2 0 Char 40 x 24 1 *
```

```
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.
```

A short explanation is required: In "Char" modes an 8x8 character set is used but displayed in different ways. For example, mode 5 displays characters at double-height, mode 6 at double-width, mode 3 uses "8x10 pixels", etc. Colors are fetched from the color registers.

Graphics modes of course use individual bits to control regions of screen pixels.

Note that display lists are used to generate graphics; see Miscellaneous section, below.

o Custom characters
128 8x8 custom chars are available; chars with high bit set are displayed in reverse-video.

o Sprites
Ataris have "player-missiles", like the 2600. There are five "players" available. Each player is 8 pixels wide, and is either 128 or 256 lines tall. The horizontal position is controlled by a register; the vertical position is changed by manually moving the bitmap data in memory (each player is a column of a graphics screen).

The fifth player may be split into four "missiles", 2-bits wide each, where each missile has its own horizontal position reg.

The width and height of the pm resolution may be changed (double the pixel width on the screen, quintuple the pixel height, etc.).

There are four different priority schemes; two players may be
combined to form a multicolor player (overlap generates third
color); all missiles are the same color; can detect collisions
with other players and with screen (collisions are indicated
in a register).

o Miscellaneous
- ANTIC display lists. Three instructions are available:
display blank lines (1-8 lines), jump (jump and display
one blank line, jump and wait on VBI), display line of
graphics (plus h/v scroll, generate display list interrupt,
and load new scan counter, i.e. change where graphics data
is located).

Display lists are used to generate the display: to blank
the borders, to tell the chip what resolution to display the
next line in, to generate scanline interrupts, etc. Each
line of graphics is controlled by some instruction.

- Overscan is possible.

- Scrolling is done via a combination of the display list and
scroll-position regs. Vertical scroll reg is 0-7 lines,
horizontal scrolling is more complicated, and scrolls double
the number of pixels (2 pixels instead of one).

Note 1: ANTIC halts the CPU for DMA to read instructions, graphics
data, etc.; so e.g. DMA occurs on every scanline in 320x192 mode.

Sound:

- Four audio channels, 8-bit frequency register (about 3 octaves),
square-wave.
- Channels may be combined to form two 16-bit frequency channels.
- Noise waveform is available.
- Frequency clock may be 64KHz or 1.79 MHz.
- High-pass filter for channels 1 and 2, as clocked by channels
3 and 4 respectively.

Timers/Interrupt Sources:

o Keyboard: Keypresses generate an IRQ
System Reset generates NMI

o Serial input, serial output may generate IRQ

o POKEY audio timers. They are strange: see timers, below.

o ANTIC: Display list interrupts (DLI) generate an NMI
Vertical blank interrupts (VBI) generate an NMI

o Timers:
- "Real-time" clock and system timers done in software, using VBI

- POKEY's "audio timers" may generate an IRQ when they countdown
to zero. They are reset via a register write (any value).

Someone else will have to explain the details. I believe
they always count down from the same starting value, but have
never really understood how they work. (Any volunteers?)

Hardware I/O:

- Joystick ports
- Parallel bus interface: memory expansion, etc. (50 pins)
- Cartridge slot: ROM cartridges (games or DOS)
- SIO (Serial port): main I/O port; disk drives, printers,
modems, etc.

==========

Commodore 64:

CPU: 6510 @ 1MHz (see note in graphics/misc)

Graphics:

o Colors: There are 16 available colors. There are seven color registers
(border, 4 background, 2 multicolor sprite regs) and eight sprite
color registers (one for each sprite). Screen color is determined from
registers and from color RAM; each byte of color RAM determines colors
in every 8x8 section of the visible screen.

o Graphics modes: There are basically two color modes on the 64: normal
and multicolor. Multicolor mode uses two bits to control each pixel,
halving the horizontal resolution and making four color choices available.

In terms of graphics modes, there is character mode and there is
bitmap mode. Character mode displays 8x8 characters; bitmap mode
controls individual bits. Multicolor mode halves the resolution
in either case, as explained above. Character mode is 40x25 (characters
are 8x8 in hires and 4x8 in multicolor); bitmap mode is 320x200
(or 160x200 in multicolor mode).

The color in each 8x8 section of memory is determined from VIC
registers and from color information in RAM. For example, in
normal character mode the background color is taken from the
background color register, and the foreground color is taken
from color RAM. In hires-bitmap mode (320x200) both the foreground
and background color are taken from RAM. Thus different parts of
the screen may have different colors without modifying registers.

o Custom characters: There are 256 redefinable 8x8 characters.

o Sprites: All eight sprites on the 64 are essentially identical.
They are 24x21 pixels in size, and both their x- and y- positions
are determined by hardware registers (and may be off the visible
screen). Horizontal and vertical resolution may be doubled.
Multicolor mode halves the resolution, as described above, and
each sprite may independently be in hires or multicolor mode,

with colors determined from registers.

Sprite-to-foreground priority may be selected for each sprite;
sprites are enabled individually; sprite-to-sprite and sprite-to-
foreground collisions are indicated, and can generate an interrupt
(see Interrupts, below).

o Miscellaneous:
- Fine-scrolling of 0-7 pixels horizontally and vertically

- There is an extra graphics mode called "extended background
mode" which lets characters take extra background colors
(with foreground color still determined from color RAM);
64 characters available.

- VIC halts CPU for DMA access every 8th scanline to fetch data;
also halts to fetch sprite data; DMA can be forced to fetch new
data for each scanline.

- By changing registers, pointers, colors etc. on different
scanlines, different modes can be combined, more than 8 sprites
can be displayed, etc.

- Current raster scan line indicated in register.

Sound:

SID is the 64's sound chip. The designer, Bob Yannes, later founded
Ensoniq. There are three voices, and each voice is essentially the
same. The following are independently controllable for each voice:

- 16-bit frequency (>8 octaves)
- 12-bit pulse width for pulse waveform (square wave is special
case)
- Four waveforms available: triangle, sawtooth, pulse, noise
- Attack-decay-sustain-release volume envelope
- Synchronize oscillator with previous voice oscillator
- Ring modulate oscillator with previous voice

In addition, there are three filters: low-pass, high-pass, and band-pass.
Filters may be combined, and resonance (sharpen the filtering) is
selectable. Each voice may be passed independently through the filters.

Finally, the upper eight bits of the voice 3 envelope and waveform
is readable (e.g. used to generate random numbers, to modulate
voices, etc.).

Timers/Interrupts
----

o Timers: A software timer is maintained by the system, but the important
timers are contained on the CIAs:
- There are two CIA chips in the 64. The CIAs perform all
major I/O, and each has two 16-bit timers on board; the

two timers may be effectively combined into one 32-bit
timer.
- The current timer value may be read as well as selected.
- Timers may count down continuously or once (one-shot).
- Timers may count processor cycles (1MHz) or external signals.
- Time Of Day (TOD) clock counts hours,minutes,seconds,tenths

o Interrupts:

Keyboard: generates an NMI when RESTORE key is pressed

CIA #1: There are five selectable IRQ sources:
- timer A counts to 0
- timer B counts to 0
- TOD clock reaches alarm time
- Serial shift register
- FLAG line (connected to casette port)

CIA #2: Similar to #1, but generates NMIs instead of IRQs,
and FLAG is connected to the user port.

VIC: There are four selectable IRQ sources:
- Raster compare (set an IRQ to occur on specific raster line)
- Sprite-to-background collision
- Sprite-to-sprite collision
- Light pen trigger.

Hardware I/O

In addition to the joystick ports, there are:

- Serial port (disk drives, printers)

- User port (44 pin) -- controllers, modems, hardware projects

- Expansion port (24-pin) -- ROM cartridges, expansion devices
(UART+modem, accelerators, etc.)

Finally, my personal opinion: the Atari has some nice specific features, and
is a very capable machine; the C64 is much more balanced and versatile,
more accessible, and significantly more powerful overall.

All done :)

-S

2813. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6eek4n$pk6@sjx-ixn3.ix.netcom.com>
Source record: 64822
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <350abb00.1380513@news.demon.co.uk>
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) writes:
>
>Maybe they'll re-release the Jaguar or something?
>
The only way they could make any money with Jaguar anymore would be to get the Jag/Jag CD combo out at well under $100. That way they could attract some 3rd party developers to the CD, but IMO it is too late in the current generation to make enough that way, especially now that the Saturn will be officially canned at the end of the month. Another problem is power, the Jaguar is supposedly more powerful than Saturn (the Jag CD supposedly allows optimum access to this power) but is still is not at the level of Playstation in 3D. It probably could turn out convincing 2D platformers and 2D fighters though. I think a Project X liscense would be a better bet for the Atari name.

2814. MyDOS versions and AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6eeuoojue1@dartvax.dartmouth.edu>
Source record: 64823

I just noticed that MyDOS 4.53/4 doesn't run AUTORUN.SYS when it boots. 4.50 did. Comparing the files, it looks like the newer version runs '*AR0' instead. Indeed, renaming AUTORUN.SYS to AUTORUN.AR0 did make it load automatically.

Does anyone know why this change was made?

I'm also curious as to any other changes between the two versions (or other versions that are popular).

--PC
--
Segmentation fault
%

2815. 850 Problem solved - thanks

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: aaron@lafleur.wfi-inc.com
Message-ID: <slrn6gmb50.21g.aaron@lafleur.wfi-inc.com>
Source record: 64824

Everything working now, thanks to everyone. I typed in that little basic program from the manual and ports 2-4 worked fine, but one just locked up the machine. I pulled the chips for 1 & 2 out of the sockets and switched them around and wasn't surprised to find port one working just fine. What did surprise me, just a little bit, is that both ports work now.

Now to set up a shell account....

Aaron

2816. FS: Atari Programming Books.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: freefall@ece.ucdavis.edu
Message-ID: <6ef3jk$b3r$2@mark.ucdavis.edu>
Source record: 64825

For Sale:

"Atari Roots, A guide to Atari Assembly Language", by Mark Andrews

"Mapping the Atari", by Ian Chadwick

"Compute!'s Atari Collection, Volume 1", 30 programs with
explanations.

I also have the original intro to DOS 3 that came with my 800XL. I
prefer to sell all of the books simultaneously and will acknowledge
any serious offers. All of the books are in excellent condition.

--
freefall@ece.ucdavis.edu

2817. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ef2a3$ne@james.hwcn.org>
Source record: 64826
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350a64eb.118756143@news.abs.net>, 'remove'tim_k@post2.com (Tim K.) wrote:

>Face facts people. The Lynx, Jaguar, and ST were all better than their
>competition, yet all bombed. I got burnt a number of times by buying
>Atari. Don't get your hopes up for a new and improved anything with
>the Atari name.
~^~^~^

2818. Re: MIO vs. BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <350B1E48.1094@pacbell.net>
Source record: 64827

James R. Gilbert wrote:
>
> I have a specific problem, right now, with fixing (?) this
> busted MIO. I broke a little capacitor, must replace it.
> It is a small 'glob' capacitor, on the bottom of the board.
> It connect(ed) one pin of the big crystal to ground (went
> accross there), is in parallel with a trace to a pin
> on the 6551 or 65C51 LSI (pin 6, I think). Anyways, the
> one I busted was marked with a 220. The one on my good
> MIO is marked 22k. What picofarad is that? I'm guessing
> 22 picofarads, less than 50 v. would be a correct
> replacement. This is very specific question.
> Regards,
> Russ
---
my MIOs do not have such a thing.... but, the capacitors value is two
digits and a multiplier.... so, 220 is 22 times 10 to the zero. 22pf.
the 22K is also 22 pf, I expect.
the scientific way of doing this is to just get both sizes - a 22 pf and
a 220pf.
one of my secrets!!

Bob

2819. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350B243F.167E@gte.net>
Source record: 64828
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

djneo wrote:
>
> They should have just put it on ebay.
>

Good one! I'll be lauging my ass off for DAYS!!!

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2820. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350B38FF.2781@gte.net>
Source record: 64829
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
> Speculation: (in order of likely-hood)
>
> 1) Hasbro plans to make a new toy that incorporates technology for which
> Atari owns the patent so they bought to Atari assets to avoid any lisencing
> difficulties.

Nah. Considering how desperate JTS is for cash, they could have gotten
the license for said technology much cheaper.

>
> 2) Hasbro is only interested in the game franchises so that they can make
> games for other systems using Atari owned characters and lisences.

This sounds very likely. Regardless of what else Hasbro may do with the
Atari properties, I am quite sure we'll see this.

>
> 3) Hasbro wants to enter the handheld game market and plans to rerelease
> the Lynx.

This also sounds possible to me. Purchasing Tiger shows they have an
interest in the handheld market, and perhaps even gives them a plant or
two to manufacture the Lynx in. Perhaps even the ability to fabricate
their own LCD screens? Should bring down manufacturing costs
considerably!

Wouldn't a faster, higher-resolution Lynx be cool? Woo-hoo! (Imagine a
Lynx with a 320x200 screen, running at double the clock speed, with 3D
support in hardware, and a built-in [or bundled] TV tuner, all for only
$99. I like it!)

But man, I really hope they don't try to sell it as the Tiger Lynx!
Yuck.

>
> 4) Hasbro wants to enter the home console market and plans to rerelease
> the Jaguar as a "budget" home video game console for around $50.

No way, they couldn't manufacture the Jaguar chep enough to really meet
this price point. And the Jaguar's dated technology and poor reputation
would really be unable to compete against the strong current market
share of the PSX and N64. I love my Jaguar, but I'm afaid it is too dead
for this.

>
> 5) Hasbro wants to enter the home console market and plans to release
> an upgraded Jaguar to compete against the N-64 and PS.

Well, the Jaguar II design (AKA Project Midsummer) was completed, and
was supposedly quite powerful. I believe the hardware could compete if
they came up with some good software for it. But I would sooner bet that
Hasbro is a Project X licensee then say they intend to revive the
Midsummer architecture.

>
> Fantasy: (In order of what I'd most wish for)
>
> 1) Atari will be fully revived and once again take it's rightful place
> as a leader and innovator in the computer and video games industry.

Any notion of Hasbro putting the Atari logo on a piece of hardware
pretty much goes hand-in-hand with this one!

>
> 2) Hasbro wants to make a very cheap hand held game machine. What they
> make is actually a small, portable Atari 7800 with a built in backlit
> LCD screen. They rerelease the entire Atari catalogue of 7800 and 2600
> games which sell for 50 cents each and the hand held unit itself sells
> for under $30.

Never happen. And personally, I'd rather see the Lynx come back. Though
it would be cool to see a 2600/7800 emulator for the Lynx. You could
easily cram a couple dozen games on a single Lynx cart, along with the
emu software. (Hey, it could happen - the Lynx does have a 6502-based
CPU, after all!)

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2821. Re: MyDOS versions and AUTORUN.SYS

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <pnRqAle.tandrews16@delphi.com>
Source record: 64830

Preston F. Crow <crow@coos.dartmouth.edu> writes:

>I just noticed that MyDOS 4.53/4 doesn't run AUTORUN.SYS when it
>boots. 4.50 did. Comparing the files, it looks like the newer
>version runs '*AR0' instead. Indeed, renaming AUTORUN.SYS to
>AUTORUN.AR0 did make it load automatically.
>
>Does anyone know why this change was made?
>
>I'm also curious as to any other changes between the two versions (or
>other versions that are popular).
>

Mydos 4.53 has a multi-autorun feature. It autoruns the file with the .AR0 extension first, followed by .AR1, .AR2, .AR3, etc. Only the extension counts, allowing you to identify your autorun files more easily. For example, you could have RAMCOPY.AR0 to copy files to your RAMdisk, BASICOFF.AR1 to shut off BASIC, and TURBOBAS.AR2 to load Turbo BASIC. Very handy feature, used correctly.

TJ

Also, Mydos 4.53/3 has 3-digit directory listings, to be used with programs needing directory listings completely compatible with Atari DOS 2.0/2.5.

2822. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICOTEDAPUP@data.rhein-main.de>
Source record: 64831
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it

>Peter S.

Sincflop?
Yeah, that's the voice how we are missing for some month!!
We can't live without your famous intelligence..

Back to the roots..

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

2823. Fair `98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-14 00:00:00 UTC
From: highland@t-online.de
Message-ID: <6eeght$3kl$1@news02.btx.dtag.de>
Source record: 64832

Hi folks ...

You don't know what to do next weekend (march 21)?

Have a trip to Schreiersgrï¿½n, Germany!

There's a meeting of 8Bit atarians who shows the latest News of the german ATARI
8Bit-scene.
The meeting starts at 10:00 am and has open end, but allmost 6:00 pm.
We had a lot of fun last two years and we hope the same for this year.
Who's coming?:

R.A.M - new 256-Color pictures, 800 XL-DJ etc.
Kaisersoft - polish games and TOP-Mag
Andreas Magenheimer with last greetings from AMC :-((
Torsten Schall - Jaguar/Lynx/Hardware (his own!)
Thorsten Butschke - ATARI Computing
Frankfurt - Hardware (SIO2PC)
V.A.R. - PD-Software
Mirko Sobe - BOSS XL - Window-Desktop on XL
ABBUC - ATARI BIT BYTER USER CLUB
I hope to see you there !

Gtx. Raimund

EMAIL: highland@t-online.de

www.t-online.de/home/highland/index.html

und jetzt auch:

www.atari-computer.de/highlander

2824. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <19980315003200.TAA00658@ladder01.news.aol.com>
Source record: 64683

to make the computer coldboot from a reset you do "POKE 580,1"

>Purely from memory, I believe this one is "POKE 53774,1".
i think this is what disables the break key

2825. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350b1eb5.10193019@news.pressenter.com>
Source record: 64684

On 11 Mar 1998 21:15:22 GMT, dklugh@iwaynet.net wrote:

Keep in mind, that HD (1.44 & 1.2MB) drives have NARROWER HEADS than
360 & 720KB counterparts. These drives can read thos densities, and
even write in them but there is a catch. A disk written with a true
360K drive will have wider tracks than a 1.2MB drive does even when it
is in 360K mode. The 1.2 will just take it's narrow tracks and spacve
them farther apart when in 360K mode. Problem is that since the head
is physically more narrow, the 1.2 CANNOT overwrite the entire track
and data written by a true 360K drive. It can only overwite a
narrow portion of it centered on the tracks made by the 360 drive.
Now then, if this disk is never put back in a true 360K only drive
then it isn't a problem. If it is though, the wide head on the 360K
drive will pick up both the data written in the narrow center of the
track and the remnants of data written by a wide head such as itself.
This results a disk which is basically unreadable/unrelibale.

I always get a kick out of all the stuff I've read in various
newsgroups about people coming up with all these crazy ways to get
data to and fro between drive types and urban legand, supersticious
remedies etc. The answer lies in the the head size. Once this simple
principle is understood, all those strange methods of why it works but
another way doesn't etc become quite clear.

If I only served to raise more questions please fell free to bug me
for a better explanation, the one I gave was hurried and could be
better for sure. I have seen this issue come up so much so many
places that I am even considering putting together text file that I
can include anytime I need to get the word out.

*** Please make sure responses are also sent via email.

2826. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350b1c48.3325037@news.jagunet.com>
Source record: 64685
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <350a37df.1748172@news.jagunet.com> Rob Merritt wrote:
>
>>Hasbro isn't a stupid little company.
>
>That's exaclty what i think. Nobody spends $5Mio Dollar for nothing.
>I hope they are firm enough to use the technical base!

It would be fun to see them try the home computer/game computer
concept again using an upgrade of one of the Atari platforms. I doubt
its going to happen. We'll probably just see software and if we do see
hardware it'll be something new.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2827. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350B932F.D33F2692@erols.com>
Source record: 64686

Stephen Judd wrote:

> In article <MPG.f73a2c058a71e0f98972b@news.uni-x.net>,
> Brix <BRIX@brix.de> wrote:
> >
> >> Is not that i'm against c64, i'm not, it's just that i'm Atarian
> Freak and
> >> still think it's the best computer system ever designed.....
> >
> >[...]
> >now. Mut anyway there are a few Quastion that I have about Ataris
> like
> >the 800Xl. How was the Sound (honestly) compared to C64? Did the
> Atari
> >have Sprites, or what are the main reasons why you prefer Atari to
> >C64? Just history, or are there some things in the Atari-Design that
> >you consider as being very good?
> >-Brix/Plush-
>
> Sounds like a good time for...
>
> --
>
> Steve's handy Atari vs. C64 comparison chart SLJ 1998
>
> --
>
> These are presented more or less without comment. I have tried to
> summarize what I believe to be the _relevant_ facts and features
> regarding
> each computer.
>
> Please feel free to email me comments or corrections (sjudd @ nwu .
> edu).
>
> Atari
> -----
>
> Processor: 6502/6502C @ 1.79 MHz (see note 1 in Graphics/Misc section,
> below)
>
> Graphics:
>
> o Colors: There are 16 colors (hues) and 8 brightness (luminance)

> levels
> available. There are nine color registers: four regs for
> player/missiles, four regular color regs, and one background
> color reg. These registers control all colors displayed on
> screen.
>
> o Graphics modes -- 13 modes, most of which are useless (or rarely
> used).
> From the FAQ:
>
> ANTIC AND THE DISPLAY LIST:
> ANTIC CIO/BASIC Display Resolution Number of
> Mode # Graphics # Type (full screen) Colors
> ---
> 2 0 Char 40 x 24 1 *
> 3 - Char 40 x 19 1 *
> 4 12 ++ Char 40 x 24 5
> 5 13 ++ Char 40 x 12 5
> 6 1 Char 20 x 24 5
> 7 2 Char 20 x 12 5
> 8 3 Map 40 x 24 4
> 9 4 Map 80 x 48 2
> A 5 Map 80 x 48 4
> B 6 Map 160 x 96 2
> C 14 ++ Map 160 x 192 2
> D 7 Map 160 x 96 4
> E 15 ++ Map 160 x 192 4
> F 8 Map 320 x 192 1 *
> F 9 + Map 80 x 192 1 **
> F 10 + Map 80 x 192 9
> F 11 + Map 80 x 192 16 ***
> * 1 Hue; 2 Luminances
> ** 1 Hue; 16 Luminances
> *** 16 Hues; 1 Luminance
> + require the GTIA chip. 1979-1981 400/800's shipped with CTIA
> ++ Not available via the BASIC GRAPHICS command in 400/800's.
> ---
>
> A short explanation is required: In "Char" modes an 8x8 character
> set is used but displayed in different ways. For example, mode 5
> displays characters at double-height, mode 6 at double-width, mode
> 3
> uses "8x10 pixels", etc. Colors are fetched from the color
> registers.
>
> Graphics modes of course use individual bits to control regions
> of screen pixels.
>
> Note that display lists are used to generate graphics; see
> Miscellaneous section, below.

>
> o Custom characters
> 128 8x8 custom chars are available; chars with high bit set
> are displayed in reverse-video.
>
> o Sprites
> Ataris have "player-missiles", like the 2600. There are five
> "players" available. Each player is 8 pixels wide, and is
> either 128 or 256 lines tall. The horizontal position is
> controlled
> by a register; the vertical position is changed by manually
> moving
> the bitmap data in memory (each player is a column of a
> graphics
> screen).
>
> The fifth player may be split into four "missiles", 2-bits
> wide
> each, where each missile has its own horizontal position reg.
>
> The width and height of the pm resolution may be changed
> (double
> the pixel width on the screen, quintuple the pixel height,
> etc.).
>
> There are four different priority schemes; two players may be
> combined to form a multicolor player (overlap generates third
> color); all missiles are the same color; can detect collisions
>
> with other players and with screen (collisions are indicated
> in a register).
>
> o Miscellaneous
> - ANTIC display lists. Three instructions are available:
> display blank lines (1-8 lines), jump (jump and display
> one blank line, jump and wait on VBI), display line of
> graphics (plus h/v scroll, generate display list interrupt,
> and load new scan counter, i.e. change where graphics data
> is located).
>
> Display lists are used to generate the display: to blank
> the borders, to tell the chip what resolution to display the
> next line in, to generate scanline interrupts, etc. Each
> line of graphics is controlled by some instruction.
>
> - Overscan is possible.
>
> - Scrolling is done via a combination of the display list and
> scroll-position regs. Vertical scroll reg is 0-7 lines,
> horizontal scrolling is more complicated, and scrolls double

> the number of pixels (2 pixels instead of one).
>
> Note 1: ANTIC halts the CPU for DMA to read instructions, graphics
>
> data, etc.; so e.g. DMA occurs on every scanline in 320x192
> mode.
>
> Sound:
>
> - Four audio channels, 8-bit frequency register (about 3 octaves),
> square-wave.
> - Channels may be combined to form two 16-bit frequency channels.
> - Noise waveform is available.
> - Frequency clock may be 64KHz or 1.79 MHz.
> - High-pass filter for channels 1 and 2, as clocked by channels
> 3 and 4 respectively.
>
> Timers/Interrupt Sources:
>
> o Keyboard: Keypresses generate an IRQ
> System Reset generates NMI
>
> o Serial input, serial output may generate IRQ
>
> o POKEY audio timers. They are strange: see timers, below.
>
> o ANTIC: Display list interrupts (DLI) generate an NMI
> Vertical blank interrupts (VBI) generate an NMI
>
> o Timers:
> - "Real-time" clock and system timers done in software, using
> VBI
>
> - POKEY's "audio timers" may generate an IRQ when they
> countdown
> to zero. They are reset via a register write (any value).
> Someone else will have to explain the details. I believe
> they always count down from the same starting value, but
> have
> never really understood how they work. (Any volunteers?)
>
> Hardware I/O:
>
> - Joystick ports
> - Parallel bus interface: memory expansion, etc. (50 pins)
> - Cartridge slot: ROM cartridges (games or DOS)
> - SIO (Serial port): main I/O port; disk drives, printers,
> modems, etc.
>
> ======================

> ==
>
> Commodore 64:
> ------------
>
> CPU: 6510 @ 1MHz (see note in graphics/misc)
>
> Graphics:
>
> o Colors: There are 16 available colors. There are seven color
> registers
> (border, 4 background, 2 multicolor sprite regs) and eight sprite
> color registers (one for each sprite). Screen color is determined
> from
> registers and from color RAM; each byte of color RAM determines
> colors
> in every 8x8 section of the visible screen.
>
> o Graphics modes: There are basically two color modes on the 64:
> normal
> and multicolor. Multicolor mode uses two bits to control each
> pixel,
> halving the horizontal resolution and making four color choices
> available.
>
> In terms of graphics modes, there is character mode and there is
> bitmap mode. Character mode displays 8x8 characters; bitmap mode
> controls individual bits. Multicolor mode halves the resolution
> in either case, as explained above. Character mode is 40x25
> (characters
> are 8x8 in hires and 4x8 in multicolor); bitmap mode is 320x200
> (or 160x200 in multicolor mode).
>
> The color in each 8x8 section of memory is determined from VIC
> registers and from color information in RAM. For example, in
> normal character mode the background color is taken from the
> background color register, and the foreground color is taken
> from color RAM. In hires-bitmap mode (320x200) both the
> foreground
> and background color are taken from RAM. Thus different parts of
> the screen may have different colors without modifying registers.
>
> o Custom characters: There are 256 redefinable 8x8 characters.
>
> o Sprites: All eight sprites on the 64 are essentially identical.
> They are 24x21 pixels in size, and both their x- and y- positions
> are determined by hardware registers (and may be off the visible
> screen). Horizontal and vertical resolution may be doubled.
> Multicolor mode halves the resolution, as described above, and
> each sprite may independently be in hires or multicolor mode,

> with colors determined from registers.
>
> Sprite-to-foreground priority may be selected for each sprite;
> sprites are enabled individually; sprite-to-sprite and sprite-to-
> foreground collisions are indicated, and can generate an interrupt
>
> (see Interrupts, below).
>
> o Miscellaneous:
> - Fine-scrolling of 0-7 pixels horizontally and vertically
>
> - There is an extra graphics mode called "extended background
> mode" which lets characters take extra background colors
> (with foreground color still determined from color RAM);
> 64 characters available.
>
> - VIC halts CPU for DMA access every 8th scanline to fetch data;
>
> also halts to fetch sprite data; DMA can be forced to fetch
> new
> data for each scanline.
>
> - By changing registers, pointers, colors etc. on different
> scanlines, different modes can be combined, more than 8
> sprites
> can be displayed, etc.
>
> - Current raster scan line indicated in register.
>
> Sound:
>
> SID is the 64's sound chip. The designer, Bob Yannes, later founded
>
> Ensoniq. There are three voices, and each voice is essentially the
> same. The following are independently controllable for each voice:
>
> - 16-bit frequency (>8 octaves)
> - 12-bit pulse width for pulse waveform (square wave is
> special
> case)
> - Four waveforms available: triangle, sawtooth, pulse, noise
> - Attack-decay-sustain-release volume envelope
> - Synchronize oscillator with previous voice oscillator
> - Ring modulate oscillator with previous voice
>
> In addition, there are three filters: low-pass, high-pass, and
> band-pass.
> Filters may be combined, and resonance (sharpen the filtering) is
> selectable. Each voice may be passed independently through the
> filters.

>
> Finally, the upper eight bits of the voice 3 envelope and waveform
> is readable (e.g. used to generate random numbers, to modulate
> voices, etc.).
>
> Timers/Interrupts
> -----------------
>
> o Timers: A software timer is maintained by the system, but the
> important
> timers are contained on the CIAs:
> - There are two CIA chips in the 64. The CIAs perform all
> major I/O, and each has two 16-bit timers on board; the
> two timers may be effectively combined into one 32-bit
> timer.
> - The current timer value may be read as well as selected.
> - Timers may count down continuously or once (one-shot).
> - Timers may count processor cycles (1MHz) or external
> signals.
> - Time Of Day (TOD) clock counts hours,minutes,seconds,tenths
>
> o Interrupts:
>
> Keyboard: generates an NMI when RESTORE key is pressed
>
> CIA #1: There are five selectable IRQ sources:
> - timer A counts to 0
> - timer B counts to 0
> - TOD clock reaches alarm time
> - Serial shift register
> - FLAG line (connected to casette port)
>
> CIA #2: Similar to #1, but generates NMIs instead of IRQs,
> and FLAG is connected to the user port.
>
> VIC: There are four selectable IRQ sources:
> - Raster compare (set an IRQ to occur on specific raster line)
>
> - Sprite-to-background collision
> - Sprite-to-sprite collision
> - Light pen trigger.
>
> Hardware I/O
> ------------
>
> In addition to the joystick ports, there are:
>
> - Serial port (disk drives, printers)
>
> - User port (44 pin) -- controllers, modems, hardware projects

>
> - Expansion port (24-pin) -- ROM cartridges, expansion devices
>
> (UART+modem, accelerators, etc.)
>
> --
> ----------------------------
>
> Finally, my personal opinion: the Atari has some nice specific
> features, and
> is a very capable machine; the C64 is much more balanced and
> versatile,
> more accessible, and significantly more powerful overall.
>
> All done :)
>
> -S

Any machine that forces you to enter Basic and type a load comnmand
certainly
doesn't start off very versatile....
And as far as "significantly more powerful overall".. If its a C64 its
usually broken
and what power does one get out of that?

Patrick...

2828. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6efq19$6t4@dfw-ixnews6.ix.netcom.com>
Source record: 64687
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>Well, the Jaguar II design (AKA Project Midsummer) was completed, and
>was supposedly quite powerful. I believe the hardware could compete if
>they came up with some good software for it. But I would sooner bet
>that
>Hasbro is a Project X licensee then say they intend to revive the
>Midsummer architecture.
>
I heard somewhere that it could supposedly do 5,000,000 polygons a
second, which if true would make it plenty powerful.

2829. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ICPFFCCFUP@data.rhein-main.de>
Source record: 64688
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

>It would be fun to see them try the home computer/game computer
>concept again using an upgrade of one of the Atari platforms. I doubt
>its going to happen. We'll probably just see software and if we do see
>hardware it'll be something new.

Well, i don't now..
We have to wait.
Two days ago i was suprised to read some messages about the deal.

It's realy great, the best message since lightyears.. :->

I don't like the tramiels.
(From the first day he put his thick fingers into atari)

Regards, Robert
--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

2830. FS: 1702 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6eftnc$3if@freenet-news.carleton.ca>
Source record: 64689
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Commodore 1702 Chroma/Luma/Composite monitor, cleaned and adjusted. Awsome picture.

$45 + actual shipping UPS to your location.

Reply via e-mail if interested.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2831. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350b80f6.35342954@news.pressenter.com>
Source record: 64690

On Wed, 11 Mar 1998 10:35:16 -0800, dwmoar <dwmoar@teleport.com>
wrote:

>Well there we get back to memory refreshing. SIMMS require refreshing. Just because you

>lose power? Phoof, you lose everything in memory. There is no way to keep the informatin
>during a power outage. In order to keep memory, you have to be able to supply power to
>the memory modules and also maintain memory refreshing during this peroid. This all adds
>to the cost of the unit and to its footprint. This can be kept to a minimum by useing
>SRAMS. This is something that I also have looked at. Yes I know that SRAMS ares
>expensive, but that are many benifits to using them. When building something like this
>one must weigh the cost vs benifits. I like the benifits, and am will to pay the higher
>cost.

SRAM is not NVRAM. SRAM _still_ needs to have power supplied to it in
order to retain its contents. Refreshing is simply a rewriting of
data. SRAMS do not need a refresh, but they do need to stay powered
on. NVRAM (non volitile) can keep it's contents without power. NVRAM
is VERY expensive relatively speaking.

>
>> CU Mathy Van Nisselroy
>>
>> PS if a MIO can do it without loosing BASIC, other upgrades should be able to do
>> the same. It IS gonna be BlackBox compatible is it?
>
>Personally I do not own a Black Box. I do have serval MIO's though. I would like to have
>it work with atleast the MIO. I am assuming that if it does work with a MIO it will also
>work with the Black Box. I will have to check into that though.

*** Please make sure responses are also sent via email.

2832. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350c827a.35730849@news.pressenter.com>
Source record: 64691

On 11 Mar 1998 21:15:28 GMT, dklugh@iwaynet.net wrote:

>
>
>On 1998-03-03 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
> >> Nope. The DRAM is refreshed by ANTIC.
> >Is there anything these chips wont do? :) Amazing.
>
>I thought that having the video (DMA) circutry doing RAM re-fresh was pretty
>standard.At least for computers of the 80's.
>(I know that the Apple's video circutry does re-fresh)
>I assume that computers with seperate video RAM (like the TI-99/4) have some
>other way.The IBM PC uses DMA channel #0 to do re-fresh.But the later IBMs
>(XT?) have dedicated circutry.
>
>I knew about ANTIC doing re-fresh (not to be confused with video re-fresh) long
>ago from my Atari hardware manual.Came with the OS manual and source code.
>It'd be nice if these could be archived some where.

Let me ask a dumb question... if ANTIC is responsible for refreshing
an Atari8's RAM, then how come the often used trick of disabling ANTIC
to gain CPU cycles doesn't result in scrambled eggs RAM?

Just wondering.

*** Please make sure responses are also sent via email.

2833. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350d8956.37487194@news.pressenter.com>
Source record: 64692
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

On Thu, 12 Mar 1998 23:14:10 -0500, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>Wow... A once million dollar business, Atari has been sold for a mere
>$5,000 US... the once powerful dominator of the 80s video game industry
>has been reduced to $5,000... Do you know what Hasbro plans for the Atari
>Fuji symbol et al?

Here is a quote from the EDGAR system... "...for $5,000,000 in cash."
That sure looks like FIVE MILLION to me. I cut and pasted that so it
is not a typing error on my part.

*** Please make sure responses are also sent via email.

2834. Re: Atari 800 0.9.2 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350e9489.40354405@news.pressenter.com>
Source record: 64693

On 12 Mar 1998 01:46:47 GMT, crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>When you say "PC" version, are you talking Windows or Linux?

Or OS/2, DOS, stand alone boot executable, or Desqview (wait no that runs DOS stuff). GEOS anyone? hehehe.

*** Please make sure responses are also sent via email.

2835. Re: 8bit Atari board for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <19980315091101.EAA11749@ladder01.news.aol.com>
Source record: 64694

>>I think you've answered your own question in your second paragraph:
>>"obtain a 600 or 800XL for $10". I think only the die-hard afficiandos are
>>the only ones who would be willing to spend that kind of money on a PC
>card.
>>And there may just not be enough of us around.
>
>
>Yeah, but didn't the heading of the message get you excited, just a little?
>
>Chris
>
>
>
>

Hmm. Its actually an intuiguing thought. Just imagine the additional functionallity it would add to a pc. It would be cool. Don't think that there is a much of a market though. Certainly not enough to make someone wealthy, but would clear up desk space for alot of people. Makes the intel/ms-dos platform a total slave to the Atari inside.

And a cool logo sticker to put on the case. "Atari inside", with the whoosh around it.

Hmmmm.............................
Bill.

2836. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <19980315093301.EAA11907@ladder03.news.aol.com>
Source record: 64695

>> but if Hasbro and Project X can work this
>>properly, I think it'd be a valid shot. This is also considering Hasbro
>would
>>have the money to do an all-out advertising campaign, comparable to those of
>>Sony and Nintendo.
>
>Face facts people. The Lynx, Jaguar, and ST were all better than their
>competition, yet all bombed. I got burnt a number of times by buying
>Atari. Don't get your hopes up for a new and improved anything with
>the Atari name.
>
>

Actually, the only one that really bombed was the Jaguar. Don't know much about the Lynx, but I did see it sold in quite a few places. And as for the ST, what I heard was 600,000 units sold worldwide the first year with half of that in the US. Then for some unknown reason, pulled support in the US. I know I was very confused at the decision at the time, the US is the market to sell items.

Another whoops? And who knows how the Jaguar could've done if only it had been heavily advertised. But I guess too many of the major retail outlets had gotten poor treatment with the 8-bit computers and wouldn't carry Atari products.

2837. Atari's addresses in Sunnyvale?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6eg5hv$8k7$1@newsd-199.bryant.webtv.net>
Source record: 64696

The other day, I was in Sunnyvale finding the new home of Wierd Stuff warehouse (www.wierdstuff.com) and I realized that I was on Caribbean and Borregas, where Atari's headquarters and warehouses were. And I was wondering if all the warehouses on Caribbean used to belong to Atari.

So can anyone tell me what Atari's old addresses were? I know the main address at 1196 Borregas (was it not?), but I remember that they had quite a few buildings in the area.

2838. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: rdell@shell5.ba.best.com
Message-ID: <6ega3t$26r$1@shell5.ba.best.com>
Source record: 64697

In article <350b1eb5.10193019@news.pressenter.com>,
Jon D. Melbo <jmelbo@pressenter.com> wrote:
>On 11 Mar 1998 21:15:22 GMT, dklugh@iwaynet.net wrote:
>
>
>Keep in mind, that HD (1.44 & 1.2MB) drives have NARROWER HEADS than
>360 & 720KB counterparts. These drives can read thos densities, and
>even write in them but there is a catch. A disk written with a true
>360K drive will have wider tracks than a 1.2MB drive does even when it
>is in 360K mode. The 1.2 will just take it's narrow tracks and spacve
>them farther apart when in 360K mode. Problem is that since the head
>is physically more narrow, the 1.2 CANNOT overwrite the entire track
>and data written by a true 360K drive. It can only overwite a
>narrow portion of it centered on the tracks made by the 360 drive.

True for the 5 inch drives (the 360 and the 1.2), but the 3.5 inch drive
formats are both identical when it comes to track spacing and width.
The difference is in a different data rate (frequency) written to the
disk, and perhaps a related difference in design of the gap width of
the heads (I don't know this for a fact one way or another, but a
narrower gap is a common way of extending the frequency response), but
the width across the track is still the same.

--
Richard Dell

2839. Atari / C64 -- message for Commodore owners

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980315124501.HAA19450@ladder03.news.aol.com>
Source record: 64698

This message especially to Brix/Plush (of "Energizer" fame?) and to guys coming from the Commodore scene...

As an owner of both an Atari and a Commodore 64, I felt I had to give my opinion on these two great computers.
Let me tell you that I've been a die-hard Atari 8-bit fanatic since 84 and that I got a C64 two years ago.

Before evaluating the two machines, you have to point out two factors:
- The Atari 8-bit is 20 years old (the newer models, XL and XE, are not a revolution, compared to the original 400/800) whereas the C64 was developed in 1982;
- The market creates the machine: if your computer company can sell more than the competition, you will get better programs because the software editors will find it viable to be the best on a competitive market (this is why some SUPER games were developed for the C64).
Having said that, if I had to choose the best 8-bit machines, I would probably choose the Atari and C64 in first position, then probably an MSX computer (for the Japanese games)

You also have to be careful whether you are in Europe or the US.
An avid American Atarian will probably remember the 1981-1985 period when all the big chart toppers were developed (or ported) on the Atari.
The European fanatic, just my opinion, will probably be amazed by the new technically incredible demos from Slovakia or Poland.
This stuff has NOTHING to do with the early games you may have seen on the Atari (true, there are some very shitty programs on the Atari, but some better-looking Commodore games are also very crappy); also, the emulators don't give a perfect judgement.

The problem with the Atari seems to be (and it's not an offense when I say that, it's just plain reality for some reason) that a lot of people are still average users, whereas a lot of people on the C64 are really incredible in some areas (when will someone code something as wonderful as Mayhem in Monsterland on the Atari?); a lot of people will unconciously think that it is not possible to go beyond a certain barrier on the Atari, and this is just not the case.
But then again, the market creates the machine...
Maybe the Atari is more difficult to master than the C64, but I think that a lot of people were unaware of the possibilities of an Atari in 1984-85 (and many people still are - there again, it's not an offense, it's just the way things are); besides, the English were not interested in the Atari.
Nowadays, whereas German/Slovakian/Polish support is really strong, the American "scene" is more concentrated on hardware than entertainment (demos/games).
It also seems that a lot of people (please tell me if I'm wrong) are unaware of

what exists in Poland and Germany, which penalizes the users: a lot of people use very old tools to program games (in the US for instance - don't kill me, I think this is really the case), which gives you the feeling that you are in 1982 and not 1998 (and I don't think the PAL-NTSC differences are a problem, it's just that there was nothing solid to build on ==} no demo scene in the US for instance).

As for technical comparisons, I can tell you that the two computers are very close, but maybe the Atari is more difficult to master...
I feel sometimes the time that the Atari can do much, much better; blame the programmers (or rather lamers), not the machine (maybe a vote for the most horrible games would be nice...).
CPU - both 6502-based (6510 for the C64) with specialized chips on the Atari.
GFX - C64=320*200, Atari=320*192: the Atari has lots more colors (256) but they are harder to implement in max resolution (but look at the plasma fx on the Atari in some recent demos!!!).
Sound - the C64 has real synthesized sound (the SID chip is something fabulous) and the Atari has 4 voices (although on 3.5 octaves each only); some games really DO sound lame, but the musics made after 87 (Europe) are pretty nice, really, and it's way better than Amstrad or ST sound... (I just wish 16-bit sound and filters were used more often).
Scrolling capabilities: difference is really minimal, when it's nicely programmed...

If you really want to see the Atari 8-bit at its best, pick up an 800XL (or 130XE) rather than an 800 and a 1050 or double density drive (the 810 belongs to the museum, as it can only store 90K per disk side); check out the gfx/sound on the new Polish demos (Drunk Chessboard, Overmind, Total Daze...), which are REALLY impressive!

For games, all the 1979-1985 classics are available on the Atari, and nearly all are super conversions which are immensely playable (Defender, Donkey Kong, Bouldr Dash, Dropzone, Alternate Reality and a million more); there were very few things between 85 and 88, until Zeppelin (England) brought out some very cool stuff (Zybex and Draconus are fantastic).
Then came the Germans and the Polish with solme nice clones of classic games (Operation Blood is Operation Wolf, Brundles is Lemmings...).

All in all, I think the best is to have BOTH computers; people who famished all these years and had the courage tokeep their Ataris can be happy now, as the scene has never been so active!
If you know where to go, Europe is really the place to be for an 8-bit Atarian!
If you are in Germany, Brix, check out the ABBUC club (see info in the vendors/developers list); it's the best club ever for the Atari!

Tschuess,
Bertrand.

2840. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <epe8n7AU9GA.238@nih2naab.prod2.compuserve.com>
Source record: 64699
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The Atari 8bits had the same cpu the commie 64 had, 6502.
--
"You are not ready for Immortality" Kosh on Babylon 5

2841. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <350BE6CD.D14D4B70@erols.comX>
Source record: 64700

Agreed. I quit Defender at 3 mill or so with plenty of men. Now rolling
Missile Command, that I'd have to see!
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html
Michael Current wrote:

> In article <35079264.A7DD8CC9@kaa.bbn.hp.com>, Frank Szymanski
> <franks@kaa.bbn.hp.com> wrote:
>
> >Try to roll over the score with the XL/XE version of Defender!
>
> That'd also be easy, just time consuming. :) I think I've gotten
> 2,000,000, with zillions of guys to spare.
>
> Ok, how many of you have rolled over Missle Command?
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2842. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6egqpv$ak3$1@dartvax.dartmouth.edu>
Source record: 64701

Assuming all of that info was correct, it looks to me like the C64 had
better sound and its sprites may have been better for many purposes
than Atari's player-missile graphics, but Atari had better graphics
and ran 70% faster (or does the 6510 use fewer cycles per instruction
than the 6502?).

Did I miss anything?

Of course, that's just comparing the hardware.

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

2843. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350c2ae9.841531@news.jagunet.com>
Source record: 64702
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <6eea78ejm1@nnrp1.dejanews.com> sinclair2000@earthlink.net wrote:
>
>
>>Don't tell me that Hasbro is going to reintroduce the Jag console in it
>
>>Peter S.
>
>Sincflop?
>Yeah, that's the voice how we are missing for some month!!
>We can't live without your famous intelligence..
>
>Back to the roots..
>

Yesh, if this keeps up, it will just be like the old days.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2844. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350c2ba4.1029328@news.jagunet.com>
Source record: 64703

wlmentink@aol.com (WLMENTINK) wrote:

>>> but if Hasbro and Project X can work this
>>>properly, I think it'd be a valid shot. This is also considering Hasbro
>>would
>>>have the money to do an all-out advertising campaign, comparable to those of
>>>Sony and Nintendo.
>>
>>Face facts people. The Lynx, Jaguar, and ST were all better than their
>>competition, yet all bombed. I got burnt a number of times by buying
>>Atari. Don't get your hopes up for a new and improved anything with
>>the Atari name.
>>
>>
>
>Actually, the only one that really bombed was the Jaguar. Don't know much
>about the Lynx, but I did see it sold in quite a few places. And as for the
>ST, what I heard was 600,000 units sold worldwide the first year with half of
>that in the US. Then for some unknown reason, pulled support in the US. I
>know I was very confused at the decision at the time, the US is the market to
>sell items.

The ST sold around 4 to 7 million units world wide.
The Atari 7800 sold around three million units.
The Lynx sold around 1 to 2 million units
The Jaguar sold around 250,000 units
The Falcon sold around 30,000 units but they sold all that they made
so who knows what the sales possiblities were?

Starting with the Lynx and on, it appeared that Atari was trying to
commit suicide. Atari did everything they could to mess up the Lynx.
From poor advertising (when they did advertise), to snubing major
retailers.
The Jaguar has problems. Lets leave it at that.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2845. Atari 800 & IOMega Jazz drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Bob Evans <BobEvanz@sprintmail.com>
Message-ID: <350C0DD3.CA1480EB@sprintmail.com>
Source record: 64704

Has anyone been able to hook an Atari 800 up to a SCSI JAZZ drive?
Please tell me how to do this.

2846. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980315103848.18460C-100000@moose.erie.net>
Source record: 64705
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 15 Mar 1998, Dennis Bishop wrote:

> The Atari 8bits had the same cpu the commie 64 had, 6502.

The C-64 used the 6510. This was a variation of the 6502, but not
the same. Also, the later Atari's (XL/XE) used the 6502C which was a
slightly modified custom version for ATari only.

2847. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350C0AE7.9F65BFD3@friko.onet.pl>
Source record: 64706

Preston F. Crow wrote:
>
> Assuming all of that info was correct, it looks to me like the C64 had
> better sound and its sprites may have been better for many purposes
> than Atari's player-missile graphics, but Atari had better graphics
> and ran 70% faster (or does the 6510 use fewer cycles per instruction
> than the 6502?).
>
> Did I miss anything?
>
> Of course, that's just comparing the hardware.
>
> --PC
> --
> DOE SHP @ NMFECC/LLNL (NERSC) ID 87

I think that it's unfortunately truth. SID has better features than
POKEY and C64 has more sprites.
Even VIC is (in a part) better that ANTIC if we will analyze interlace
features and fonts' graphics (I mean that VIC can scroll by one pixel
line in 16 color graphics mode which is made of 2 pixel points).
Atari is faster, that is a fact, but demos on C64 are much better coded
than in Atari...
It is a bitter reality, but it is never too late for change!

Alex Martin

2848. DRAM refrashing

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350C1297.E4D44E30@friko.onet.pl>
Source record: 64707

ANTIC always refreshes DRAM memory even if it's disabled ($d400=0). It is easy to check when, just try to made color change during line is made. CPU works slower during the left side of screen is displayed. Many of DRAM's need to have more or less than 8 refresh cycles, so they can not work with ANTIC. There must be additional chip.

Alex

2849. APE's bugs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350C13AB.18BBAEC1@friko.onet.pl>
Source record: 64708

I observed that APE often hang up when the ultra speed or happy is
running. There is a lot of other bugs.

These word were to Steven J. Tucker

...but APE is the best program I have ever seen!!!

With greetings

Alex

2850. Atari 7800 Comments

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6eh4sn$i5j$1@newsd-123.bryant.webtv.net>
Source record: 64709

I have an Atari 7800 and have found it to be a unique game console. For starters it is the only console that can play a previous console's (2600's) cartridges in the same slot as its own more advanced carts.

I don't know the specs, but it seems like this system is superior to the original Nintendo system. For some reason Nintendo took off but the 7800 died. But few of the 7800 software titles lived up to the machine's potential. I have a version of Galaga which is good but you don't get the higher level insects from the arcade game. I get the suspicious feeling this is nothing to do with the tech limitations and everything to do with a rushed or halfhearted programming job. Same thing with Dark Chambers, which attempted to be Gauntlet, has all the tools and graphics, but falls way short in play value.

Anyone know the specs of the 7800? How does it stack up against the Nintendo? It has great graphics. I would have loved to see some expansion options like a keyboard or disk-drive.

vs

2851. Newell Industries stuff NIB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <350C3416.4FDE@ticon.net>
Source record: 64710

Hi all,

I have a 256k XL LM RAM upgrade kit for Atari 800XL computers complete with 256k of RAM, manual and MyDos 4.1 disk. I also have a brand new RamRod XL thingy. This unit alows you to switch between 3 Atari OS and can also be used with the 130XE. These 2 units are brand new in the box and are complete. I'm not sure what they are worth, so I thought I'd offer it to someone in this newsgroup. Best offer gets 'em...

-Frank

2852. Re: Newell Industries stuff NIB

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <350C3513.2F99@ticon.net>
Source record: 64711

...best cash and or cart offer that is ;-)

I am always looking for 8-bit carts I do not have.
Please see my web page for a list of what I DO have.
Game cartridges only please...

http://www.ticon.net/~save2600

Thanks!!

-Frank

2853. 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <350C33C9.931005CB@buffnet.net>
Source record: 64712

what i'm trying to do is get my atari with 2 1050 drives to read ms-dos disks. i've tried util or myutil, but no luck. is it because the 1050 spins too slow or am i doing it totally wrong? btw, i use atari dos 2.5, 3.0, 2.0s, or dos xl by indus. i have no other drives than the 2 1050's and a 410 casette drive.

2854. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350C3A2E.215061F6@friko.onet.pl>
Source record: 64713

> Hmm. How about having the "A8 Browser" handly everything like a web browser
> with little memory. Ie. Have all of the text on screen, but graphics as
> buttons. You click the button and then graphics gets transferred. (Or did
> someone already type this.)
>
> As for compression, I heard of something called dpeg, like jpeg offers high
> levels of compression, but can be decompressed more quickly. The place I heard
> it was used was in another Atari machine, the Jaguar. Besides that I know
> nothing about it, sorry. Maybe Atari folks here could make a big change in
> the rest of the internet community and it would benefit everyone here.
>
> Does know of the source of an html interpreter? If only to extract the text
> and links.
>
> Bill M.
> Probably left things only half-said, but I tried.

That is very good idea! On C64 they have FTP and E-MAIL.... But all that
stuff is easy to code, the hardes thing is TCP/IP protocol (PPP). On C64
they already have one! We have just need to transfer it to Atari and
make some small changes (like changing adresses and communicating with
modem). If anybody have TCP/IP from C64 please contact me! I am able to
do that. Then we can start to think about WWW browser, but firstly
E-MAIL and FTP (that is the easiest ones).

Alex Martin

2855. Attachments

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350C3A95.31708983@friko.onet.pl>
Source record: 64714

How to attach a file to the message which will be sent to
comp.sys.atari.8bit? I have tried do that by Netscape, but with no
result...

Alex Martin

2856. Looking to buy Atari Computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Cliffy <TomCiccone@worldnet.att.net>
Message-ID: <6ehg65$1e7@bgtnsc03.worldnet.att.net>
Source record: 64715

I am looking for an Atari 800XL, 1200XL or 130XE and a 1050 or Indus GT
disk drive. If you are interested in selling one, please e-mail me at
TomCiccone@worldnet.att.net.

Thanks.
Tom

2857. Re: 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1503981529250001@refdesk.library.carleton.edu>
Source record: 64716

In article <350C33C9.931005CB@buffnet.net>, bjajh@buffnet.net wrote:

>what i'm trying to do is get my atari with 2 1050 drives to read ms-dos
>disks. i've tried util or myutil, but no luck. is it because the 1050
>spins too slow or am i doing it totally wrong? btw, i use atari dos
>2.5, 3.0, 2.0s, or dos xl by indus. i have no other drives than the 2
>1050's and a 410 casette drive.

UTIL and MYUTIL are DOS utilities that allow a PC to read/write DD 180K
Atari format disks. Unless your 1050's have been upgraded, they aren't
capable of double density.

There is one utility which allows the 1050 to read 180K PC-formatted disks.

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2858. re: 8bit atari board for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <6ehj16$5t7$1@nnrp1.dejanews.com>
Source record: 64717

Or what about the groovy possibilities presented by a *laptop* with an Atari Classic inside ... I've always wanted a truly portable Atari 8bit!

Jerry

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2859. Re: Graphic 8 images? No way!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350d51fb.47209812@news.pressenter.com>
Source record: 64718

Give up graphical web browsing with the Atari8. It is not up to the
task, not even close. Lynx is fine, but forget the graphics. I love
my Atari8 and I know that inspiration for new hardware or software
should be encouraged, but that being said those of you who think to do
any kind of remotely serious graphical web browsing on your Atari8 ore
delusional.
*** Please make sure responses are also sent via email.

2860. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ehlb9$dtt@james.hwcn.org>
Source record: 64719
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

```
>Keith Scroggins wrote:
>> Maybe Hasbro has a game system in the works and wants to use the Atari
>> label.......
>>
>> I'm sure in the coming months rumors will start to appear everywhere!
~^~^~^
```

2861. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6ehlbb$du7@james.hwcn.org>
Source record: 64720
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.net wrote:

>Don't tell me that Hasbro is going to reintroduce the Jag console in it
>current technelogical form considering that the Playstation kicks it and now
>is in it's last legs of the product life cycle.
~^~^~^

2862. Re: New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350c673f.52654434@news.pressenter.com>
Source record: 64721
Body handling: HTML body converted to readable text

On 12 Mar 1998 20:08:59 GMT, dklugh@iwaynet.net wrote:

> >p; President of the Long Island Atari User
> >Group.
>
>;&spam;&spam;&spam;&spam;&spam;&spam;&spam;&spam;
>
>Was that bunch of gobledegook supposed to mean something or other?
>Please use text editors,not word processors,to post news!

It's not word processor code but rather HTML. It equally does NOT belong in news articles. You can thank Nutscrape & Mickysoft for deciding to allow handling (and thus encourage the practice) of HTML in a news reader. HTML belongs on HTTP servers, not in email, news, FTP servers, or anywhere else on the net. This is a violation of nettiquate.

*** Please make sure responses are also sent via email.

2863. Re: New CD-ROM Disk available

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350d6888.52983878@news.pressenter.com>
Source record: 64722

On 12 Mar 1998 20:09:02 GMT, dklugh@iwaynet.net wrote:

>That's great Bob but at least put it in a format/media that I've heard of.
>I just don't do Windows!
>(and I don't know anyone who does)

That's fine if you "don't do Windows" but you leave YOURSELF out in
the cold. Part of the sacrifice you make for not using the most
popular OS on the PC today. I'm not saying Windows is the best or
worst, or if you should or shouldn't use it. I am only saying that if
you choose not to use it you aree depriving yourself of a large
software base entirely by your own choice.

*** Please make sure responses are also sent via email.

2864. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350C7A5D.2781@gte.net>
Source record: 64723
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Chris Cracknell wrote:
>
>
> Speaking of rumours, just what the heck is this "Project X" thing everyone
> is talking about? Am I the only person on the planet who has no clue what
> this is about?
>

Possibly! ;)

Project X (I think it is also called Merlin) is a new game system
designed by VM Labs. Many former Atari people worked on the design,
including one or two of the engineers who designed the Jaguar and
Midsummer machines, and programmer Jeff Minter (Tempest 2000, Llamatron,
Defender 2000, and so on.) And Bill Rehbock, another former Atarian,
left his position at Sony to head up the recruitment of third party
developers for Project X.

The marketing model sounds similair to the 3DO - multiple manufacturers
sign a license to build hardware. There are supposedly several "Sony
sized" manufacturers already signed on, but the only one known at this
time is Phillips. They have said we will learn a lot more at E3.

It is the clear Atari connection to the hardware's designers that makes
many people feel like this console will be the unofficial heir to the
Atari legacy. In fact there was a rumor that Phillips was seeking to
license the Atari name from JTS for their model of the Project X
console. So while their is no concrete connection between Project X and
Hasbro's purchase, many of us hope that there will bo one eventually.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2865. Re: 8bit atari board for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350CADA5.402C91AF@erols.com>
Source record: 64724

j.glenwright@ndirect.co.uk wrote:

> Or what about the groovy possibilities presented by a *laptop* with an
> Atari
> Classic inside ... I've always wanted a truly portable Atari 8bit!
>
> Jerry
>
> ------== Posted via Deja News, The Leader in Internet Discussion
> ==------
> http://www.dejanews.com/ Now offering spam-free web-based
> newsreading

I built the following equipment into a box 4" x 8" x 12"
130XE
XF551 upgraded to 3.5"
PR connection
and a switching power supply to power everything (inside as well)
the Keyboard was mounted on top....
Not very pretty but physically done....

Patrick Mulvey

]

2866. Re: Atari's addresses in Sunnyvale?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-1503981853340001@ppp37-pac.sonnet.com>
Source record: 64725

In article <6eg5hv$8k7$1@newsd-199.bryant.webtv.net>,
marknewtonjohn@webtv.net (Mark Newton-John) wrote:

> The other day, I was in Sunnyvale finding the new home of Wierd Stuff
> warehouse (www.wierdstuff.com) and I realized that I was on Caribbean
> and Borregas, where Atari's headquarters and warehouses were. And I was
> wondering if all the warehouses on Caribbean used to belong to Atari.
>

The Atari warehouses were all along that block. In fact, when I picked up
my Jaguar Kiosk, the warehouse it was in was around the block from the new
Weird Stuff location.

In fact, the two huge buildings that you see as you drive onto Carribean
from the Lawrence Expressway used to be Ataris. IN fact about 8 years ago
a friend and I tried peering into the windows there. I was tempted to
abscond with one of the parking sign ("Parking for Atari employees only"
but decided that that would be a bad idea.

> So can anyone tell me what Atari's old addresses were? I know the main
> address at 1196 Borregas (was it not?), but I remember that they had
> quite a few buildings in the area.

-Marlin
--
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 236/Lynx:80/Jag:57/Sega: 89/CED: 1197/TG:60/3DO:48
--*-*-* INTV: 13 / Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

2867. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350C5193.5920EF39@sprynet.com>
Source record: 64726

> Any machine that forces you to enter Basic and type a load comnmand
> certainly
> doesn't start off very versatile....
> And as far as "significantly more powerful overall".. If its a C64 its
> usually broken
> and what power does one get out of that?

Excuse me...but BS. I have seen a LOT of Commodore computers and I've seen comparitively much fewer numbers that were broken. For the record, having worked on both Atari and Commodore computers (having worked in a repair shop that WAS ATARI authorized), the Commodore stuff was generally more repairable than the Atari computers.

And as for the BASIC, you must know something about Basic 2.0 that I don't, namely that you are forced to use BASIC and nothing else. Give me a break. If you don't want to use the BASIC, DON'T USE IT. So what if you have to start the programs from basic?

Sheesh...same stupid crap every time a flame war starts. Both machines have their strong points, can we leave it at that?

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

2868. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350C541A.A7B87966@sprynet.com>
Source record: 64727
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

The Lamberts wrote:

> The problem with everyone's speculations as to whether or not "Atari"
> can rise from the ashes is...public perception. I spent 13 years as a
> video game/computer software store manager. Up until a year and 1/2
> ago. Problem is that right now the public, by and large, perceive
> the company called "Atari" (and they DON'T know the difference
> between Midway's Atari and Hasbro's Atari!) is for the most part a
> has-been company. An outfit that makes sucky products that are
> now being cleared out for $50 per console at a toy store chain. A
> company that used to be cool, but can no longer cut the mustard.
>
> Obviously, NOT MY OPINION. But, realistically, the opinion of the
> vast majority of folks who spend $$$$$'s out there, and aren't "in
> the know". Mention Atari to anyone who owns a PSX or N64, and they
> start talking about the VCS they have in their attic. They would
> not dream that you could be talking about anything after that!
>
> Obviously, for the name "ATARI" to become a powerhouse name once
> more, it will take more than a cook, killer console. It will take
> lots of well-done PR, probably in "stealth" mode (the public can't
> be aware that they're trying to have their hearts won back over to
> the name once more). Part of me thinks it will be much, MUCH easier
> to turn a new, different name into a powerhouse than it will be to
> find a way to rehabilitate the public's opinion's of an outfit
> called "Atari".

I've think you've got the right idea. Stealth PR is not a bad idea.
Besides, I think we can all safely say that Atari's public enemy #1 is
the press. Judging from the Jaguar press that was received, "Jag is not
64-bits" "Jag is 16-bit" "Jag uses two 32-bit processors in tandem"
yadda yadda yadda. Basically I think the Atari name needs to stay out of
gaming magazines since most of the writers for these magazines are
idiots.

Basically, good private PR and a big CES showing would be the prescribed
medicine.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

2869. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350C554F.2084BCC1@sprynet.com>
Source record: 64728
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Tim K. wrote:

> Face facts people. The Lynx, Jaguar, and ST were all better than their
> competition, yet all bombed. I got burnt a number of times by buying
> Atari. Don't get your hopes up for a new and improved anything with
> the Atari name.

I wouldn't get my hopes up for any more Atari Computers period. After all, Atari computers division lost all of their computer development team (that's the ST/TT and Falcon crowd), they'd either have to track down the old people (which have jobs elsewhere) or get new people (which would require training/learning time).

I think it far more likely that we'll see Atari games for the PC or other platforms, and possibly a re-release of the Lynx or something of the sort.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

2870. Re: Building new Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <350CBF14.F704D921@teleport.com>
Source record: 64729

I have never seen mud more clearly stated. Even my dog could of understood
that explanation.

Jon D. Melbo wrote:

> On 11 Mar 1998 21:15:22 GMT, dklugh@iwaynet.net wrote:
>
> Keep in mind, that HD (1.44 & 1.2MB) drives have NARROWER HEADS than
> 360 & 720KB counterparts. These drives can read thos densities, and
> even write in them but there is a catch. A disk written with a true
> 360K drive will have wider tracks than a 1.2MB drive does even when it
> is in 360K mode. The 1.2 will just take it's narrow tracks and spacve
> them farther apart when in 360K mode. Problem is that since the head
> is physically more narrow, the 1.2 CANNOT overwrite the entire track
> and data written by a true 360K drive. It can only overwite a
> narrow portion of it centered on the tracks made by the 360 drive.
> Now then, if this disk is never put back in a true 360K only drive
> then it isn't a problem. If it is though, the wide head on the 360K
> drive will pick up both the data written in the narrow center of the
> track and the remnants of data written by a wide head such as itself.
> This results a disk which is basically unreadable/unrelibale.
>
> I always get a kick out of all the stuff I've read in various
> newsgroups about people coming up with all these crazy ways to get
> data to and fro between drive types and urban legand, supersticious
> remedies etc. The answer lies in the the head size. Once this simple
> principle is understood, all those strange methods of why it works but
> another way doesn't etc become quite clear.
>
> If I only served to raise more questions please fell free to bug me
> for a better explanation, the one I gave was hurried and could be
> better for sure. I have seen this issue come up so much so many
> places that I am even considering putting together text file that I
> can include anytime I need to get the word out.
>
> *** Please make sure responses are also sent via email.

2871. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <350CC125.1EE439EA@teleport.com>
Source record: 64730

Jon D. Melbo wrote:

> On Wed, 11 Mar 1998 10:35:16 -0800, dwmoar <dwmoar@teleport.com>
> wrote:
>
> >Well there we get back to memory refreshing. SIMMS require refreshing. Just because you
>
> >lose power? Phoof, you lose everything in memory. There is no way to keep the informatin
> >during a power outage. In order to keep memory, you have to be able to supply power to
> >the memory modules and also maintain memory refreshing during this peroid. This all adds
> >to the cost of the unit and to its footprint. This can be kept to a minimum by useing
> >SRAMS. This is something that I also have looked at. Yes I know that SRAMS ares
> >expensive, but that are many benifits to using them. When building something like this
> >one must weigh the cost vs benifits. I like the benifits, and am will to pay the higher
> >cost.
>
> SRAM is not NVRAM. SRAM _still_ needs to have power supplied to it in
> order to retain its contents. Refreshing is simply a rewriting of
> data. SRAMS do not need a refresh, but they do need to stay powered
> on. NVRAM (non volitile) can keep it's contents without power. NVRAM
> is VERY expensive relatively speaking.

Yes Indeed I do know that SRAMS do require a power source, but this could be supplied by batteries in the case of AC power outage unlike DRAMS. I was thinking about something like Flash RAM. Though I have no idea as to the cost, I am sure that it isn't cheap. Which ever way I do decide to build my unit. I am sure that it will be interesting. Will keep you posted.

2872. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <350CC3F2.2B06145C@teleport.com>
Source record: 64731

Patrick Mulvey wrote:

> Jon D. Melbo wrote:
>
> > On Wed, 11 Mar 1998 10:35:16 -0800, dwmoar <dwmoar@teleport.com>
> > wrote:
> >
> > >Well there we get back to memory refreshing. SIMMS require
> > refreshing. Just because you
> >
> > >lose power? Phoof, you lose everything in memory. There is no way to
> > keep the informatin
> > >during a power outage. In order to keep memory, you have to be able
> > to supply power to
> > >the memory modules and also maintain memory refreshing during this
> > peroid. This all adds
> > >to the cost of the unit and to its footprint.
>
> A battery back up circuit, or a UPS or a (for very short outages ie:
> under a second) Ferro resounettransformer can all maintain power for
> limited periods...
>

Gee I wish that I would of stated that in my original post. These are some
of the alternative ways. You could even use a good sized cap to do the job,
though this method would not be able to supply power for any lengh of time.
Actually I would opt for a small ni-cad battery pack that would fit inside
the case and all. But with this you will need a way to keep the battery pack
fresh (Charged) Look at all the possibilities!

2873. Re: power supplies at JAMECO

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-15 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <350c2496.3720221@news.mindspring.com>
Source record: 64732

On Wed, 11 Mar 1998 00:38:00 GMT
mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy) wrote:

>Howdy folks
>
>For those looking for ATARI power
>supplies:
>
>Jameco is selling two power supplies,
>both for use with 115 Volts:
>
>Number 1:
>
>Output 5V, 1 Amp
>XL/XE type power plug (7 pin)
>400 in stock
>Jameco # 116089 Atari # CO70042
>
>Number 2:
>
>Output 5V, 720 mA
> 12V, 210 mA
>5 pin power plug (maybe 1200XL???)
>
>1062 in stock
>Jameco # 147467 Atari # PS32

As a 1200XL owner, I cannot verify the second one is definitely NOT
for the 1200XL (it used a 9VAC power supply, like the old 800, 1050,
etc.).

In fact, I do not know of any 8 bit Atari brand equipment that used a
dual-voltage DC supply. I suspect it may be the power supply for an
external (SF314 or SF354) disk drive for an Atari ST.

For those who need a 5V XL/XE power supply with more output than the
standard power supply Atari provided, Halted Specialties
(http://www.halted.com), sells a 5 volt switching power supply that
outputs up to 3 amps for $5.95. As you might expect, however, it is
not "plug and play", as it uses a different connector (a 4-pin
mini-DIN, the same as an S-video connector). However, you can either
buy a 7-pin DIN (they sell those also, for 95 cents each), or if you
have a dead XE/XL power supply, use the cable or connector from it,
and save the 4-pin mini-DIN for building a Atari to S-video cable.
<grin>

You will also need a standard IEC power cord (the type that plugs into the back of a PC power supply as well as many other types of computer equipment that have a detachable power cord). As you might expect, they sell these for $2.49 (straight or right angle). While not the lowest price I have seen on this (that honor belongs to ComputerGate International), it is better than your local Radio Shack. Also, since HSC has a $10 minimum order, and a $2 handling charge for orders under $20, you would need to order either more than one power supply or other goodies to meet the minimum.

==========
lmcclure1@mindspring.com

2874. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980316165016.32036C-100000@moose.erie.net>
Source record: 64583

On 16 Mar 1998, Bostone1 wrote:

> In article <6ehlbb$du7@james.hwcn.org>, ad329@james.hwcn.org (Chris Cracknell)
> writes:
>
> >Speaking of product life cycles...
> >
> I'm wondering the same thing about computers. The 333 MHz PC is about the
> hottest Windows machine you can get at a Fry's or CompUSA, yet I hear that in 2
> years, 1000 Mhz machines will be available, and the the 200 MHz machines of
> just last year won't be fast enough for the software that will come out in
> 2000. So in 3 years, you go from $2000 computer to obsolete. Will consumers
> stand for that?

Why not? PC users have been doing this for years already.

2875. Re: Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: "L. Busey" <liam1@ix.netcom.com>
Message-ID: <350DA312.2EC2@ix.netcom.com>
Source record: 64584

Swozniak wrote:

I don't know about Atari 8 bits but Sega Genesis pads have been rumored
to fry C-64 computers. I've seen instructions to modify Genesis and SNES
pads for safe use on a C64 but I don't recall where. I suppose these
would work on an Atari 800 as well.

>
> I've been using my Sega Genesis 6-button pad on my Atari 800. I love the feel
> of this pad but I do have one concern. Since the Atari is set up to only
> recognize 1 fire button, is it possible that pressing some of the other buttons
> on the Genesis pad could send an unrecognized register/voltage to the Atari and
> screw it up?
> Any help on this matter would be much appreciated. (Not to mention set my mind
> at ease.)

2876. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Mr Maddog <mrmaddog@Mr_Maddog*NO_SPAM*.org>
Message-ID: <Pine.UW2.3.95.980316173001.9655B-100000@reality>
Source record: 64585
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 16 Mar 1998, Mr Maddog wrote:

BTW, I sent it to the "wrong" newsgroup even though they're into Atari
game systems so it's still revelent. So I'm forwarding this to the two
Atari comptuer newsgroups where it 'belongs' :)

> <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
>
> All solicitation, automatic or manual, is subjected to a fee of $500
> by Pennsylvannia State law. Administrators of the domain from where
> the offending e-mail has been sent will be notified of such actions,by
> any means necessary.
>
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
>
> E-mail me at: mrmaddog (@) microserve (.) net
>
> (For private chats only)
>
>
> On 15 Mar 1998, Chris Cracknell wrote:
>
> > Speaking of product life cycles...
> >
> > Does anyone think there's a chance that the speed with which video game
> > consoles appear and disappear from the market no adays will ultimately
> > end up affecting sales in a negative way.
> >
> > Will consumers either stop purchasing new machines because they're pissed
> > off that the machine they just dropped $200 on is obsolete and discontinued.
> > Or will they wait for the current technology to become discontinued
> > so they can buy it at bargain basement prices? (or like me, wait for
> > it to become really really old so they can buy it for $5 at the
> > Salvation Army).
>
> Usually, games systems will last about five years from when they first
> come out to when they become obsolete. And that's usually because they
> come out with a better machine, the frist sign of death is "extending"
> it's life by coming out with games where the graphics are pushed to their
> utter limits as well as dirt cheap prices.
>
> As for that previous statement by Sinclap (I didn't include it for health
> reasons), I'll make a special point of saying that Sony may come out with
> a second generation of Playstation that's 64-bit to compete with the

> upcoming Sega Katana and Project X. And perhaps this will make Nintendo
> 64 developers start using that real wicked hardware for more than just
> kiddie games and 32-bit knockoffs.
>
> But there was speculation as to if they'll make it compatible with current
> PSX titles. I think they should as current owners can just upgrade the
> machine and keep their games which makes the transistion much more viable.
> But there are concerns about developers only making 32-bit PSX games
> instead of taking advantage of the new 64-bit ones. Well game makers
> "love" to play around with the latest cool hardware, it's the marketing
> idiots that will hender anything. And if Sony decides to flat out stop
> support the old 32-bit Playstation(or at least wein it) after it comes out
> with the 64-bit version, then that will be better than what we've seen
> with the 7800. You know...both 7800 and 2600 versions coming out at once.
> But which would you buy? :)
>
> > It just seems like now adays video game machines don't last as long as they
> > used to "in the olden days".
>
> Actually, as far as games goes...they keep coming out with these "sequels"
> to mostly fighting games which aren'tmuch different except for a couple
> of characters and a few more moves. :P
>
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
>
> "Don't worry, I don't have low self-esteem. It's a mistake.
> I have low esteem for everyone else." - Daria
>
>
>
>
>

Eric Noss
a.k.a
Mr. Maddog

2877. Re: Assembler Editor Cart via Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350DAC02.449706A6@friko.onet.pl>
Source record: 64586

Jeff Vincent wrote:
>
> I've got a project that I want to use the Atari Assembler Editor
> cart for. For the actual project, I'll have to use my 800XL (it's
> tightly tied to the hardware), but since it's been a *long* time since
> I've used these tools, I'd like to refamiliarize myself with the
> language/interface and it would be a *lot* easier using a PC-based
> 8-bit emulator (probably Xformer).
>
> Is it possible to convert the cart so it can be used with the
> emulator? Hardware/software available to me includes: 800XL, 1050
> drive, Xformer cable (1050 to PC parallel), Assembler Editor cart, DOS
> 2.5, PC running Win95, and various versions of Xformer and utilities.
>
> I've tried a binary save of $A000-BFFF to disk and reloading it,
> but I can't get that to work on the 800XL (I've heard that can't be
> done with DOS 2.5).
>
> Thanks for any help you can offer! The simpler the better. :)
>
> Jeff Vincent mailto:jvincent@wizvax.net http://www.wizvax.net/jvincent/
> Before you send me UCE, I know what you're thinking... Did he complain
> to five or six postmasters last month? Now, you must ask yourself one
> question: "Do I feel lucky?" Well, do you, punk?

Why You want to use this old assembler? In Europe, we're using Quick
Assembler!
It's the best 6502 assembler for A8! Full screen editor, mini debugger,
etc.
It works very well under XL IT! or X-former. I recommend You this
powerful tool!
Any questions? Write on priv, please!

Alex

2878. Re: how far off of 288 RPM can a disk drive be?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6ekaa4$v6g$1@news.iwaynet.net>
Source record: 64587

On 1998-03-12 bryede@emi.net(BryanEdewaard) said:
>On 12 Mar 1998 01:36:42 GMT, "Vidar \"Hawk\" Olavesen"
><olavese@online.no> wrote:
>>There's an adjustment pot inside the 1050's at least. I know,
>>because that's the way we made bad sectors in the old days. I have
>>never opened an Indus or looked for it in the XF-551, but expect
>>there's one there also. Take Atarian care
>The Indus does have a speed control, but I haven't looked at one in
>a while, so I can't say for sure where it is. The XF551 runs at
>300RPM, regulated by the mech itself. 288 +/- 2 RPM is considered

Well that means that my Duplicator 1050 should be alright.But not the Trak.
So any ideas why my Duplicator 1050 is having problems reading certain sectors
of disks that other drives (like my late Indus GT) can read?

Net-Tamer V 1.10.1 - Test Drive

2879. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DCA7A.B1955B77@sprynet.com>
Source record: 64588
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser wrote:

> Yup. Now, whether the 1541 was a 65C02 or a 6502 is a debate, but I'm
> pretty sure it was the 6502 (NMOS?).

Every single 1541 I've ever seen uses the 6502.

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

2880. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DCEC4.C4848C47@sprynet.com>
Source record: 64589
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

D. Peschel wrote:
>
> In article <350dd0dc.79695418@news.pressenter.com>,
> Jon D. Melbo <jmelbo@pressenter.com> wrote:
>
> >Actually, I think they used the 65C02. The 6502C was different still.
> ^^^^^
> >I know Mac/65 supported the 6502C extended instruction set, but Atari
> ^^^^^
> >never shipped a computer which used such a chip. It was something
> >somebody could plop in after market.
>
> You've switched the names. Here's the way I understand it (from my experience
> with Apple machines):
>
> - As far as I know, the 6502C is just a "stock" 6502 -- chip makers
> tend to add letters to the end of their product numbers after making
> minor changes. (Intel and Zilog did the same thing with the 8080
> and Z80 chips.)

For clarity...the reason that there are letters after the Z80 (i.e.
Z80A, Z80B, Z80C) is because those A, B, and C characters stand for the
speed: A is 4MHz, B is 6MHz, C is 8Mhz (yes, they made an 8 MHz chip...I
bought one...can't find it now...grrr).

Zilog no longer uses the A, B, C speed notation, instead replacing it
with -4, -6, and there is no longer an 8Mhz version apparently (at
least, they don't include it in any of their new databooks).

>
> - The 65C02 is not a stock 6502. It replaces the 6502's undocumented
> opcodes with different documented instructions. (They provide new
> addressing modes for some instructions, and new instructions like
> Branch [relative] Always, stack instructions, etc.) I would guess
> that the 'C' refers to CMOS. I think the original 6502 was made
> with NMOS logic but I'm not sure. Apple used this chip in the //c
> and its descendants.

This is true. They usea 65C02 in the Atari Lynx too. I would tend to
believe that the C after 6502 indicates a CMOS version.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville

KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

2881. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DCFB2.967965CD@sprynet.com>
Source record: 64590
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

James D. Keim wrote:

> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

Wow! Where can I get 1-dimensional games?? I've always wanted to see one
of those. :P

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

2882. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <350DD1B8.C0395F00@sprynet.com>
Source record: 64591
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

> That simply isn't true. The Atari ST was a cheap design. It was designed too
> quickly with no real innovation (try to think about the Sinclair QL, which
> was almost the same design and was produced 2 years before, or about the
> Amiga which was first introduced as a prototype a whole year before the ST).

I don't know if I'd classify the ST as a "cheap" design. After all, some prominent computer experts, including Dr. Jerry Pournelle, liked the ST more than the Amiga. However, it may be true that it was put to market too early. Early models didn't include the BliTTER, for example...

I suspect that what happened with the ST is that since Amiga was slipped out from under Atari by Commodore, they wanted to have a product to compete, and wanted to get to the market at or before the Amiga made it so that they would have a fighting chance.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

2883. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: John & Vicki Hale <hale@onet.net>
Message-ID: <350DC94F.D9F39252@onet.net>
Source record: 64592
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Chris Cracknell wrote:

snip
>
> Will consumers either stop purchasing new machines because they're pissed
> off that the machine they just dropped $200 on is obsolete and discontinued.
> Or will they wait for the current technology to become discontinued
> so they can buy it at bargain basement prices? (or like me, wait for
> it to become really really old so they can buy it for $5 at the
> Salvation Army).
>

It's already started in PC's, where the advice "buy as much machine as
you can, to avoid obsolescence as long as you can" has been replaced by
"buy as cheap as you can since the most expensive system will be
obsolete next week anyway." Accordingly, the $1000 and under PC's have
taken off by some estimates to equal up to %70 of sales. The only
problem with seeing this extend to game consoles is that their $150 to
$200 cost doesn't carry the sticker shock of PCs' considerably higher
price tags, making a cheaper "oldie" console (a Super Nintendo, for
instance) not that attractive to gamers demanding the latest.

John Hale
Long live the 800XL!

2884. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: John & Vicki Hale <hale@onet.net>
Message-ID: <350DCD51.4982E209@onet.net>
Source record: 64593

Ken Sallot wrote:
>
snip (nice summary of PC history and obsolescence cycles)
>
> The really sad thing is I think about what I used to use my Atari 800XL for
> back in 1984; word-processing, e-mail, games, programming. It served me well
> from 1983 until I jumped onto the PC Bandwagon in 1989. I could still use it
> today (and am in the process of putting together another 8-bit system, anyone
> got an MIO for sale?), and it would work well. However, the thought of using
> my first PC (a 10MHz 8086) scares me, where the atari would be fine.
>
I agree. Until its death in fall 1995 forced us into buying a PC, our
800XL did everything we needed for word processing and databases, and in
fact found Atariwriter Plus easier to use than the Unix word processor
we had to use at the time at my job!

John Hale

2885. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: John & Vicki Hale <hale@onet.net>
Message-ID: <350DCDC6.31613215@onet.net>
Source record: 64594

Rob Merritt wrote:
>
> ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
>
> >In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.net
> >() wrote:
> >
> >> Peter S.
> >So, how's Apple doing these days? Oh yes, I forgot, they're still taking
> >the world over etc. Nice one Pete.
>
> Lets not pick on Apple. Its not nice to pick on the disabled when they
> are on their last legs. :)

And considering how they too are a Wintel victim like Atari, there's no
point in bashing them at this point in the game.

John Hale

2886. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350E2108.896466CA@erols.com>
Source record: 64595

Geoff Oltmans wrote:

> > Any machine that forces you to enter Basic and type a load comnmand
>
> > certainly
> > doesn't start off very versatile....
> > And as far as "significantly more powerful overall".. If its a C64
> its
> > usually broken
> > and what power does one get out of that?
>
> Excuse me...but BS. I have seen a LOT of Commodore computers and I've
> seen comparitively much fewer numbers that were broken. For the
> record,
> having worked on both Atari and Commodore computers (having worked in
> a
> repair shop that WAS ATARI authorized), the Commodore stuff was
> generally more repairable than the Atari computers.
>

The fellow that wrote Mapping the 64 stated that he needed 2 working
64systems in order to write the book. He had to open 10 OF THEM before
he got 2 working. I have seen a number of repair shops in the past that
worked
on both and all of them had returns on NEW units. I have never seen an 8
bit
Atari system fail out of the box.
Next, during the BBS hay-days a freind of mine kept close tabs on local
BBS systems
and what computers the sysops were using. Atari systems were up for
years, 64 were
down often ands died quickly. I currently run an Atari board that has
had one console
failure in 10 YEARS!
I am a technician, for me reliability is very important.

> And as for the BASIC, you must know something about Basic 2.0 that I
> don't, namely that you are forced to use BASIC and nothing else. Give
> me
> a break. If you don't want to use the BASIC, DON'T USE IT. So what if
> you have to start the programs from basic?
>

The ability to automate a system, to get it to load your software
withoutStartup typing makes a system easy to use.

The Commodore 64 was not easy with the "Load 8,1, ect. crap

> Sheesh...same stupid crap every time a flame war starts. Both machines
>
> have their strong points, can we leave it at that?
>
> *Geoff!*
>

Your the one who started knocking the Atari in an Atari site.I would
guess that isn't too smart....

Pat.

> --
> Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
> KERNAL = Keyboard Entry Read Network And Link
> http://home.sprynet.com/sprynet/geoff

2887. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350E27C1.CA417E8@erols.com>
Source record: 64596

Geoff Oltmans wrote:

> James D. Keim wrote:
>
> > I'd say there is probably a _very_ limited market for 1-dimensional
> > games. But, what are we talking about here?
>
> Wow! Where can I get 1-dimensional games?? I've always wanted to see
> one
> of those. :P
>
> *Geoff!*
>

Its in the reflection.....

> --
> Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
> KERNAL = Keyboard Entry Read Network And Link
> http://home.sprynet.com/sprynet/geoff

2888. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ekulc$i8r@nntp02.primenet.com>
Source record: 64597
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

The mortal Rob Merritt wrote:
: I'm not sure about the Lynx. It was a horrible mess when Atari got it
: from Epyx. No where near production and suitors were limited.

Could you elaborate rather than just handing off a statement like this
without corroboration?

2889. Re: Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350E2AF9.4BAE2D03@erols.com>
Source record: 64598

Swozniak wrote:

> I've been using my Sega Genesis 6-button pad on my Atari 800. I love
> the feel
> of this pad but I do have one concern. Since the Atari is set up to
> only
> recognize 1 fire button, is it possible that pressing some of the
> other buttons
> on the Genesis pad could send an unrecognized register/voltage to the
> Atari and
> screw it up?
> Any help on this matter would be much appreciated. (Not to mention set
> my mind
> at ease.)

I buzzed out the pad a long time ago and the pins associated with the A
and C buttons
were connected to the paddle inputs (If I remember correctly) and will
pose no problem.
I do remember satisfying that very concern.....

2890. Re: Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350E2CFA.2EB48531@erols.com>
Source record: 64599

L. Busey wrote:

> Swozniak wrote:
>
> I don't know about Atari 8 bits but Sega Genesis pads have been
> rumored
> to fry C-64 computers. I've seen instructions to modify Genesis and
> SNES
> pads for safe use on a C64 but I don't recall where. I suppose these
> would work on an Atari 800 as well.
>
> >
> > I've been using my Sega Genesis 6-button pad on my Atari 800. I love
> the feel
> > of this pad but I do have one concern. Since the Atari is set up to
> only
> > recognize 1 fire button, is it possible that pressing some of the
> other buttons
> > on the Genesis pad could send an unrecognized register/voltage to
> the Atari and
> > screw it up?
> > Any help on this matter would be much appreciated. (Not to mention
> set my mind
> > at ease.)

As far as frying the C64, Yes, that is a definite possibility since the
only pins common
to both machines were the joystick pins. Since the connector was 9 pin
and 6 were used
for the joystick (5 input and one ground) that left 3 pins, two for the
paddle and one +5V
I do remember the configuration being different so that means +5
directly to ground if you
hit one of the two (A or C) buttons. The Atari had the +5 in the safe
location.

2891. Re: APE's bugs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6ehs7t$an9@freenet-news.carleton.ca>
Source record: 64633

Aleksander Martin (alex6502@friko.onet.pl) writes:
> I observed that APE often hang up when the ultra speed or happy is
> running.

A few people are consistantly having problems running it under windows95,
but it works fine in DOS. The only solution I can suggest is to avoid
running it under windows95 if you have this problem. I cant reproduce
the problem at all, so I cant help with it

> There is a lot of other bugs.

If you have something specific to point out please let me know :)

> ...but APE is the best program I have ever seen!!!

Thanks :)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2892. Re: New CD-ROM Disk available

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-ws4woN0IHSjL@DRACO>
Source record: 64634

On Sun, 15 Mar 1998 23:50:26, jmelbo@pressenter.com (Jon D. Melbo)
wrote:

> On 12 Mar 1998 20:09:02 GMT, dklugh@iwaynet.net wrote:
>
> >That's great Bob but at least put it in a format/media that I've heard of.
> >I just don't do Windows!
> >(and I don't know anyone who does)
>
> That's fine if you "don't do Windows" but you leave YOURSELF out in
> the cold. Part of the sacrifice you make for not using the most
> popular OS on the PC today. I'm not saying Windows is the best or
> worst, or if you should or shouldn't use it. I am only saying that if
> you choose not to use it you aree depriving yourself of a large
> software base entirely by your own choice.
>
> *** Please make sure responses are also sent via email.

what good is the most popular OS in the world if it keeps crashing and
you cant get anything done! Keep windblowz and i will use an os that
lets me get my work done.

2893. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6ei5fl$r5o@bgtnsc03.worldnet.att.net>
Source record: 64635
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Robert Schaffner <robscha@data.rhein-main.de> wrote in article
<ICPFFCCFUP@data.rhein-main.de>...
> In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:

> I don't like the tramiels.
> (From the first day he put his thick fingers into atari)

That is an all-too-common theme of many of these messages, but lets be realistic here. Granted, the Tramiels marketing blunders obviously doomed TOS to eventual failure in the marketplace, but without the Tramiels, Atari would have been dead and burried in 1983 after Warner Communications ran the company into the ground. Without the Tramiels, there would have been _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe, SLM605, TT030, Falcon, Lynx, Jaguar, etc.

As frustrating as all the Tramiel's marketing blunders obviously are to us diehard Atarians, keep in mind that without them, we wouldn't even have had any of these incredible systems. Because of these systems, we Atarians were able to enjoy user-friendly operating systems and software a full decade ahead of the rest of the personal computer industry, and a reliable, frustration-free operating system that is still unequalled even by today's most current systems.

Sheldon (Computer STudio - Asheville, NC)

2894. Re: Favorite intros and demos...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19980316034900.WAA12223@ladder01.news.aol.com>
Source record: 64636

```
>Subject: Favorite intros and demos...
>From: jmouchmino@aol.com (JMouchmino)

>Here is my selection for the best intros/demos; what's yours?

Those are all great!!!

How about JOYRIDE and recycle?

By the way, Where is HARD where is that next demo?????
```

2895. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6ei7uk$23r@sjx-ixn6.ix.netcom.com>
Source record: 64637
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

In <6ehlb9$dtt@james.hwcn.org> ad329@james.hwcn.org (Chris Cracknell)
writes:
>
>>Keith Scroggins wrote:
>>> Maybe Hasbro has a game system in the works and wants to use the
Atari
>>> label.......
>>>
>>> I'm sure in the coming months rumors will start to appear
everywhere!
>~^~^~^

2896. Re: New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350caaea.69980328@news.pressenter.com>
Source record: 64638
Body handling: HTML body converted to readable text

On Sun, 15 Mar 1998 20:56:20 -0500, velcro_spy@webtv.net wrote:

> "Violation of Netiquette?!"
>
>
>You must be kidding me Jon D. Melbo. I find the use of html to give
>greater creative freedom to usenet posters. It allows people to say what
>they want to say better. I was always aggravated that I couldn't use
>italics, and had to resort to caps. If enough people get good at
>hypertext, it will only enrich the usenet experience.
>
>It seems to me that it's a relatively easy proposition to code a
>text-only news reader to ignore the html tags.
>
>vs

We have a disagreement in philosophy about this. My position is more form the standards side. To better clarify what I was saying, I do not feel HTML belongs in places where the specification for those places do not include it. If the standards and specifications are updated or amended to include HTML I have no problem with that. When it is declared official internet standard, then email and news clients will be written or updated to that standard and then there is no problem. You speak of liking to be able to use non standard methods to enhance your ability to express yourself in newsgroups, yet for those who do NOT use NUTSCRAPE NEWS or MICKYSOFT NEWS, your very efforts to enhance your message in fact serve only to clutter, cloud & obscure it.

I happen to use Forte's Agent for my news. It is 100% complient to the news and email standard. It is also a very cool kick butt news reader. What it is not is HTML interpreter, nor should it be unless HTML becomes an official part of email or news.

*** Please make sure responses are also sent via email.

2897. 256K Ram and OS switcher

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <350CC0A8.C67@ticon.net>
Source record: 64639

Hi all,

I have a 256k XL LM RAM upgrade kit for Atari 800XL computers complete with 256k of RAM, manual and MyDos 4.1 disk. I also have a brand new RamRod XL thingy. This unit alows you to switch between 3 Atari OS and can also be used with the 130XE. These 2 units are brand new in the box and are complete. I'm not sure what they are worth, so I thought I'd offer it to someone in this newsgroup. Best cash or 8-bit cart offers get 'em. Please see my web page for a list of what game carts I already have(I want anything I don't have) http://www.ticon.net/~save2600

-Frank

2898. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350cd0a2.79638136@news.pressenter.com>
Source record: 64640
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 15 Mar 1998 07:35:57 -0500, Dennis Bishop
<102063.112@CompuServe.COM> wrote:

>The Atari 8bits had the same cpu the commie 64 had, 6502.

Actually, I believe the C64 had a 6510, while it's 1541 disk drive had
a 6502?

*** Please make sure responses are also sent via email.

2899. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <350dd0dc.79695418@news.pressenter.com>
Source record: 64641
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 15 Mar 1998 10:41:04 -0500, Dennis McGuire <mcguired@erie.net>
wrote:

>
>On Sun, 15 Mar 1998, Dennis Bishop wrote:
>
>> The Atari 8bits had the same cpu the commie 64 had, 6502.
>
>
> The C-64 used the 6510. This was a variation of the 6502, but not
>the same. Also, the later Atari's (XL/XE) used the 6502C which was a
>slightly modified custom version for ATari only.

Actually, I think they used the 65C02. The 6502C was different still.
I know Mac/65 supported the 6502C extended instruction set, but Atari
never shipped a computer which used such a chip. It was something
somebody could plop in after market.

*** Please make sure responses are also sent via email.

2900. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <19980316074001.CAA12531@ladder01.news.aol.com>
Source record: 64642

```
>> Hmm. How about having the "A8 Browser" handly everything like a web
>browser
>> with little memory. Ie. Have all of the text on screen, but graphics as
>> buttons. You click the button and then graphics gets transferred. (Or did
>> someone already type this.)
>>
>> As for compression, I heard of something called dpeg, like jpeg offers high
>> Does know of the source of an html interpreter? If only to extract the
>text
>> and links.
>>
>> Bill M.
>> Probably left things only half-said, but I tried.
>
>That is very good idea! On C64 they have FTP and E-MAIL.... But all that
>stuff is easy to code, the hardes thing is TCP/IP protocol (PPP). On C64
>they already have one! We have just need to transfer it to Atari and
>make some small changes (like changing adresses and communicating with
>modem). If anybody have TCP/IP from C64 please contact me! I am able to
>do that. Then we can start to think about WWW browser, but firstly
>E-MAIL and FTP (that is the easiest ones).
>
>Alex Martin
>
>
Last time I checked they didn't have a TCP/IP handler. Just saying that they
could do one or had a partial one. Unless things have changed.
```

2901. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <6eiplr$1556$1@nntp6.u.washington.edu>
Source record: 64643
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <350dd0dc.79695418@news.pressenter.com>,
Jon D. Melbo <jmelbo@pressenter.com> wrote:

>Actually, I think they used the 65C02. The 6502C was different still.
^^^^^
>I know Mac/65 supported the 6502C extended instruction set, but Atari
^^^^^
>never shipped a computer which used such a chip. It was something
>somebody could plop in after market.

You've switched the names. Here's the way I understand it (from my experience
with Apple machines):

- As far as I know, the 6502C is just a "stock" 6502 -- chip makers
tend to add letters to the end of their product numbers after making
minor changes. (Intel and Zilog did the same thing with the 8080
and Z80 chips.)

- The 65C02 is not a stock 6502. It replaces the 6502's undocumented
opcodes with different documented instructions. (They provide new
addressing modes for some instructions, and new instructions like
Branch [relative] Always, stack instructions, etc.) I would guess
that the 'C' refers to CMOS. I think the original 6502 was made
with NMOS logic but I'm not sure. Apple used this chip in the //c
and its descendants.

-- Derek

2902. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6eivcdnas1@nnrp1.dejanews.com>
Source record: 64644
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6ei5fl$r5o@bgtnsc03.worldnet.att.net>,
"Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:
>
> Robert Schaffner <robscha@data.rhein-main.de> wrote in article
> <ICPFFCCFUP@data.rhein-main.de>...
> > In <350b1c48.3325037@news.jagunet.com> Rob Merritt wrote:
>
> > I don't like the tramiels.
> > (From the first day he put his thick fingers into atari)
>
> That is an all-too-common theme of many of these messages, but lets be
> realistic here. Granted, the Tramiels marketing blunders obviously doomed
> TOS to eventual failure in the marketplace, but without the Tramiels, Atari
> would have been dead and burried in 1983 after Warner Communications ran
> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
>
> As frustrating as all the Tramiel's marketing blunders obviously are to us
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians
> were able to enjoy user-friendly operating systems and software a full
> decade ahead of the rest of the personal computer industry, and a reliable,
> frustration-free operating system that is still unequalled even by today's
> most current systems.

That simply isn't true. The Atari ST was a cheap design. It was designed too quickly with no real innovation (try to think about the Sinclair QL, which was almost the same design and was produced 2 years before, or about the Amiga which was first introduced as a prototype a whole year before the ST).

The Tramiel management was very chaotic. They failed in marketing the computers. They also failed in designing them (come on, the Mega STs were more or less multi-megabyte memory STs in a new box, no magic here). They had this poor policy of making announcements about new designs years before actually producing them (or even not producing them).

Also, the Lynx was not created by them. It was bought from Epyx.

Granted, without the Tramiels, Atari's story would have been very different : we don't know who would have bought it back from Warner. But the Tramiels leading Atari was a total failure.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2903. Re : Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980316104301.FAA19281@ladder03.news.aol.com>
Source record: 64645

Concerning demos:

I don't agree completely.
If you look at the most recent demos on the Atari, you'll notice they are very close to Commodore stuff.
Sure, pure SID sound beats POKEY and the animation can be slightly smoother on the C64, but apart from that, it's a tie.
The Atari is maybe harder to master than the Commodore, but also don't forget that there are a lot fewer Ataris than Commodores; there again, the market creates the machine (if you only have a few people working on a computer, you won't get very far, even if you have the best machine).
Greetings,
Bertrand.

2904. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpwrIz.I2M@cix.compulink.co.uk>
Source record: 64646

In article <6ed2or$iqq@sjx-ixn3.ix.netcom.com>, lvpy67c@ix.netcom.com
(BELJAN E) wrote:

> In <3509EABB.E82B15BE@eclipse.net> Richard Mauren
> <silvadel@eclipse.net> writes:
> >
> >Actually for $5000 about 50 of us would be FIGHTING for it :)
> >
> >
> For $5000... I would have called all developers and asked for ports of
> everything to Jag....
And after they'd all stopped laughing...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2905. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpwrJ2.I38@cix.compulink.co.uk>
Source record: 64647

In article <350a6fd0.0@news1.ibm.net>, unicorn@NOSPAM!.ibm.net (The Lamberts) wrote:

> Rob Merritt wrote:
> > Atari is dead. It died when JTS merged with it. The question is, will
> > a new company called Atari, with the spirt of old, will come into
> > being. The worse thing that will happen is that the Atari name and
> > some old Atari games will come out in new updated software titles.
> > Hasbro isn't a stupid little company.
>
> The problem with everyone's speculations as to whether or not "Atari"
> can rise from the ashes is...public perception. I spent 13 years as a
> video game/computer software store manager. Up until a year and 1/2
> ago. Problem is that right now the public, by and large, perceive
> the company called "Atari" (and they DON'T know the difference
> between Midway's Atari and Hasbro's Atari!) is for the most part a
> has-been company. An outfit that makes sucky products that are
> now being cleared out for $50 per console at a toy store chain. A
> company that used to be cool, but can no longer cut the mustard.
Indeed. In fact most people I talk to think Atari died in 1982-83. Few people have even heard of the ST series, the Jaguar, the Lynx, Portfolio etc.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2906. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpwrJ3.I3t@cix.compulink.co.uk>
Source record: 64648

In article <350abb00.1380513@news.demon.co.uk>,
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) wrote:

> Curt Vendel <cvendel@aol.com> wrote:
>
> >Retro PC Atari titles and titles for other systems, and hope for a
> >Project X licensing with Atari on the case and Atari Retro Project X so
> ftware,
>
> It's never really been that successful in the past though. It didn't
> save the Jag, and Tempest 2000 wasn't an amazing success. I think
> there's a limited market for 1-dimensional games that only last 3
> minutes, which basically is most of the Atari licenses.
Actually, part of the reason Atari UK started to look at doing lots of
retro style titles for the jag was because they were starting to get
shitloads of revenue from the various companies selling versions of their
old titles from the 70's/80's.

> Maybe they'll re-release the Jaguar or something?
Ermm....

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2907. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpwrJ5.I4H@cix.compulink.co.uk>
Source record: 64649

In article <19980315093301.EAA11907@ladder03.news.aol.com>,
wlmentink@aol.com (WLMENTINK) wrote:
> And as for the
> ST, what I heard was 600,000 units sold worldwide the first year with ha
> lf of that in the US. Then for some unknown reason, pulled support in
> the US
In the late 80's in Europe, the ST outsold even IBM in terms of volume of
'personal computers' i.e. they sold moire STs than IBM sold PCs. Atari was
in fact 3rd highest seller by volume at one point.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2908. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpwrJ8.I56@cix.compulink.co.uk>
Source record: 64650

In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.net
() wrote:

> Peter S.
So, how's Apple doing these days? Oh yes, I forgot, they're still taking
the world over etc. Nice one Pete.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2909. Re : New CD-ROM Disk available

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980316111301.GAA21007@ladder01.news.aol.com>
Source record: 64651

Bob, could you tell us what's inside?
Are the files roughly the same as on the Pooldisk?

2910. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6ej4n1$gf2$1@star.cs.vu.nl>
Source record: 64652
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

rojasdelap@yahoo.com writes:

>In article <MPG.f73a2c058a71e0f98972b@news.uni-x.net>,
> BRIX@brix.de (Brix) wrote:
>> now. Mut anyway there are a few Quastion that I have about Ataris like
>> the 800Xl. How was the Sound (honestly) compared to C64? Did the Atari
>> have Sprites, or what are the main reasons why you prefer Atari to
>> C64? Just history, or are there some things in the Atari-Design that
>> you consider as being very good?

> The sound in the Atari was very good we have 4 channels of 8 bit res, and
>option for 2 channels of 16 bit, we also have lots of filters and other

Agreed.

>goodies, we have Sprites, but Atari call them Players, 4 of them and 5

Player/Missile Graphics (PMG's) were way inferior to the C64 sprites. I mean,
4 players 128/256 pixels high and 8 pixels wide in only one color plus 4
missiles only 2 (!) pixels high are nothing compared to the C64's sprite
capabilities (Yeah, I know the 4 missiles could be used as a 5th sprite and
that combining two players would give you 2 players with 4 colors each).

>sprites, and about why i think the A8 is better: Interrupts, we can handle
>VBI, 60Hz int in NTSC, 50Hz in PAL, DLI's, 15750Hz int for NTSC, we have 17
>graphics modes, a display list, so you can mix graphics modes, scrolling
>with just 2 bytes handling, no need to boot with basic on, 256 colors
>displayable at the same time etc, etc, etc. Really we don't have time to
>describe all the goodies in an A8.......

Having 17 graphics modes says nothing about the quality. I would really
liked to have a 320x200x4 mode like the C64 (or did it even have 16 colors?).
To me, the main advantage over the C64 was the ability to mix different
modes as you pointed out above. Also, don't forget the higher CPU clock.
BTW everybody always talks about 256 different colors but in fact there
are only 120 distinct colors in most modes except for the GTIA modes which
have 240 distinct colors.

Ivo
--
Ivo van Poorten <ipoorten@cs.vu.nl> http://pmwww.cs.vu.nl/home/ipoorten/
Unix/WinNT SysAdmin, Faculty of Mathematics and Computer Science
Vrije Universiteit, Amsterdam, The Netherlands

2911. Re: Attachments

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <350D21D4.38529E0E@ix.netcom.com>
Source record: 64653

Aleksander Martin wrote:
>
> How to attach a file to the message which will be sent to
> comp.sys.atari.8bit? I have tried do that by Netscape, but with no
> result...
>
> Alex Martin

Alex,
First off, only use very small files for attachments. Second, don't do this often as this is not really a place for binaries. The ocassional file attachment (90K or less recommended) seems to be no problem. Now, Netscape does allow MIME Base-64 in-line attachments to be added to news/e-mail. Simply create a new message/reply message. Then click on the Attach button, locate and 'tag' the file. It will be listed at the top with its source path. Pretty simple, actually.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2912. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Epx0I5.Hrw@cix.compulink.co.uk>
Source record: 64654

In article <6eivcdnas1@nnrp1.dejanews.com>, Benjamin.Ryzman@SOLsoft.Com
() wrote:
> That simply isn't true. The Atari ST was a cheap design. It was designed
> too quickly with no real innovation (try to think about the Sinclair
> QL, which was almost the same design and was produced 2 years before, or
> about the Amiga which was first introduced as a prototype a whole year
> before the ST).
The MIDI ports were pretty radical at the time and still are to an extent.
It also had a huge amount of RAM compared to other machines, even PCs and
Amigas although both soon matched and then beat it in that department.

Agree with everything else though!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2913. Re: Attachments

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Epx0p6.I6G@cix.compulink.co.uk>
Source record: 64655

In article <350C3A95.31708983@friko.onet.pl>, alex6502@friko.onet.pl
(Aleksander Martin) wrote:

> How to attach a file to the message which will be sent to
> comp.sys.atari.8bit? I have tried do that by Netscape, but with no
> result...
This is not a binary newsgroup and attachments should not be sent here
unless you want a flaming. Best to say you have a file and ask for
interested parties to ask for it directly.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2914. Re: 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Sid Pacman <erasmus@poke.6502.domain>
Message-ID: <Pine.GSO.3.96.980316074049.13541A-100000@iglou2>
Source record: 64656

On Sun, 15 Mar 1998, at 15:02:17 william honecker (bjajh at
buffnet period net) wrote:
-> what i'm trying to do is get my atari with 2 1050 drives to
-> read ms-dos disks. i've tried util or myutil, but no luck. is
-> it because the 1050 spins too slow or am i doing it totally
-> wrong? btw, i use atari dos 2.5, 3.0, 2.0s, or dos xl by indus.

"Util" runs on an IBM-compatible, not on the Atari 8-bit. If
you're trying to use the Atari 8-bit to read disks created by
MS-DOS (not "Util") on an IBM-compatible, then you'll need to use
some other Atari program (an MS-DOS-reading utility, if there is
such a thing) in order to do that.

"Util" works only on disks formatted in the Atari style of
what 8-bitters call double density (D.D.), or 720 sectors of
256 bytes each, adding up to a total of 180K capacity for one
side or 360K for both sides. You can use "Util" to format a
disk and then write to it, but then you'll need a double
density-capable disk drive to read that disk on the Atari 8-bit.

Unless your 1050s have been modified for double density (like
with a "U.S. Doubler"), then what you have is single density (128
bytes per sector) and you won't be able to read disks written to
by "Util." And even if your 1050s have been modified, you need
to use a double density-capable DOS program. 2.5, 3.0, and 2.0s
are NOT double density-capable. (There is a D.D.-capable version
of Atari Company DOS 2.0; it's called 2.0D.)

DOS-XL (which came with Indus drives but was a product of
Optimized Systems Software, or O.S.S.) is double-density capable,
and can be used to read disks created on an IBM-compatible with
"Util." But first you need a double density disk drive, and then
(if you haven't already done so) you need to use DOS-XL to create
a double density master DOS disk for when you either boot up in or
reconfigure to double density.

Assuming that your 1050s have been modified for double density,
it's best to use the Atari drive to D.D.-format a disk for use
with "Util" on the IBM-compatible. That'll improve the chances
of your being able to successfully read the disk on the Atari 8-bit.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

2915. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: jkeim@unlinfo.unl.edu
Message-ID: <6ejdgf$5gq@crcnis3.unl.edu>
Source record: 64657
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: Curt Vendel <cvendel@aol.com> wrote:

: >Retro PC Atari titles and titles for other systems, and hope for a
: >Project X licensing with Atari on the case and Atari Retro Project X software,

: It's never really been that successful in the past though. It didn't
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I'd say there is probably a _very_ limited market for 1-dimensional
games. But, what are we talking about here?

--James Keim

2916. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6ejgor$48v@examiner.concentric.net>
Source record: 64658
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

jmelbo@pressenter.com (Jon D. Melbo) writes:

>Actually, I believe the C64 had a 6510, while it's 1541 disk drive had
>a 6502?

Yup. Now, whether the 1541 was a 65C02 or a 6502 is a debate, but I'm
pretty sure it was the 6502 (NMOS?).

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

2917. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ejj4h$9mk$1@nnrp1.dejanews.com>
Source record: 64659

In article <6eds38$hn7$1@balu.kfunigraz.ac.at>,
nlin@gewi.kfunigraz.ac.at (Lin Norman) wrote:
>
> Greg Menke (NOSPAM@erols.com) wrote:
>
> : If I recall, there was a POKE you could apply, causing the next RESET to
> : coldboot the system.
>
> : Memory locations wise? Sheesh, its been way too long ago for me, but
> I'd
> : be happy to try digging for them.
>
> Purely from memory, I believe this one is "POKE 53774,1". I unfortunately
> do not have access to an Atari 8-bit to try this one out. It's amazing
> what things etch themselves into long-term memory (I just hope mine's
> accurate!).
>
> Norman
>
>
Just poke 580 with any number but 0. Great for basic, don't quite work in
a 130, you know memory refreshing....

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2918. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ejlcocnp1@nnrp1.dejanews.com>
Source record: 64660

In article <350C0AE7.9F65BFD3@friko.onet.pl>,
Aleksander Martin <alex6502@friko.onet.pl> wrote:
>
> Preston F. Crow wrote:
> >
> > Assuming all of that info was correct, it looks to me like the C64 had
> > better sound and its sprites may have been better for many purposes
> > than Atari's player-missile graphics, but Atari had better graphics
> > and ran 70% faster (or does the 6510 use fewer cycles per instruction
> > than the 6502?).
> >
> > Did I miss anything?
> >
> > Of course, that's just comparing the hardware.
> >
> > --PC
> > --
> > DOE SHP @ NMFECC/LLNL (NERSC) ID 87
>
> I think that it's unfortunately truth. SID has better features than
> POKEY and C64 has more sprites.
> Even VIC is (in a part) better that ANTIC if we will analyze interlace
> features and fonts' graphics (I mean that VIC can scroll by one pixel
> line in 16 color graphics mode which is made of 2 pixel points).
> Atari is faster, that is a fact, but demos on C64 are much better coded
> than in Atari...
> It is a bitter reality, but it is never too late for change!
>
> Alex Martin
>
>

Sorry but 8 sprites... in Atari you can have in maximum res 192*5
players and in takes only a little DLI routine.... Atari can scroll by 1
pixel and you only manage 2 bytes and you tell me VIC is better than Antic??
The main difference between the A8 and the C64 is the interrupt management,
if you use the int mag in the right way nothing is impossible in the A8....
God even the space invaders A8 version is better than the 64 one.... At least
the Atari is not CHEAP assembled...

Greetings from Mexico

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2919. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ejm1jdkl1@nnrp1.dejanews.com>
Source record: 64661

In article <350C5193.5920EF39@sprynet.com>,
geoff@sprynet.com wrote:
>
> > > Any machine that forces you to enter Basic and type a load comnmand
> > > certainly
> > > doesn't start off very versatile....
> > > And as far as "significantly more powerful overall".. If its a C64 its
> > > usually broken
> > > and what power does one get out of that?
>
> Excuse me...but BS. I have seen a LOT of Commodore computers and I've
> seen comparitively much fewer numbers that were broken. For the record,
> having worked on both Atari and Commodore computers (having worked in a
> repair shop that WAS ATARI authorized), the Commodore stuff was
> generally more repairable than the Atari computers.
>
> And as for the BASIC, you must know something about Basic 2.0 that I
> don't, namely that you are forced to use BASIC and nothing else. Give me
> a break. If you don't want to use the BASIC, DON'T USE IT. So what if
> you have to start the programs from basic?
>
> Sheesh...same stupid crap every time a flame war starts. Both machines
> have their strong points, can we leave it at that?
>
> *Geoff!*
>
> --
> Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
> KERNAL = Keyboard Entry Read Network And Link
> http://home.sprynet.com/sprynet/geoff
>

Sometimes, the best way to learn more about your computer is a Flame war
as you name it, and if both parts learn then nothin is loose in the process,
besides is fun thing to do, as i own both platforms and know far more of the
Atari than commodore, and of course the 64 is easier to repair, it has far
less IC's than the Atari...

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2920. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980316154001.KAA12744@ladder01.news.aol.com>
Source record: 64662

In article <6ehlbb$du7@james.hwcn.org>, ad329@james.hwcn.org (Chris Cracknell)
writes:

>Speaking of product life cycles...
>
>Does anyone think there's a chance that the speed with which video game
>consoles appear and disappear from the market no adays will ultimately
>end up affecting sales in a negative way.
>
>Will consumers either stop purchasing new machines because they're pissed
>off that the machine they just dropped $200 on is obsolete and discontinued.
>Or will they wait for the current technology to become discontinued
>so they can buy it at bargain basement prices? (or like me, wait for
>it to become really really old so they can buy it for $5 at the
>Salvation Army).
>
>It just seems like now adays video game machines don't last as long as they
>used to "in the olden days".
>
>

I'm wondering the same thing about computers. The 333 MHz PC is about the
hottest Windows machine you can get at a Fry's or CompUSA, yet I hear that in 2
years, 1000 Mhz machines will be available, and the the 200 MHz machines of
just last year won't be fast enough for the software that will come out in
2000. So in 3 years, you go from $2000 computer to obsolete. Will consumers
stand for that?

Bostone1@aol.com

2921. Re: The RESET key gets trapped somehow

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Wes Hinsley <wrh1@doc.ic.ac.uk>
Message-ID: <350D53E0.41C67EA6@geocities.nospam.com>
Source record: 64663
Cross-posted to: comp.sys.atari.8bit,

: If I recall, there was a POKE you could apply, causing the next
: RESET to coldboot the system.

> Purely from memory, I believe this one is "POKE 53774,1".

POKE 580,1 causes RESET to coldboot the system. I can't really remember what POKE 53774,1 does, but I think it's close! I think doing something like POKE 16,64:POKE 53774,64 disabled the break key, but I'm not completely sure!

There's also a way of causing RESET to make an error message, and then you can use the TRAP command to cause the reset key to re-run your programs - I can't remember exactly how that's done - I remember reading something in an old Atari User I think... Hope this helps, or interests!

Wes

2922. Re: Project X this and Project X that

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Epx7zI.E99@cix.compulink.co.uk>
Source record: 64664

In article <6ei7uk$23r@sjx-ixn6.ix.netcom.com>, lvpy67c@ix.netcom.com
(BELJAN E) wrote:

> Its the mystery video game system from VM Labs. It is rumored to be
> more powerful than Sega's Katana and may use a DVD but other than that
> details are few and far between.
Apart from the interviews & screens shots in Edge mag last year..

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2923. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <350d4e63.240945819@news.ioa.com>
Source record: 64665

On Wed, 11 Mar 1998 17:21:45 -0800, mile23@usa.net (Mile23) wrote:

>I've found a few references in DejaNews to building an SIO2PC interface
>inside the case of an Atari. I haven't been able to find any information
>about how to do this, tho. Is it more complicated than just soldering the
>appropriate wires into the SIO port's connector? Where does the IC get its
>power? etc...
>
>Any help appreciated.
>

Sure, it's possible; in fact, it's quite easy. Although I wouldn't recommend it, since you might lose the functionality of the SIO port, here is my suggestion. If you follow the plans to build the SIO2PC cable, just make sure you use SHORT lengths of SIO cable, so that you can cram it all into the case. On an 800, there's ample room, but on a 130XE or similar case, it's a tight fit. Just make your pin connections directly to the back of the SIO port. You'll need to cut a hole in the back of your A8 to make room for a 9-pin serial port (male or female isn't really important, just remember you'll need a matching cable to go to the PC). The instructions for building the cable recommend putting the IC in a project box, but you could probably attach it inside the case, either with short screws or some double-sided sticky stuff.

The standard SIO2PC cable requires no power source, at least not an external one. If it draws power from anywhere it would be from the Atari's +5 voltage, so this solution would still take advantage of that. The quad-receiver/diode/resistor IC is actually used to eliminate this voltage so that it doesn't blow the PC's serial port.

Building the cable separately is obviously much less destructive on the A8 equipment, but if you really want an internal serial port, it's definitely feasible.

I'd be interested to hear from someone with more technical experience about what impact this solution would have on the SIO port. Since you can daisy-chain the drives, I believe this would allow the port to continue working, but I can see where this might cause some conflict. Any theories?

Steven

2924. Re: New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <350d54f0.242623459@news.ioa.com>
Source record: 64666
Body handling: HTML body converted to readable text

On Mon, 16 Mar 1998 04:42:56 GMT, jmelbo@pressenter.com (Jon D. Melbo)
wrote:

>On Sun, 15 Mar 1998 20:56:20 -0500, velcro_spy@webtv.net wrote:
>
>> "Violation of Netiquette?!"
>>
>>
>>You must be kidding me Jon D. Melbo. I find the use of html to give
>>greater creative freedom to usenet posters. It allows people to say what
>>they want to say better. I was always aggravated that I couldn't use
>>italics, and had to resort to caps. If enough people get good at
>>hypertext, it will only enrich the usenet experience.
>>
>>It seems to me that it's a relatively easy proposition to code a
>>text-only news reader to ignore the html tags.
>>
>>vs
>
>We have a disagreement in philosophy about this. My position is more
>form the standards side. To better clarify what I was saying, I do
>not feel HTML belongs in places where the specification for those
>places do not include it. If the standards and specifications are
>updated or amended to include HTML I have no problem with that. When
>it is declared official internet standard, then email and news clients
>will be written or updated to that standard and then there is no
>problem. You speak of liking to be able to use non standard methods
>to enhance your ability to express yourself in newsgroups, yet for
>those who do NOT use NUTSCRAPE NEWS or MICKYSOFT NEWS, your very
>efforts to enhance your message in fact serve only to clutter, cloud &
>obscure it.
>
>I happen to use Forte's Agent for my news. It is 100% complient to
>the news and email standard. It is also a very cool kick butt news
>reader. What it is not is HTML interpreter, nor should it be unless
>HTML becomes an official part of email or news.
>
>*** Please make sure responses are also sent via email.

APPLAUSE, APPLAUSE, APPLAUSE, APPLAUSE.

Forte's Agent, even Free Agent, kicks major newgroup butt. I use both
IE4.0 and Netscape 4.0 for web browsing, but I'll never step into
comp.sys.atari.8bit with anything but Agent. Besides, the bullies

don't even handle newsgroup management effectively; why should we let them step in with HTML code. If the HTML standard is ratified, then we'll follow, but until then...

http://www.forteinc.com/agent/freagent.htm
If you don't have it, GET IT (it's free, after all), then you'll see the difference.

Steven

P.S. I get nothing for supporting Forte's Agent or Free Agent except the peace of mind that I've found a great piece of Windows software and I want to share it with everyone I can.

2925. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <350D5CCE.873EDA71@kaa.bbn.hp.com>
Source record: 64667
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

> the company into the ground. Without the Tramiels, there would have been
> _NO_ Atari 130XE, 520ST, 1040ST, Portfolio, STe, MegaST, SLM804, MegaSTe,
> SLM605, TT030, Falcon, Lynx, Jaguar, etc.
> diehard Atarians, keep in mind that without them, we wouldn't even have had
> any of these incredible systems. Because of these systems, we Atarians

As for the Lynx and the Portfolio they were both developed from other
companies. Everything the Tramiels did, was to buy the rights and to
sell them under the ATARI brand name. There were no improvements done by
ATARI.
So if the Tramiels hadnï¿½t bought the systems other companies would have
done this.

Tschuess,
Frank

2926. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <350D5E50.F904D4DC@kaa.bbn.hp.com>
Source record: 64668
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> Having 17 graphics modes says nothing about the quality. I would really
> liked to have a 320x200x4 mode like the C64 (or did it even have 16 colors?).

Well, without any tricks the XL has a five colours 320x192 (and a higher
resolution with overscan enabled) mode.

Basic:

Gr. 15+16

Tschuess,
Frank

2927. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350D5D12.D8DF872@friko.onet.pl>
Source record: 64669

dwmoar wrote:
>
> Patrick Mulvey wrote:
>
> > Jon D. Melbo wrote:
> >
> > > On Wed, 11 Mar 1998 10:35:16 -0800, dwmoar <dwmoar@teleport.com>
> > > wrote:
> > >
> > > >Well there we get back to memory refreshing. SIMMS require
> > > refreshing. Just because you
> > >
> > > >lose power? Phoof, you lose everything in memory. There is no way to
> > > keep the informatin
> > > >during a power outage. In order to keep memory, you have to be able
> > > to supply power to
> > > >the memory modules and also maintain memory refreshing during this
> > > peroid. This all adds
> > > >to the cost of the unit and to its footprint.
> >
> > A battery back up circuit, or a UPS or a (for very short outages ie:
> > under a second) Ferro resounettransformer can all maintain power for
> > limited periods...
> >
>
> Gee I wish that I would of stated that in my original post. These are some
> of the alternative ways. You could even use a good sized cap to do the job,
> though this method would not be able to supply power for any lengh of time.
> Actually I would opt for a small ni-cad battery pack that would fit inside
> the case and all. But with this you will need a way to keep the battery pack
> fresh (Charged) Look at all the possibilities!

Yeah! I have already had SRAM with alkaline battery in my Atari. It
works fine over two years on the same battery! SRAM is not so expensive.
128 kb costs about $5 (in Poland). I would like to write new OS for
Atari which could give some new features to this machine, such a
continuing work after long period without power supply! I would write it
years ago, but I have no time!... But it WILL work! Believe me!

Alex Martin

P.S.
Ni-Cad battery pack is bad idea, because if it will end all memory's
data will fly away (oh, maybe half an hour later, because of cap!)

2928. FS: 4 Atari 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980316172101.MAA24899@ladder01.news.aol.com>
Source record: 64670

```
Final Legacy
Ace of Aces
Q*Bert
Crossfire

Check them out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8078350

2 DAYS LEFT! NO RESERVE!
```

2929. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Lawrence Lamb <l_lamb@yahoo.com>
Message-ID: <350D677B.3046B70@yahoo.com>
Source record: 64671
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

BELJAN E wrote:
>
> In <6ee973$7vf@bgtnsc03.worldnet.att.net> Dan Phillips
> <xiting@worldnet.att.net> writes:
> >
> >What really gets me is they seem to have paid $5 million for $45
> million
> >in Atari debt (and of course, the technology). They _really_ paid $50
> >million for the assets. They are obviously planning to do something
> real
> >with it, simply suing for patent and copyright infringement and
> selling
> >licensing won't generate that kind of revenue.
> >
> Well first they bought Tiger Electronics not Atari? Why would they buy
> both unless they had something planned, would be too much a waste of
> money. Game.com is not moving on shelves too well. Perhaps they want to
> do something in the way of video games but need a largely remembered
> name like Atari. Suing for patent and copyright infingement could get
> you good money depending on who or what is involvled. If it is simply
> Jon Doe's Video Game Inc infinged on the patent of a design of
> something totally meaningless by todays standard, you wouldnt get much,
> but if it was Nintendo, Sony or Sega you could fetch more (Atari did
> once already on Sega) especially if it had to do with something in the
> Playstation console itself that couldnt be changed they could claim
> damages millions and maybe make quite a bit of money.

Hasbro bought Tiger because of their excellent position in children's electronics. Tiger makes tons of handheld games, including all of the game show units (Wheel, Family Feud, Jeopardy!, etc.), Giga Pets, and the children's educational "computers" (they are the only real competition to V-Tech). Hasbro is trying to keep up with Mattel in the toy industry; both are running around buying up all of the smaller toy companies that complement the businesses that they already own. Tiger was attractive to them because they really don't have anything in the way of handheld electronics or kid's computers. They also got ahold of the game show licenses, which their other divisions can use, like Parker Brothers, Milton Bradley, and CAP Toys (candy - you've probably seen the Connect Four and Monopoly candy...expect more!)

Tiger was also bought by Hasbro, Inc., while Atari was purchased by Hasbro Interactive. This may mean nothing, but it may signal that Tiger is considered more of a toy company to Hasbro, while Atari is considered

more of a software company. I personally would expect HI to use the software licenses first, making new versions of the titles that they now own, then maybe look at the videogame market to see if it is a viable market for them. They don't own facilities to make something as large as a CD console system and would not be able to make one as cheaply as someone like Philips, but they might license the Atari name. The portable market is about to change a bit with the new Nintendo color portable, so if they're smart, they will wait and see what happens there. Just my $0.02 (still $0.02 with tax!!)

2930. Re: The RESET key gets trapped somehow

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350D6891.C3DC8581@friko.onet.pl>
Source record: 64672

Wes Hinsley wrote:
>
> : If I recall, there was a POKE you could apply, causing the next
> : RESET to coldboot the system.
>
> > Purely from memory, I believe this one is "POKE 53774,1".
>
> POKE 580,1 causes RESET to coldboot the system. I can't really remember
> what POKE 53774,1 does, but I think it's close! I think doing something
> like POKE 16,64:POKE 53774,64 disabled the break key, but I'm not
> completely sure!
>
> There's also a way of causing RESET to make an error message, and then
> you can use the TRAP command to cause the reset key to re-run your
> programs - I can't remember exactly how that's done - I remember reading
> something in an old Atari User I think... Hope this helps, or interests!
>
> ------
> Wes
It can be done ONLY by setting RESET vectors (somewhere at $fff?) at
Your routine which can do something and return to BASIC interpreter or
whatever else...

Alex

2931. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350D680C.22611ECD@friko.onet.pl>
Source record: 64673

Steven Posey wrote:
>
> On Wed, 11 Mar 1998 17:21:45 -0800, mile23@usa.net (Mile23) wrote:
>
> >I've found a few references in DejaNews to building an SIO2PC interface
> >inside the case of an Atari. I haven't been able to find any information
> >about how to do this, tho. Is it more complicated than just soldering the
> >appropriate wires into the SIO port's connector? Where does the IC get its
> >power? etc...
> >
> >Any help appreciated.
> >
>
> Sure, it's possible; in fact, it's quite easy. Although I wouldn't
> recommend it, since you might lose the functionality of the SIO port,
> here is my suggestion. If you follow the plans to build the SIO2PC
> cable, just make sure you use SHORT lengths of SIO cable, so that you
> can cram it all into the case. On an 800, there's ample room, but on
> a 130XE or similar case, it's a tight fit. Just make your pin
> connections directly to the back of the SIO port. You'll need to cut
> a hole in the back of your A8 to make room for a 9-pin serial port
> (male or female isn't really important, just remember you'll need a
> matching cable to go to the PC). The instructions for building the
> cable recommend putting the IC in a project box, but you could
> probably attach it inside the case, either with short screws or some
> double-sided sticky stuff.
>
> The standard SIO2PC cable requires no power source, at least not an
> external one. If it draws power from anywhere it would be from the
> Atari's +5 voltage, so this solution would still take advantage of
> that. The quad-receiver/diode/resistor IC is actually used to
> eliminate this voltage so that it doesn't blow the PC's serial port.
>
> Building the cable separately is obviously much less destructive on
> the A8 equipment, but if you really want an internal serial port, it's
> definitely feasible.
>
> I'd be interested to hear from someone with more technical experience
> about what impact this solution would have on the SIO port. Since you
> can daisy-chain the drives, I believe this would allow the port to
> continue working, but I can see where this might cause some conflict.
> Any theories?
>
> Steven

I have something like that in one of my Atari's. It works, but it is not so functional as a cable. Trust me, when You want to visit Your friend and he has no SIO2PC cable it is the only way. And by the way, I have built SIO2PC cable without MAX232 and other chips on 3 transistors! (My friend do the same thing but on one NAND gate, one diode and one resistor only). All these interfaces works very well but of course the cable can not be too long.

Alex

2932. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350D6B20.5C0154B3@friko.onet.pl>
Source record: 64674
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Frank Szymanski wrote:
>
> > Having 17 graphics modes says nothing about the quality. I would really
> > liked to have a 320x200x4 mode like the C64 (or did it even have 16 colors?).
>
> Well, without any tricks the XL has a five colours 320x192 (and a higher
> resolution with overscan enabled) mode.
>
> Basic:
>
> Gr. 15+16
>
> Tschuess,
> Frank

Hmmm! I don't know how about NTSC, but in PAL I made 384x240 (4
interlaced shades) on standard Atari, so...
Besides, Have You ever seen HIP graphics mode?

Alex

2933. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <350D6A2B.ED628780@friko.onet.pl>
Source record: 64675

```
rojasdelap@yahoo.com wrote:
>
> In article <350C0AE7.9F65BFD3@friko.onet.pl>,
> Aleksander Martin <alex6502@friko.onet.pl> wrote:
> >
> > Preston F. Crow wrote:
> > >
> > > Assuming all of that info was correct, it looks to me like the C64 had
> > > better sound and its sprites may have been better for many purposes
> > > than Atari's player-missile graphics, but Atari had better graphics
> > > and ran 70% faster (or does the 6510 use fewer cycles per instruction
> > > than the 6502?).
> > >
> > > Did I miss anything?
> > >
> > > Of course, that's just comparing the hardware.
> > >
> > > --PC
> > > --
> > > DOE SHP @ NMFECC/LLNL (NERSC) ID 87
> >
> > I think that it's unfortunately truth. SID has better features than
> > POKEY and C64 has more sprites.
> > Even VIC is (in a part) better that ANTIC if we will analyze interlace
> > features and fonts' graphics (I mean that VIC can scroll by one pixel
> > line in 16 color graphics mode which is made of 2 pixel points).
> > Atari is faster, that is a fact, but demos on C64 are much better coded
> > than in Atari...
> > It is a bitter reality, but it is never too late for change!
> >
> > Alex Martin
> >
> >
>
> Sorry but 8 sprites... in Atari you can have in maximum res 192*5
> players and in takes only a little DLI routine.... Atari can scroll by 1
> pixel and you only manage 2 bytes and you tell me VIC is better than Antic??

Wait, wait! I just want to say that VIC's sprites are better in a few
things (f.e. quantity...) and 16 color mode which has 2 pixel points can
be scrolled by 1 pixel just like in HIP on Atari.

> The main difference between the A8 and the C64 is the interrupt management,
> if you use the int mag in the right way nothing is impossible in the A8....
> God even the space invaders A8 version is better than the 64 one.... At least
```

> the Atari is not CHEAP assembled...

Yes, I know. I am and Atari user. I wrote lots of code on it and I know
whole its build.

>
> Greetings from Mexico
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading

Greetings to all of You!

Alex

2934. Re: 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <350D7DF8.850600CA@erols.comX>
Source record: 64676

Anyone know where I can get ahold of Util?

Im assuming this would allow me to avoid having to use my SIO2PC cable
to transfer files from my PC to my Atari and vs versa?
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Sid Pacman wrote:

> On Sun, 15 Mar 1998, at 15:02:17 william honecker (bjajh at
> buffnet period net) wrote:
> -> what i'm trying to do is get my atari with 2 1050 drives to
> -> read ms-dos disks. i've tried util or myutil, but no luck. is
> -> it because the 1050 spins too slow or am i doing it totally
> -> wrong? btw, i use atari dos 2.5, 3.0, 2.0s, or dos xl by indus.
>
> "Util" runs on an IBM-compatible, not on the Atari 8-bit. If
> you're trying to use the Atari 8-bit to read disks created by
> MS-DOS (not "Util") on an IBM-compatible, then you'll need to use
> some other Atari program (an MS-DOS-reading utility, if there is
> such a thing) in order to do that.
>
> "Util" works only on disks formatted in the Atari style of
> what 8-bitters call double density (D.D.), or 720 sectors of
> 256 bytes each, adding up to a total of 180K capacity for one
> side or 360K for both sides. You can use "Util" to format a
> disk and then write to it, but then you'll need a double
> density-capable disk drive to read that disk on the Atari 8-bit.
>
> Unless your 1050s have been modified for double density (like
> with a "U.S. Doubler"), then what you have is single density (128
> bytes per sector) and you won't be able to read disks written to
> by "Util." And even if your 1050s have been modified, you need
> to use a double density-capable DOS program. 2.5, 3.0, and 2.0s
> are NOT double density-capable. (There is a D.D.-capable version
> of Atari Company DOS 2.0; it's called 2.0D.)
>
> DOS-XL (which came with Indus drives but was a product of
> Optimized Systems Software, or O.S.S.) is double-density capable,
> and can be used to read disks created on an IBM-compatible with
> "Util." But first you need a double density disk drive, and then

> (if you haven't already done so) you need to use DOS-XL to create
> a double density master DOS disk for when you either boot up in or
> reconfigure to double density.
>
> Assuming that your 1050s have been modified for double density,
> it's best to use the Atari drive to D.D.-format a disk for use
> with "Util" on the IBM-compatible. That'll improve the chances
> of your being able to successfully read the disk on the Atari 8-bit.
>
> >>>---<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "All Indus -- All The Time!" *

2935. Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980316194900.OAA14567@ladder01.news.aol.com>
Source record: 64677

I've been using my Sega Genesis 6-button pad on my Atari 800. I love the feel of this pad but I do have one concern. Since the Atari is set up to only recognize 1 fire button, is it possible that pressing some of the other buttons on the Genesis pad could send an unrecognized register/voltage to the Atari and screw it up?
Any help on this matter would be much appreciated. (Not to mention set my mind at ease.)

2936. Atari Games (agent USA)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: Dirk Peters <blue@snafu.de>
Message-ID: <01bd5117$beaabc80$4ae379c2@dirk>
Source record: 64678

Hi Everybody!

Do one of you know the game "Agent U.S.A." ?! There the player must destroy
the "Fuzzy Bomb" and rail through the USA.
If Anybody have this great game - please write me - my disks are
destroyed... :(

Bye
Dirk

2937. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1516.000FE8EF@condor.circa.ufl.edu>
Source record: 64679

In article <19980316154001.KAA12744@ladder01.news.aol.com> bostone1@aol.com (Bostone1) writes:

>I'm wondering the same thing about computers. The 333 MHz PC is about the >hottest Windows machine you can get at a Fry's or CompUSA, yet I hear that in 2 >years, 1000 Mhz machines will be available, and the the 200 MHz machines of >just last year won't be fast enough for the software that will come out in >2000. So in 3 years, you go from $2000 computer to obsolete. Will consumers >stand for that?

>Bostone1@aol.com

I agree with you on this. But it's already been going on for about 9 years now.

In 1989 it was the "386", with the 33MHz being the top speed you could achieve, at a nice hefty price. However, a lot of software still ran on those XT's.

In 1991 it was the 486, with the 33MHz being the top speed you could achieve, at a nice hefty price, but most software would still run on the 386's. Windows 3.1 was released.

In 1993 the Pentiums came - 66MHz top speed, 386's were out-dated, 486's slower then 50MHz were starting to get outdated.

In 1995 the 100+ MHz pentiums started to show up (up to 133MHz), in August 1995 486's were made obsolete. Windows 95 was released.

Now, you need a minimum of Pentium 133MHz to get any useability, and a lot of software won't run on anything slower then a 166MHz Pentium. By the end of 1998 you'll need to have a minimum of 200-233MHz Pentium with MMX. Windows 98 should be released this year.

Personally, I believe consumers will get tired of having to shell out several thousand every couple of years.

I expect after the turn of the century you won't see major performance increases in CPU speed, but then bandwidth will become the big improvement factor. I also expect to see more happen with NC's as bandwidth increases.

The really sad thing is I think about what I used to use my Atari 800XL for back in 1984; word-processing, e-mail, games, programming. It served me well from 1983 until I jumped onto the PC Bandwagon in 1989. I could still use it today (and am in the process of putting together another 8-bit system, anyone got an MIO for sale?), and it would work well. However, the thought of using my first PC (a 10MHz 8086) scares me, where the atari would be fine.

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

2938. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1517.000FF523@condor.circa.ufl.edu>
Source record: 64680

In article <EpwrJ5.I4H@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:

>In the late 80's in Europe, the ST outsold even IBM in terms of volume of
>'personal computers' i.e. they sold moire STs than IBM sold PCs. Atari was
>in fact 3rd highest seller by volume at one point.

But they didn't bring the products to the states. They kept putting us off here in the US because the margins were higher in Europe. And, by the time 1989 had rolled around, Atari had left a bunch of die hard 8-bitters who would have probably gone the ST route feeling like we were abandoned, and wondering what incentive there is to buy an ST when you'd be worried they'd pull the same one.

The way I remember my decision to go PC was that Atari had just recently announced the TT would be coming out soon and that support for the ST would be dropped back to the level of the 8-bit (non-existant). That's the day I decided to go to the PC and sell my 8-bit.

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

2939. Assembler Editor Cart via Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: jvincent@wizvax.net
Message-ID: <350d96a9.1936861@news.wizvax.net>
Source record: 64681

I've got a project that I want to use the Atari Assembler Editor cart for. For the actual project, I'll have to use my 800XL (it's tightly tied to the hardware), but since it's been a *long* time since I've used these tools, I'd like to refamiliarize myself with the language/interface and it would be a *lot* easier using a PC-based 8-bit emulator (probably Xformer).

Is it possible to convert the cart so it can be used with the emulator? Hardware/software available to me includes: 800XL, 1050 drive, Xformer cable (1050 to PC parallel), Assembler Editor cart, DOS 2.5, PC running Win95, and various versions of Xformer and utilities.

I've tried a binary save of $A000-BFFF to disk and reloading it, but I can't get that to work on the 800XL (I've heard that can't be done with DOS 2.5).

Thanks for any help you can offer! The simpler the better. :)

Jeff Vincent mailto:jvincent@wizvax.net http://www.wizvax.net/jvincent/
Before you send me UCE, I know what you're thinking... Did he complain to five or six postmasters last month? Now, you must ask yourself one question: "Do I feel lucky?" Well, do you, punk?

2940. files

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-16 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <350D9AEB.33E28363@buffnet.net>
Source record: 64682

since i can't get files from my pc to the atari with the pair of 1050 drives, is my only other option that sio2pc cable?

i'm also trying to add another 64k of ram via the 800xl's pbi. i have 8 4164's laying around so that should be enough to give me the full 64k. i have the pinouts of the ram and the pbi so do i just connect the pins of the ram to the pbi(example: Din and Dout would go to D0 on the pbi. i think)? would i need some other part between Din and Dout on the ram so it doesn't damage the ram or doesn't it matter? i was also wondering if the extsel on the pbi has to go to some pin on the ram.

2941. Re: Atari 800 & IOMega Jazz drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6em9dr$l75@cyber1.servtech.com>
Source record: 64433

In article <350C0DD3.CA1480EB@sprintmail.com>,
Bob Evans <BobEvanz@sprintmail.com> wrote:
>Has anyone been able to hook an Atari 800 up to a SCSI JAZZ drive?
>Please tell me how to do this.
>

Off the top of my head, and on the basis of minimal experience with
a Zip drive on an Amiga, I would expect that you could treat a Jaz drive
the same as "any" SCSI HD of the same capacity. The questions then
become, first, "how do you hook up a SCSI drive to the Atari," and second,
"will the Atari handle a drive that big (capacity-wise)?"

The answer to the first question is well known: get an MIO or a Black
Box. If I recall correctly, the BB has a limit on how large a SCSI
partition it can work with "all in one piece;" therefore, HDs larger
than that limit bust be partitioned into pieces SMALLER than the limit,
and managed as though they were separate, smaller drives. Undoubtedly,
this would need to be done to a Jaz drive. Oh -- and my personal
experience with Zip drives indicates that they are sufficiently "generic
SCSI" devices that they "ought" to work with the BB/MIO, though I have yet
to try this.

The answer to the second question is less well known, but I can make
some guesses. First, I assume that the state-of-the-art of SCSI, at
the time the BB and MIO were invented, was such that both products use
SCSI 1. Second, I recall that in SCSI I, the number of bits reserved
for disk-block-number specification is too small to properly address
disks larger than "about 1Gb." (1Gb-and-larger drives can still be
CONNECTED TO, and used on, SCSI 1 -- but all operations which try to
access disk blocks beyond the "size limit," end up accessing the wrong
blocks and can easily corrupt the drive.) If I'm right and
the BB/MIO _do_ use SCSI 1, you would probably be able to CONNECT and
maybe even USE a Jaz drive -- but to use it SAFELY you would have to
restrict yourself to the first 1Gb of space (the best way to do that would
be to partition the drive in such a way that the "dangerous" area was
simply not available to you).

Hope this helps. Try it and let us know if it works!

Chris Chiesa
cfchiesa@servtech.com

2942. LAST DAY! Atari 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980317173800.MAA02106@ladder03.news.aol.com>
Source record: 64434

Group of 4 Atari 8 bit computer carts including:

Final Legacy
Q*Bert
Ace Of Aces
Crossfire

LAST DAY! ONE LOW PRICE! NO RESERVE! Check them out on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8078350

2943. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emmu2$rif@sjx-ixn4.ix.netcom.com>
Source record: 64435
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In <350e0a3d.779599@news.jagunet.com> robertm@jagunet.com (Rob Merritt) writes:
>
>So it appear Hasbro bought Atari for the games. I kinda hoped they
>would have annouced that they would use the Atari brand name for the
>games. Who knows, maybe they will. I'm happy to see updated classics
>but I can't help be just a tiny but dissapointed. Time will tell.
>
Whether or not they bring the Atari name to hardware remains to be seen. If they are indeed a Project X liscensee they certainly would not say so, that is hush hush information. Secondly, if the Game.com fails they may attempt to revive their handheld market under the Atari name.

2944. For Sale . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <350EE22B.C9CD7099@accesspro.net>
Source record: 64436

Looking to sell the following:

Atari 800XL with 256k Rambo Upgrade
2 - 1050 Drives
1 - 850 Interface

All cables and power supplies included. Please reply privately if
interested.

2945. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emnof$kmh@dfw-ixnews5.ix.netcom.com>
Source record: 64437
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>> I'd say there is probably a _very_ limited market for 1-dimensional
>> games. But, what are we talking about here?
>
>
>A one dimensional game? Wouldn't that be like an infinitely thin line on
>the screen? Wow, that'd be kinda like playing pong with a toothpick shaped
>monitor!
>:0
>
Just for thought, has anyone ever considered calling a 2D game 3D because it is playing from a Picture Tube which in itself is 3D? That would be funny, by that definition, all side scrollers would now be considered 3D games.

2946. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: psomer@cts.com
Message-ID: <73808312743@unknown>
Source record: 64438

>
>>Never did figure out how people scored better than Lieutant in Star
>>Raiders though...
>
>The biggest key is to realize how much energy consumption affects your
>final score, and that your shields use up a lot of energy. In other
>words, you have to keep your shields off almost all the time, except when
>you're in immediate danger of being blown to bits!
>
>And you have to play Commander level, and you can't let any starbase be
>destroyed...
>
>-Michael "Star Commander Class One" Current

My philosophy was to sit in one place, and let the Zylons come to me. It required you to land as near the middle of the sector as possible. And when you start getting hit, get out out of there, as jumps to a starbase without a computer, or long range scanner is difficult. Without those or photons, life gets too difficult. Been a few years since I played, but I will have the computer hooked up to play again this weekend. :)

Paul

2947. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6emnrc$s37@sjx-ixn4.ix.netcom.com>
Source record: 64439
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu> "Greg Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>
>
>
>Lawrence Lamb <l_lamb@yahoo.com> wrote in article
>
>. I personally would expect HI to use the
>> software licenses first, making new versions of the titles that they now
>> own, then maybe look at the videogame market to see if it is a viable
>> market for them. They don't own facilities to make something as large
>> as a CD console system and would not be able to make one as cheaply as
>> someone like Philips, but they might license the Atari name. The
>> portable market is about to change a bit with the new Nintendo color
>> portable, so if they're smart, they will wait and see what happens
>> there. Just my $0.02 (still $0.02 with tax!!)
>>
>
>That is EXACTLY what they will do. Anyone notice the popularity of the
>rerelease of Frogger for Playstation and PC? Hasbro is going to revamp and
>rerelease some of the old Atari games like Missile Command in similar
>fashion. I wouldn't expect to see a new atari-branded console from them,
>though. Read more in today's Wall Street Journal, by the way. Good story
>about the deal that even mentions retrogaming's current popularity (it
>talks a little bit about the MAME arcade emulator in there).
>
>
Some games have already been revamped. It certainly would take some serious thought for me to go out and by another revamp of Missle Command after Missle Command 3D unless it was a masterpiece of some type.

2948. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: rwilhm@REMOVE.ibm.net
Message-ID: <350ee77e.0@news2.ibm.net>
Source record: 64440

In article <EpyJJ3.1CI@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
>In article <350e2edd.0@news2.ibm.net>, rwilhm@REMOVE.ibm.net (Ryan Wilhm)
>wrote:
>
>> I kinda viewed this announcement as a bit of a dissapointment... I'd hop
>> ed that maybe Hasbro would do something a bit more constructive
>Like what? All the Atari hardware is ancient and would look totally silly
>if they dtried to do anything with it. The titles and patents are the only
>useful bits they bought. I used to love Atari as much as the next nut but
>I'm realistic about what they became after the initial rush of the early
>80's.
>

All true, but I was kinda hoping they'd try to revitalize the old name by releasing new titles. (Don't even know if they're going to release Centipede 3D under the Atari moniker...) Kinda rebuild Atari up from go, as it were. Realistic? Probably not. But it would have been nice. Kinda the same hope I had when Gateway purchased the Amiga properties. Haven't heard anything since.

Anyway,
Ryan

2949. Chess for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19980317183001.NAA08781@ladder03.news.aol.com>
Source record: 64441

I'm looking to set up a web page devoted to chess on the 8-bit. I already have several items I can put up, but there are several items (older commercial programs) that I want to get legal clearance on first. If you have anything that may be useful on this page, please let me know and I'll see what we can do.

Thanks.

2950. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <6emgs1$hr9@news.Hawaii.Edu>
Source record: 64442
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Sam. (sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk) wrote:
: save the Jag, and Tempest 2000 wasn't an amazing success. I think
: there's a limited market for 1-dimensional games that only last 3
: minutes, which basically is most of the Atari licenses.

I don't mean to be annoying, but doesn't the description:

"1-dimensional games that only last 3 minutes"

apply to just about any console game? In general, I have always preferred
computer games to console fighting, platform, and other low depth genre's.
With games like AvP, the Jaguar had the potential to bring more
computerish titles to the console market, but they instead dropped that
sort of development in favor of SNES style titles.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

2951. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6em9ub$s62@news.acns.nwu.edu>
Source record: 64443

Hola Preston,

In article <6egqpv$ak3$1@dartvax.dartmouth.edu>,
Preston F. Crow <crow@coos.dartmouth.edu> wrote:
>Assuming all of that info was correct, it looks to me like the C64 had
>better sound and its sprites may have been better for many purposes
>than Atari's player-missile graphics, but Atari had better graphics

Actually I'd say the 64 has better graphics -- twice as many custom characters,
more palette flexibility, and higher default resolution (all of 8 lines,
whoopee!). More about graphics in the next post.

One thing that is difficult to convey (and invariably lacking in most
computer wars etc.) is just _why_ some feature or capability is useful
or important. Presumably someone will followup with a "Yeah, but my
computer can do THIS", to which I will respond ahead of time "Name me
some situations it is useful for, and what makes you think the 64 can't
do the same thing?" :). In my experience, when one of those questions
has a decent answer the other has a lame answer. (Note that this
applies to various C64 claims equally well).

>and ran 70% faster (or does the 6510 use fewer cycles per instruction
>than the 6502?).

There are two main caveats. The obvious one deals with things like "It
doesn't take any cycles to change the y-coordinate of sprites on the 64";
the other rub is DMA: halting the CPU to access graphics data. Maybe
one of the demo guys can answer this question: how many cycles are
available per raster line on a typical 320x192 screen? (On the visible
portion of the screen).

On an NTSC 64 there are 65 cycles/line, except for every eighth line where
VIC steals 40 cycles for DMA, and there are 262 NTSC lines (PAL is
63 cycles/line with 312 lines, hence more cycles/frame). Sprites
take 2 cycles per active sprite.

I'm pretty sure the Atari still winds up being faster -- just not by a
factor of 1.8.

>Did I miss anything?
>
>Of course, that's just comparing the hardware.

Yup.

One more thing I should have mentioned: the Atari debut was in 1979;
the 64 in 1982. Three years is a pretty long time in the computer

world.

evetS-

2952. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6emb9s$sr2@news.acns.nwu.edu>
Source record: 64444
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Ivo,

In article <6ej4n1$gf2$1@star.cs.vu.nl>,
Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>rojasdelap@yahoo.com writes:
>
>>In article <MPG.f73a2c058a71e0f98972b@news.uni-x.net>,
>
>>sprites, and about why i think the A8 is better: Interrupts, we can handle
>>VBI, 60Hz int in NTSC, 50Hz in PAL, DLI's, 15750Hz int for NTSC, we have 17
>>graphics modes, a display list, so you can mix graphics modes, scrolling
>>with just 2 bytes handling, no need to boot with basic on, 256 colors
>>displayable at the same time etc, etc, etc. Really we don't have time to
>>describe all the goodies in an A8.......
>
>Having 17 graphics modes says nothing about the quality. I would really
>liked to have a 320x200x4 mode like the C64 (or did it even have 16 colors?).

One important feature of the 64 is that color information is stored in RAM.
This means that all graphics modes can always display all 16 colors
simultaneously; for example, after turning on the computer you can type
sixteen characters, each with a different color, right from the keyboard/no
programming required.

The catch is that each byte of color RAM controls one 8x8 section of the
screen, so it's not as if single pixels can take any one of 16 colors;
it just allows different palettes in different areas of the screen.
Having said that, 320x200 mode gives you 2 colors in every 8x8 block
(pixels are either 0 or 1), and 160x200 mode gives 4 colors in every
8x8 block (pixles are 00 01 10 or 11). 'Nonstandard' modes are also
available (interlacing screens, force palette reloads every scanline,
etc.).

Two interesting sites with examples of 64 graphics are

http://www.geocities.com/SoHo/Studios/6463/ (many pics from demos and such)
http://oasis.home.pipeline.com/art.html (standard hires and multicolor)

Many games sites have lots of pictures, too.

>To me, the main advantage over the C64 was the ability to mix different
>modes as you pointed out above.

Well, it is worth pointing out that mixing modes is a piece of cake on the 64
(the current raster line number is readable, and VIC can trigger an IRQ
on any raster line). Rare is the game or demo that does not mix modes :).

evetS-

P.S. I really like your web page, and have found it to be very useful! You might consider adding a link to http://stratus.esam.nwu.edu/~judd/fridge/ in the 'programming' section.

>Ivo
>--
>Ivo van Poorten <ipoorten@cs.vu.nl> http://pmwww.cs.vu.nl/home/ipoorten/

2953. Re: Some C64<->Atari persepctive (Re: Atari vs CBM - Why not?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6emc0f$t59@news.acns.nwu.edu>
Source record: 64445

```
In article <6ejm1j$dkl$1@nnrp1.dejanews.com>, <rojasdelap@yahoo.com> wrote:
>In article <350C5193.5920EF39@sprynet.com>,
> geoff@sprynet.com wrote:
>>
>> Excuse me...but BS. I have seen a LOT of Commodore computers and I've
>> seen comparitively much fewer numbers that were broken. For the record,
>> having worked on both Atari and Commodore computers (having worked in a
>> repair shop that WAS ATARI authorized), the Commodore stuff was
>> generally more repairable than the Atari computers.
>
> Sometimes, the best way to learn more about your computer is a Flame war

In my experience, the best way to learn about a computer is to do some
research, study the available reference material, and take a little time
to figure out how things work and what they are useful for. (Actual
programming experience is quite handy, too).

Maybe that's just me. ;)

-S
```

2954. sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <350EEAAB.1C9A16DC@buffnet.net>
Source record: 64446

does anyone have a schematic they could post so i could make the
sio2pc cable? even a website will do
andy

2955. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.pse.pl>
Message-ID: <6emncn$4st$1@sanos.psych.uw.edu.pl>
Source record: 64447

Mon, 19 Jan 1998 22:23:06 -0500 Alan Christie napisal byl w comp.sys.atari.8bit:
> Well at least the thought was there! I remember the early posts about the
> NEW super 8bit. Sounded great, and it certainly got people talking...
> but the main problem, costs.. was a killer....

not at all. i'd pay $50-$100 for a new 8 bit atari with 65816 and all the
stuff mentioned before...

2189
--
= krap@zwieracz.pse.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

2956. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: wayne4@bellsouth.net
Message-ID: <350ef352.5070920@news1.alterdial.uu.net>
Source record: 64448
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

On 17 Mar 1998 20:37:22 GMT, lvpy67c@ix.netcom.com(BELJAN E) wrote:

>In <350e0a3d.779599@news.jagunet.com> robertm@jagunet.com (Rob Merritt)
>writes:
>>
>>So it appear Hasbro bought Atari for the games. I kinda hoped they
>>would have annouced that they would use the Atari brand name for the
>>games. Who knows, maybe they will. I'm happy to see updated classics
>>but I can't help be just a tiny but dissapointed. Time will tell.
>>
>Whether or not they bring the Atari name to hardware remains to be
>seen. If they are indeed a Project X liscensee they certainly would not
>say so, that is hush hush information. Secondly, if the Game.com fails
>they may attempt to revive their handheld market under the Atari name.

Unfortunatly I think using the Atari name would doom any product
released. Most of the gamers out there still have bad memories of
ATARI. Need I mention E.T.? or the Jag? I like my Jag I still play it
but because Atari screwed it up it is now dead. So any use of the
Atari name could prove fatal for any system, no matter how good it is.

Wayne

2957. Re: 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1703981713410001@macmcurrent.library.carleton.edu>
Source record: 64449

In article <350D7DF8.850600CA@erols.comX>, Stephen Knox <gooch@erols.comX>
wrote:

>Anyone know where I can get ahold of Util?

see:

http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/

I'd also suggest you try MYUTIL, it's the newer version, command syntax
might be easier to figure out.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2958. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <890181841@stackbbs.xs4all.nl>
Source record: 64450

I)m still waiting for that hardware expension port to be
plugged into the RS-232 port, or PCI connector, or ISA connector,
or whatever design they want to come up with.
I mean that plugin XL-XE system on one chip (or connector).
No need anymore to hook up your pc to your XL-XE anynore.
Just plug your XL-XE into your PC!
and run XL-XE programs right on your PC!
No need for emulators anymore!!! Yeah!
And people would write XL-XE programs on their PC for the XL-XE! Nice.
That what's I'm expecting from the sale of Atari (to whomever maybe)...

Bo.
___ Blue Wave/386 v2.30

2959. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R1703981839120001@nntp.ix.netcom.com>
Source record: 64451

In article <350E3862.D2E33087@teleport.com>, dwmoar <dwmoar@teleport.com> wrote:

>> Steven,
>
> Could you please explain to me just how you think that putting a
>SIO2PC inside the 8-bit could have an impact on the SIO port. Personally I do
>not see an occasion where this type of hardware hack could create such a
>conflict. That is less of course you really have blotched up the job at putting
>it in your machine to start with.
>
>Atari*Dave
>The Hardware Man

I think what's being asked is: If someone puts an SIO2PC device in their
atari, will they safely be able to plug other things into the SIO port *in
addition* to using the SIO2PC port?

Isn't there some kind of daisy-chaining protocol that needs to happen?

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

2960. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350F385A.2781@gte.net>
Source record: 64452
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

wayne4@bellsouth.net wrote:
>
>
> Unfortunatly I think using the Atari name would doom any product
> released. Most of the gamers out there still have bad memories of
> ATARI. Need I mention E.T.? or the Jag? I like my Jag I still play it
> but because Atari screwed it up it is now dead. So any use of the
> Atari name could prove fatal for any system, no matter how good it is.
>

That sort of logic implies that Sega may as well just slose shop today, since their last two major products also died off quickly. The Atari name is still seen favorably - I can't count the number of times I have had to explain to people that the Atari in the arcades is NOT the Atari that made the Jaguar. And the retro gaming thing has heightened the perception of Atari as well.

This sale is getting mainstream news exposure. If the Atari logo appears on a new piece of hardware, the gaming public will know that it is "under new management".

Besides, I really don't think the majority of people out there is stupid enough to simply say "Atari? everything they make sucks" without first finding out what is going on. If Hasbro spends the money on good marketing to generate some positive hype, and on making some good games for any new hardware they make, then the Atari name will once again be embraced by the public. (Hey, Ford bounced back from the Edsel and the Pinto, didn't they?!?)

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2961. HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hBepA77.tandrews16@delphi.com>
Source record: 64453

I don't remember which thread had this debate, and I really don't feel like looking for it, so I'm putting my two cents-worth right here.

To the guy who wants to post here using HTML:

Perhaps you might want to collaberate with someone like Itay Chamiel or Clay Halliwell on an Atari 8-bit offline HTML reader, and when it's done release it as freeware. I'm sure many of us would try it out. Until then, I, and the rest of the people using Atari 8-bits to access this newsgroup, would appreciate it if you'd stick to ASCII.

And as for the argument that you can express yourself more effectively using HTML because you can use italics, bold, etc., good writers show emphasis by choosing emphatic words, and avoid the use of italics. Effective writing has little to do with typefaces. It has everything to do with communication.

TJ

(Excuse the typos. I'm too annoyed to correct them.)

2962. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <350F606E.3F54@gte.net>
Source record: 64454
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

BELJAN E wrote:
>
> Cummon the Pinto was an excellent car, sure it was not the best car in
> structure but it got its share of miles and got through a few
> blizzards.

Hey I had a PInto too - very reliable, I loved it. But that little
problem with those flammable cheerleaders was a public relations
disaster that really dragged Ford's name through the mud.

> Nintendo released the Virtual Boy, it flopped, are they
> dead?

Which is another way of making my point!

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ID.

2963. Re: Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <350e85fd.8625777@news.mindspring.com>
Source record: 64455

On Mon, 16 Mar 1998 23:49:13 -0800 Patrick Mulvey <pmulvey@erols.com>
wrote:

>I buzzed out the pad a long time ago and the pins associated with the A
>and C buttons
>were connected to the paddle inputs (If I remember correctly) and will
>pose no problem.
>I do remember satisfying that very concern.....

From what I recall, it was the "Select" button that posed the primary
hazard with the Commodore 64 (and thus likely with the Atari 8 bits,
as well).

==========
lmcclure1@mindspring.com

2964. Hasbro/CNN

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1520.000A515F@condor.circa.ufl.edu>
Source record: 64456

I just grabbed this from CNN's web site..
http://cnnfn.com/hotstories/deals/9803/16/hasbro/

Centipede crawls again

Hasbro Interactive acquires rights to
more than 75 Atari video games

March 16, 1998: 12:19 p.m. ET

Board games
boring kids - Feb.
10, 1998

Hasbro bags a
Tiger - Feb. 9,
1998

Hasbro to buy
Cap Toys,
OddzOn for
$166M - Feb.
10, 1997

Hasbro
Interactive

More related
sites...
NEW YORK (CNNfn) - Just when you thought the
world was safe from Pong.
Hasbro Interactive Inc. announced Monday that it
has acquired copyrights, trademarks, patents and
other intellectual property assets of the Atari Division
of JTS Corp., giving Hasbro Interactive rights to
more than 75 Atari games.
Among the titles involved in the deal are such
popular 1980s video games as Centipede, Missile
Command, Pong, Breakout and Tempest. Hasbro
Interactive, a subsidiary of Hasbro Inc., plans to
release its first Atari title this fall with Centipede for
both the PC and Sony Playstation game console.
"These groundbreaking games helped pioneer the
video game industry," said Tom Dusenberry,
president of Hasbro Interactive. "We intend to bring
these classics back to life by updating them with the
latest technology and interactive game design, while

preserving their heart and spirit."
Hasbro Interactive is familiar with reviving popular
1980s video games. The company launched Frogger,
originally developed by Konami Co. Ltd., in 1997
for both the PC and Playstation.
Hasbro will market the games as both nostalgia
for video-game veterans and new experiences for
younger players.
"We plan to implement the same aggressive
strategy we used with Frogger in bringing back the
Atari classics," Dusenberry said. "We will develop
games that appeal to the players who loved the titles
as kids while attracting a whole new generation by
bringing the games up to today's highest standards."
Hasbro Interactive said it intends to develop
various titles for all gaming platforms, including PC
CD-ROM, Sony Playstation and Nintendo 64.
Shares of Hasbro (HAS) rose 3/8 to 36-7/8 in
midday trading.
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

2965. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350ddd04.2609128@news.jagunet.com>
Source record: 64600

ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.net
>() wrote:
>
>> Peter S.
>So, how's Apple doing these days? Oh yes, I forgot, they're still taking
>the world over etc. Nice one Pete.

Lets not pick on Apple. Its not nice to pick on the disabled when they
are on their last legs. :)

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2966. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350ddd30.2652875@news.jagunet.com>
Source record: 64601

bostone1@aol.com (Bostone1) wrote:
>>
>
>I'm wondering the same thing about computers. The 333 MHz PC is about the
>hottest Windows machine you can get at a Fry's or CompUSA, yet I hear that in 2
>years, 1000 Mhz machines will be available, and the the 200 MHz machines of
>just last year won't be fast enough for the software that will come out in
>2000. So in 3 years, you go from $2000 computer to obsolete. Will consumers
>stand for that?

Unless an Alternative presents itself, yes. Back in 92 I thought that
at some point consumers would just get fed up with buying a new PC
every two years. I was wrong.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2967. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350ddd82.2734507@news.jagunet.com>
Source record: 64602
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Frank Szymanski <franks@kaa.bbn.hp.com> wrote:

>So if the Tramiels hadn't bought the systems other companies would have
>done this.

I'm not sure about the Lynx. It was a horrible mess when Atari got it
from Epyx. No where near production and suitors were limited.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2968. Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350e0a3d.779599@news.jagunet.com>
Source record: 64603
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

This just in from Next Generation Online:

"From the first time today, Hasbro Interactive officially announced
its acquisition of key Atari videogame licenses. The assets purchased
by the company include games such as Centipede, Missile Command, Pong,
Breakout, Battlezone, and Tempest. For only $5 million the company
scooped up the rights to more than 75 Atari properties and hardware
platforms.
Hasbro currently has plans to develop several of these games on both
the PlayStation and PC. The first of these titles scheduled for
release will be Centipede, which will hit both platforms this fall.

"These ground-breaking games helped pioneer the videogame industry,"
Tom Dusenberry, president of Hasbro Interactive said. "We intend to
bring these classics back to life by updating them with the latest
technology and interactive game design, while preserving their heart
and spirit."

The company is also considering development of these titles on the
Nintendo 64, and will likely develop handheld versions of these games
via the Tiger Electronics division it recently purchased. At $335
million, the acquisition of Tiger's electronic division was costly,
and Hasbro will likely use its newfound licenses to shore up some of
the purchase costs."

====

So it appear Hasbro bought Atari for the games. I kinda hoped they
would have annouced that they would use the Atari brand name for the
games. Who knows, maybe they will. I'm happy to see updated classics
but I can't help be just a tiny but dissapointed. Time will tell.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2969. Atari 800xl Problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19980317041500.XAA16362@ladder03.news.aol.com>
Source record: 64604

Up until today, I have only owned an Atari 400 computer with 32K RAM. Many of my disk software items would not run, apparently due to the lack of RAM.

So I got an 800xl today that registers 37,xxx K RAM in BASIC when you turn it on. However, it still won't run most of the games that wouldn't run on my Atari 400. Some of the games work, such as Chessmaster 2000, Frogger, and Pitfall, but others, like Lode Runner, Defender, Dig Dug (all on disk) try to load, and then stop at a blank screen. Could it be that my Atari 1050 disk drive is shot? It seems to work, but since I got a whole new computer and the same games don't run, I'm suspecting the drive. But, I suppose it could be a bunch of disk errors, but that's not too likely either. Well, thanks for your help in advance!

-Sam Hartmann

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

2970. Re: Atari 800xl Problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350E2E45.659D34F8@erols.com>
Source record: 64605

PBjurman wrote:

> Up until today, I have only owned an Atari 400 computer with 32K RAM.
> Many of
> my disk software items would not run, apparently due to the lack of
> RAM.
>
> So I got an 800xl today that registers 37,xxx K RAM in BASIC when you
> turn it
> on. However, it still won't run most of the games that wouldn't run
> on my
> Atari 400. Some of the games work, such as Chessmaster 2000, Frogger,
> and
> Pitfall, but others, like Lode Runner, Defender, Dig Dug (all on disk)
> try to
> load, and then stop at a blank screen. Could it be that my Atari 1050
> disk
> drive is shot? It seems to work, but since I got a whole new computer
> and the
> same games don't run, I'm suspecting the drive. But, I suppose it
> could be a
> bunch of disk errors, but that's not too likely either. Well, thanks
> for your
> help in advance!
>
> -Sam Hartmann
>
> S a m H a r t m a n n p b j u r m a n @ a o l . c o m
> ----------
> --------------
> -------
> AgentQ on #rgvc - Visit the Video Game High Score Page:
> http://members.aol.com/pbjurman/highscores.html

Try holding the OPTION key down when you turn on the 800XL
It has internal basic that might need to be disabled. If that fails
you will need a "translator" disk that will make your 800XL
run like a full 48K 800...

2971. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Greg Easterly <gregory_xeasterly@bus.emory.edu>
Message-ID: <01bd5163$5f27d4e0$3efa8caa@geaster.dialup.emory.edu>
Source record: 64606
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

Lawrence Lamb <l_lamb@yahoo.com> wrote in article

. I personally would expect HI to use the
> software licenses first, making new versions of the titles that they now
> own, then maybe look at the videogame market to see if it is a viable
> market for them. They don't own facilities to make something as large
> as a CD console system and would not be able to make one as cheaply as
> someone like Philips, but they might license the Atari name. The
> portable market is about to change a bit with the new Nintendo color
> portable, so if they're smart, they will wait and see what happens
> there. Just my $0.02 (still $0.02 with tax!!)
>

That is EXACTLY what they will do. Anyone notice the popularity of the rerelease of Frogger for Playstation and PC? Hasbro is going to revamp and rerelease some of the old Atari games like Missile Command in similar fashion. I wouldn't expect to see a new atari-branded console from them, though. Read more in today's Wall Street Journal, by the way. Good story about the deal that even mentions retrogaming's current popularity (it talks a little bit about the MAME arcade emulator in there).
Greg

2972. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Greg Easterly <gregory_xeasterly@bus.emory.edu>
Message-ID: <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu>
Source record: 64607
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
> I'd say there is probably a _very_ limited market for 1-dimensional
> games. But, what are we talking about here?

A one dimensional game? Wouldn't that be like an infinitely thin line on
the screen? Wow, that'd be kinda like playing pong with a toothpick shaped
monitor!
:0

Greg

2973. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Benjamin.Ryzman@SOLsoft.Com
Message-ID: <6elbsefff1@nnrp1.dejanews.com>
Source record: 64608
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <350DD1B8.C0395F00@sprynet.com>,
geoff@sprynet.com wrote:
>
> Benjamin.Ryzman@SOLsoft.Com wrote:
>
> > That simply isn't true. The Atari ST was a cheap design. It was designed
too
> > quickly with no real innovation (try to think about the Sinclair QL, which
> > was almost the same design and was produced 2 years before, or about the
> > Amiga which was first introduced as a prototype a whole year before the
ST).
>
> I don't know if I'd classify the ST as a "cheap" design. After all, some
> prominent computer experts, including Dr. Jerry Pournelle, liked the ST
> more than the Amiga. However, it may be true that it was put to market
> too early. Early models didn't include the BliTTER, for example...

Nor a floppy disk drive :-)
Let me clarify my statement about "cheap" design. The ST family of home computers was not revolutionary: basically it was just a 68k computer running a modified version of Digital Research OS. The software was not new. The concept was not new either (Apple Lisa and Macintosh were the first commercial implementation). The hardware was not new (Motorola 16/32 bits microprocessors were first introduced in 1978 if I recall correctly). What really made these computers interesting was the price. Thus, it was the cheap design that made their commercial success.

At the time, Sinclair had been producing a multitasking (even if it was just task switching, really) computer running a windowed environnement on a Motorola 68008 (8/16bits microprocessor). The machine had its share of problems (mostly production) but it was more or less an ST-like, only introduced years earlier. It was low-priced, too.

The Amiga had just been introduced. It was basically the same design as the ST, only with the technical edge given by the specialized ASICs and the true multitasking environnement. (Jack Tramiel's) Atari had forked $1 million (or was it 10?) to help it's development. Commodore offered more money than Atari (by an order of magnitude) to buy the design. This other Atari failure forced them to create the ST.

> I suspect that what happened with the ST is that since Amiga was slipped
> out from under Atari by Commodore, they wanted to have a product to
> compete, and wanted to get to the market at or before the Amiga made it
> so that they would have a fighting chance.

Yes exactly. But Atari didn't ever catch up with the Amiga technology. It had it's share of success (mostly due to the popular MIDI interface and cheaper price tag at the begining of the ST life), but the Amiga became slowly more popular after the Amiga 500 was introduced.

The point I'm trying to make is that, for the first two years, Atari sold a lot more STs than Commodore sold Amiga. They had the money to evolve the ST and to create radical new designs. They had the market advantage. They didn't use it to get the technological edge. They just created cheaper designs when they were in the position to revolutionize the computer industry.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2974. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: rwilhm@REMOVE.ibm.net
Message-ID: <350e2edd.0@news2.ibm.net>
Source record: 64609
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

I kinda viewed this announcement as a bit of a dissapointment... I'd hoped
that maybe Hasbro would do something a bit more constructive than gut what was
left of Atari for it's decade plus old licenses... Although if Atari's going
to be gutted, at least it's not at the hands of the Tramiels...

Ryan

2975. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <350E3862.D2E33087@teleport.com>
Source record: 64610

> Steven,

Could you please explain to me just how you think that putting a
SIO2PC inside the 8-bit could have an impact on the SIO port. Personally I do
not see an occasion where this type of hardware hack could create such a
conflict. That is less of course you really have blotched up the job at putting
it in your machine to start with.

Atari*Dave
The Hardware Man

> I'd be interested to hear from someone with more technical experience
> about what impact this solution would have on the SIO port. Since you
> can daisy-chain the drives, I believe this would allow the port to
> continue working, but I can see where this might cause some conflict.
> Any theories?
>
> Steven

2976. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <350E3A1E.B2B4200A@teleport.com>
Source record: 64611

> Alex,

The price for SRAM here in the US is about the same as you mentioned in
your post $5 - $6 dollars for 128kb. This is expensive when you can buy a 1 meg
DRAM for $6.00 though. You know we have alot of cheap people. I am also looking
into using Flash Ram to do the job. The cost of these are even more expensive the
SRAM or DRAM.

>
>
> Yeah! I have already had SRAM with alkaline battery in my Atari. It
> works fine over two years on the same battery! SRAM is not so expensive.
> 128 kb costs about $5 (in Poland). I would like to write new OS for
> Atari which could give some new features to this machine, such a
> continuing work after long period without power supply! I would write it
> years ago, but I have no time!... But it WILL work! Believe me!
>
> Alex Martin

2977. Re: The RESET key gets trapped somehow

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpyJIz.1A0@cix.compulink.co.uk>
Source record: 64612

In article <350D6891.C3DC8581@friko.onet.pl>, alex6502@friko.onet.pl
(Aleksander Martin) wrote:

> Wes Hinsley wrote:
> >
> > : If I recall, there was a POKE you could apply, causing the next
> > : RESET to coldboot the system.
> >
> > > Purely from memory, I believe this one is "POKE 53774,1".
> >
> > POKE 580,1 causes RESET to coldboot the system. I can't really remembe
> r
> > what POKE 53774,1 does, but I think it's close! I think doing somethin
> g
> > like POKE 16,64:POKE 53774,64 disabled the break key, but I'm not
> > completely sure!
> >
> > There's also a way of causing RESET to make an error message, and then
> > you can use the TRAP command to cause the reset key to re-run your
> > programs - I can't remember exactly how that's done - I remember readi
> ng
> > something in an old Atari User I think... Hope this helps, or interest
Indeed. I can't remember the details but you poke the beginning of the
basic carts error trap code (probably in Mapping the Atari) into the reset
vector and then put a trap statement in your basic prog. When you hit
reset, it jumps to the trap line in the program. never failed for me.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2978. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpyJJ2.1BF@cix.compulink.co.uk>
Source record: 64613

In article <6ekulc$i8r@nntp02.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> The mortal Rob Merritt wrote:
> : I'm not sure about the Lynx. It was a horrible mess when Atari got it
> : from Epyx. No where near production and suitors were limited.
>
> Could you elaborate rather than just handing off a statement like this
> without corroboration?
It sounded pretty clear and accurate to me...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2979. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpyJJ0.1Au@cix.compulink.co.uk>
Source record: 64614

In article <350DCDC6.31613215@onet.net>, hale@onet.net (John & Vicki Hale)
wrote:

> Rob Merritt wrote:
> >
> > ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
> >
> > >In article <6eea78ejm1@nnrp1.dejanews.com>, sinclair2000@earthlink.
> net
> > > >() wrote:
> > > >
> > > >> Peter S.
> > > >So, how's Apple doing these days? Oh yes, I forgot, they're still tak
> ing
> > > >the world over etc. Nice one Pete.
> > >
> > > Lets not pick on Apple. Its not nice to pick on the disabled when they
> > > are on their last legs. :)
> >
> And considering how they too are a Wintel victim like Atari, there's no
> point in bashing them at this point in the game.
It was Pete I was bashing, not Apple. If you're not aware of him, Pete is
a pain in the arse that joins every non-apple newsgroup and thinks up
purile names like Jagflop and goes on and on about how we all suck for not
loving Apple and how every other platform is crap.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2980. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EpyJJ3.1CI@cix.compulink.co.uk>
Source record: 64615

In article <350e2edd.0@news2.ibm.net>, rwilhm@REMOVE.ibm.net (Ryan Wilhm)
wrote:

> I kinda viewed this announcement as a bit of a dissapointment... I'd hop
> ed that maybe Hasbro would do something a bit more constructive
Like what? All the Atari hardware is ancient and would look totally silly
if they dtried to do anything with it. The titles and patents are the only
useful bits they bought. I used to love Atari as much as the next nut but
I'm realistic about what they became after the initial rush of the early
80's.

FWIW, I've owned 2600/400/800/130XE/STm/STe/Mega Ste/Falcon/Lynx/Jaguar
and shit loads of peripherals so I'm not shy about buying their stuff.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

2981. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: "Mr. Atari Writer" <erasmus@xl.xe.world>
Message-ID: <Pine.GSO.3.96.980317060452.10636C-100000@iglou1>
Source record: 64616

On 16 Mar 1998, at 15:40:18 Bostone1 (bostone1 at that aol place)
wrote:
-> So in 3 years, you go from $2000 computer to obsolete. Will
-> consumers stand for that?

Why not? They've been doing it for the last 15 years.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

2982. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Mr Atari Writer <erasmus@xl.xe.world>
Message-ID: <Pine.GSO.3.96.980317064031.21459A-100000@iglou1>
Source record: 64617

On Tue, 17 Mar 1998, at 09:54:39 Iain Laskey (ilaskey att cix
dott compulink dott co dott uk) wrote:
->FWIW, I've owned 2600/400/800/130XE/STm/STe/Mega Ste/Falcon/
->Lynx/Jaguar and shit loads of peripherals ...

I think that deserves some kind of award! (Maybe the "FWIW
Award.")

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

2983. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6elml7ovr1@newsd-122.bryant.webtv.net>
Source record: 64618

So Hasbro bought Atari for the games titles, and their first effort will be Centipede for the, umm, Playstation, wasn't it. Hmmm... it will be interesting to see how profitable it is. Nostalgia is big business. Keep an eye on the new VW Beetle.

Hasbro really got a lot of stuff for their 5 million. Centipede, Dig Dug, Asteroids. Did they get Donkey Kong and Defender, too?

They are not going to resurrect any hardware though, I bet. Maybe they could do something with the Jaguar, but I doubt they will.

vs

2984. Re: Atari 800 0.9.2 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6elpuifhp1@star.cs.vu.nl>
Source record: 64619

jmelbo@pressenter.com (Jon D. Melbo) writes:

>On 12 Mar 1998 01:46:47 GMT, crow@coos.dartmouth.edu (Preston F. Crow)
>wrote:

>>When you say "PC" version, are you talking Windows or Linux?

>Or OS/2, DOS, stand alone boot executable, or Desqview (wait no that
>runs DOS stuff). GEOS anyone? hehehe.

Think I'll have to dig up my copy of DJGPP again and see if it still runs
under DOS. I did the 0.6.something port to MSDOS but a lot has changed
since... :)

Ivo

2985. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6elpq0fha1@star.cs.vu.nl>
Source record: 64620
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Frank Szymanski <franks@kaa.bbn.hp.com> writes:

>> Having 17 graphics modes says nothing about the quality. I would really
>> liked to have a 320x200x4 mode like the C64 (or did it even have 16 colors?).

>Well, without any tricks the XL has a five colours 320x192 (and a higher
>resolution with overscan enabled) mode.

>Basic:

>Gr. 15+16

Bull. It's only 160 pixels wide. The only 320 pixels wide resolution is
monochrome.

Ivo

2986. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6elq1v$g7v@balaena.bio.vu.nl>
Source record: 64621
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

: > As frustrating as all the Tramiel's marketing blunders obviously are to us
: > diehard Atarians, keep in mind that without them, we wouldn't even have had
: > any of these incredible systems. Because of these systems, we Atarians
: > were able to enjoy user-friendly operating systems and software a full
: > decade ahead of the rest of the personal computer industry, and a reliable,
: > frustration-free operating system that is still unequalled even by today's
: > most current systems.

: That simply isn't true. The Atari ST was a cheap design. It was designed too
: quickly with no real innovation (try to think about the Sinclair QL, which
: was almost the same design and was produced 2 years before, or about the
: Amiga which was first introduced as a prototype a whole year before the ST).

Absolutely. The ST and TOS were designed, built/programmed within one year.
The guys from Atari just used a user-interface written by Digital Research
for the PC and wrote a kind of MS-DOS-emulator they called GEMDOS.
The Amiga for instance was far superiour both in hardware and in software
design. The Amiga OS was fully pre-emptive multitasking, had dynamically
loadable libs (or something like it), etc, etc. The hardware for graphics
and sound was also a lot better (DMA stereo sound, hardware sprites, fast
blitter, more colours...)
The main things that made the ST series still sort of a success were the
built-in MIDI ports, the ability to use a nice monochrome-monitor and maybe
the MS-DOS compatibility (diskwise)...

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

This planet has -- or rather had -- a problem, which was this: most of
the people living on it were unhappy for pretty much of the time. Many
solutions were suggested for this problem, but most of these were
largely concerned with the movements of small green pieces of paper,
which is odd because on the whole it wasn't the small green pieces of
paper that were unhappy.
-- Douglas Adams

2987. Re: The RESET key gets trapped somehow...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6elp77$6mj$1@news.chatlink.com>
Source record: 64622

> Greg Menke (NOSPAM@erols.com) wrote:
>
> : If I recall, there was a POKE you could apply, causing the next RESET
to
> : coldboot the system.
>
> : Memory locations wise? Sheesh, its been way too long ago for me, but
> I'd
> : be happy to try digging for them.
>
> Purely from memory, I believe this one is "POKE 53774,1". I unfortunately
> do not have access to an Atari 8-bit to try this one out. It's amazing
> what things etch themselves into long-term memory (I just hope mine's
> accurate!).
>
> Norman

The poke you're trying to remember is 580...

POKE 580,1 = Cold Boot
POKE 580,0 = Warm Boot

The Shadow

2988. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1518.0008A778@condor.circa.ufl.edu>
Source record: 64623

I was watching CNN this morning (3/17/98) and saw a brief on the Hasbro purchase of Atari. The news blurb stated that Hasbro bought the rights to have 75 game titles so they could re-release them as part of the "retroware" stuff (ala Frogger, which they sold 900,000 copies of).

Hopefully they do something more then just the retroware, but it would be cool to play some of the old games again (I wonder if they'll keep that stupid bat in Adventure that used to drive me nuts).

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

2989. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <350e885c.1047617@news.jagunet.com>
Source record: 64624
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,rec.games.video.atari

Glenn Saunders <krishna@primenet.com> wrote:

>The mortal Rob Merritt wrote:
>: I'm not sure about the Lynx. It was a horrible mess when Atari got it
>: from Epyx. No where near production and suitors were limited.
>
>Could you elaborate rather than just handing off a statement like this
>without corroboration?

Lets see... The story is from, I believe, Video Games and Computer Entertainment. When Atari came in, the Lynx was still nothing but a bunch a hand wired boards connected to an Amiga. Nothing was done in the way of prototypes, figuring out battery usage, nor where to get color LCD screens. Atari originally was just helping Epyx out with the idea it was going to be join project but once it appeared that the project wasn't going fast enough, Atari bought the Lynx from Epyx out right and finished the project.

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

2990. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <350EBA6D.98EEA813@erols.com>
Source record: 64625
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Benjamin.Ryzman@SOLsoft.Com wrote:

> In article <350DD1B8.C0395F00@sprynet.com>,
> geoff@sprynet.com wrote:
> >
> > Benjamin.Ryzman@SOLsoft.Com wrote:
> >
> > > That simply isn't true. The Atari ST was a cheap design. It was
> designed
> too
> > > quickly with no real innovation (try to think about the Sinclair
> QL, which
> > > was almost the same design and was produced 2 years before, or
> about the
> > > Amiga which was first introduced as a prototype a whole year
> before the
> ST).
> >
> > I don't know if I'd classify the ST as a "cheap" design. After all,
> some
> > prominent computer experts, including Dr. Jerry Pournelle, liked the
> ST
> > more than the Amiga. However, it may be true that it was put to
> market
> > too early. Early models didn't include the BliTTER, for example...
>
> Nor a floppy disk drive :-)
> Let me clarify my statement about "cheap" design. The ST family of
> home
> computers was not revolutionary: basically it was just a 68k computer
> running a modified version of Digital Research OS. The software was
> not new.
> The concept was not new either (Apple Lisa and Macintosh were the
> first
> commercial implementation). The hardware was not new (Motorola 16/32
> bits
> microprocessors were first introduced in 1978 if I recall correctly).
> What
> really made these computers interesting was the price. Thus, it was
> the
> cheap design that made their commercial success.
>
> At the time, Sinclair had been producing a multitasking (even if it

> was just
> task switching, really) computer running a windowed environnement on a
>
> Motorola 68008 (8/16bits microprocessor). The machine had its share of
>
> problems (mostly production) but it was more or less an ST-like, only
> introduced years earlier. It was low-priced, too.
>
> The Amiga had just been introduced. It was basically the same design
> as the
> ST, only with the technical edge given by the specialized ASICs and
> the true
> multitasking environnement. (Jack Tramiel's) Atari had forked $1
> million (or
> was it 10?) to help it's development. Commodore offered more money
> than Atari
> (by an order of magnitude) to buy the design. This other Atari failure
> forced
> them to create the ST.
>
> > I suspect that what happened with the ST is that since Amiga was
> slipped
> > out from under Atari by Commodore, they wanted to have a product to
> > compete, and wanted to get to the market at or before the Amiga made
> it
> > so that they would have a fighting chance.
>
> Yes exactly. But Atari didn't ever catch up with the Amiga technology.
> It
> had it's share of success (mostly due to the popular MIDI interface
> and
> cheaper price tag at the begining of the ST life), but the Amiga
> became
> slowly more popular after the Amiga 500 was introduced.
>

Amiga was a 16 bit equlivent to the 8 bit 800. Both designs involved
thework of Jay Minor, he pushed for a 16 bit design. Amiga development
stalled
because projections showed that the cost of completing the development
was too high and simply no one was willing to risk taking the plunge.
The Amiga wasn't "slipped out" from under Atari, it sat idle for a
significant
time. Jack Tramiel brought the design for the ST. with him from
Commodore
and that is what Atari developed. The Amiga company was later acquired
by Commodore and development was completed. Initially Commodore withheld

information about the operating system to insure their ability to
maintain
control over the computer, but this had the undesirable effect of

slowing
sales due to the small software base.

> The point I'm trying to make is that, for the first two years, Atari
> sold a
> lot more STs than Commodore sold Amiga. They had the money to evolve
> the ST
> and to create radical new designs. They had the market advantage. They
> didn't
> use it to get the technological edge. They just created cheaper
> designs when
> they were in the position to revolutionize the computer industry.
>

The Tramiel philosophy was "Power without the price" Tramiel wanted to
bea business success not lead the technological front. Again he said
"Business is war!" I don't necessarily agree with this philosophy but
that is how
Atari was handled.

Patrick Mulvey

> -----== Posted via Deja News, The Leader in Internet Discussion
> ==-----
> http://www.dejanews.com/ Now offering spam-free web-based
> newsreading

2991. Re: Assembler Editor Cart via Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980317152001.KAA14027@ladder01.news.aol.com>
Source record: 64626

I've done this. The Assembler Editor cart is an 8K cart that can take the place of the ataribas.rom file. If you boot up your computer with Atari DOS 2.5, for example, with the cart installed and go to the DOS menu, you can use the K option (I think that's the one...) to save the binary image of the cart to a disk file. The rom goes from A000 to BFFF I think. Anyway, you transfer this 8192 byte file to your PC, rename ataribas.rom to ataribas.bak or whatever, rename your AssemEd cart file to ataribas.rom, and start xformer. Where you would normally have BASIC coming up, you get AssemEd.
I use a batch file called AssemEd.bat that starts out copying the AssemEd image file to ataribas.rom and then starting Xformer, then copying back the ataribas.bak to ataribas.rom upon exit. I hesitate to add that I've done this with Atari Pilot too.....
By the way, I once tried this with Microsoft Basic and Logo, both 16K carts, and it didn't work with version 3.6 of Xformer. I don't know about the latest versions of Xformer though.

Bostone1@aol.com

2992. Website Updated

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19980317152200.KAA14514@ladder03.news.aol.com>
Source record: 64627

THE COMPUTER DUNGEON has updated our website with new listings of products that we have in stock. Many used software titles, along with accessories and Classic Atari Video Game items. Many more items on the way!

To visit our website, please point your browser at:

http://www.mcs.net/~isis/dungeon/dungeon.htm

Thanks for taking the time to read this and we look forward to hearing from you.

Al Horton
The Computer Dungeon

2993. Hasbro and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <350E9DC5.263C511@teleport.com>
Source record: 64628

Hey this morning I was watching Good Day Oregon and they did a clip on the Hasbro/Atari sell. It lasted all of three minutes. It was aired just before 8:00am this morning. Their closing question was..... Could Hasbro be on to something? Makes on wonder!

Have a great Atari Day

Atari*Dave

2994. Ooh!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6em74h$fbl@cyber1.servtech.com>
Source record: 64629

I gather from his morning's collection of articles here, that Hasbro has bought Atari, and that the deal specifically mentioned the 8-bit computers (among other things), and that for the amount of money involved Hasbro "must" be planning to "do something significant" with the technology.

Is it possible there could once again be paying jobs for Atari 8-bit programmers, someday soon? Wouldn't THAT be a kick? :-)

Chris Chiesa
cfchiesa@servtech.com

2995. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: me_trebor@hotmail.com
Message-ID: <6emd8anpj1@nnrp1.dejanews.com>
Source record: 64630

In article <6elml7ovr1@newsd-122.bryant.webtv.net>,
velcro_spy@webtv.net wrote:
>
> So Hasbro bought Atari for the games titles, and their first effort will
> be Centipede for the, umm, Playstation, wasn't it. Hmmm... it will be
> interesting to see how profitable it is. Nostalgia is big business. Keep
> an eye on the new VW Beetle.

It isn't so much nostalgia as it is playing under used game concepts. Mario
has been with us since 80 or 81 and yet they manage to keep that character up
to dated.

>
> Hasbro really got a lot of stuff for their 5 million. Centipede, Dig
> Dug, Asteroids. Did they get Donkey Kong and Defender, too?

I think Dig Dug is Namco. Donkey Kong is nintendo, and Defender is midway.

>
> They are not going to resurrect any hardware though, I bet. Maybe they
> could do something with the Jaguar, but I doubt they will.

Maybe the lynx but i wouldn't put money on it...

Rob merritt

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2996. Re: 8bit atari board for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <6emifp$u8u$1@nnrp1.dejanews.com>
Source record: 64631

> I built the following equipment into a box 4" x 8" x 12"
> 130XE
> XF551 upgraded to 3.5"
> PR connection
> and a switching power supply to power everything (inside as well)
> the Keyboard was mounted on top....
> Not very pretty but physically done....

Sounds great -- I'd love to see a picture of it!

What did you do for a screen?

It's project I've often thought about but never got around to do anything
about...

Best wishes

Jerry

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

2997. Looking for atari CD

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-17 00:00:00 UTC
From: Hugues <HuguesDC@village.uunet.be>
Message-ID: <6emkqqgob1@xenon.inbe.net>
Source record: 64632

Hello,

I resently bought an Atari 800 and was wondering if there was a CD like the High Voltage CD's for the C64 for it. If you know of such a CD, please send me more info.

Thankx

2998. 4 Atari 8 bit carts: ONLY 2 HRS LEFT!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998031818563601.NAA14578@ladder01.news.aol.com>
Source record: 64383

ONLY 2 HOURS LEFT TO GRAB THESE 4 ATARI 8 BIT CARTS:

Final Legacy (Brand New!)
Q*Bert
Ace Of Aces
Crossfire

ALL 4 CARTS FOR 1 LOW PRICE! HURRY! TIME IS RUNNING OUT!

Check them out on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8078350

2999. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35101d0f.41971012@news.pressenter.com>
Source record: 64384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

On 17 Mar 1998 20:51:27 GMT, lvpy67c@ix.netcom.com(BELJAN E) wrote:

>In <01bd5163$e338bb00$3efa8caa@geaster.dialup.emory.edu> "Greg
>Easterly" <gregory_xeasterly@bus.emory.edu> writes:
>>
>>
>>
>>James D. Keim <jkeim@unlinfo.unl.edu> wrote in article
>>> I'd say there is probably a _very_ limited market for 1-dimensional
>>> games. But, what are we talking about here?
>>
>>
>>A one dimensional game? Wouldn't that be like an infinitely thin line
>on
>>the screen? Wow, that'd be kinda like playing pong with a toothpick
>shaped
>>monitor!
>>:0
>>
>Just for thought, has anyone ever considered calling a 2D game 3D
>because it is playing from a Picture Tube which in itself is 3D? That
>would be funny, by that definition, all side scrollers would now be
>considered 3D games.

Actually, all computer games are 2D because the CRT has a disply that
is is only two dimensions. In order to be true 3D, one would have to
use one of the available stereoscopic methods like LCD shutter glasses
and such with it.

Hehehe.

*** Please make sure responses are also sent via email.

3000. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <351622f3.43479256@news.pressenter.com>
Source record: 64385

On Wed, 18 Mar 1998 13:17:26 GMT, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <1998031810483501.FAA24902@ladder03.news.aol.com>,
>wlmentink@aol.com (WLMENTINK) wrote:
>
>> Actually, there is only one reason Commodore 64 did so well. And it had
>> nothing to with its 8 sprites, or its SID chip, or its unbelievably slo
>> w disk drive. It was the horrible 1200 XL. As I recall, Atari execs
>> were debuting a 1200 and its power supply started smoking durig the
>> demo. Everybody heard about it at the time, but this fact seems lost
>> to most. This is the only reason the C-64, became so popular.
>Ermm, either your insane, joking or just plain weird.
>
>Do you really think the entire world knew about this incident or even
>cared? The C64 was a success for various reasons, a single incident of a
>smoking 1200 power supply isn't one of them.

Amen.

Personally, I think it was a price point that made the difference.
The C64 was cheaper, and to many buyers of that era, they saw no other difference.

*** Please make sure responses are also sent via email.

3001. Re: stand alone speaker

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <351723a5.43657297@news.pressenter.com>
Source record: 64386

On 18 Mar 1998 14:30:38 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>I know it's a wee bit off topic, but....
>
>Anybody remember those stand alone speakers every private detective in
>every detective series on TV had 10 to 20 years ago. They'd get a call,
>pick it up, push on some box and everybody in the room could hear and
>speak to the person(s) on the other side.
>
>I'm looking for a schematic for this stand alone thingy. Who can help me?
>
>Why not buy a now speakerphone? They are either to expensive or of poor
>quality (I guess).
>
>CU Mathy Van Nisselroy

It's called a speakerphone. Available very cheaply all over (the USA anyway).

*** Please make sure responses are also sent via email.

3002. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <351024ED.9335CF15@teleport.com>
Source record: 64387

Mile23 wrote:

> I think what's being asked is: If someone puts an SIO2PC device in their
> atari, will they safely be able to plug other things into the SIO port *in
> addition* to using the SIO2PC port?

I don't see any reason that there should be any problems connecting anything else to the sio line if the SIO2PC is connected internally.

>

3003. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998031819505900.OAA21719@ladder01.news.aol.com>
Source record: 64388

Is it an Atari with a 65816 instead of a 6502 or both? Can the 65816 just run things faster or is it different? (besides being 16-bit)

3004. SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6ep65e$u6o$1@dartvax.dartmouth.edu>
Source record: 64389

I'm playing with a program that acts as an SIO2PC server under Linux,
and it seems to work fine for single-density disk images, but it
doesn't like double density disk images. I've noticed that the Atari
is sending some status requests to the drive, and I'm not exactly
clear on how my program should be responding. I seem to have the
handshaking and checksumming down, but the 4 data bytes are a mystery.

--PC

--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

3005. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6epbq2$7rl@sjx-ixn5.ix.netcom.com>
Source record: 64390
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

In <35101d0f.41971012@news.pressenter.com> jmelbo@pressenter.com (Jon D. Melbo) writes:
>
>>Just for thought, has anyone ever considered calling a 2D game 3D
>>because it is playing from a Picture Tube which in itself is 3D? That
>>would be funny, by that definition, all side scrollers would now be
>>considered 3D games.
>
>Actually, all computer games are 2D because the CRT has a disply that
>is is only two dimensions. In order to be true 3D, one would have to
>use one of the available stereoscopic methods like LCD shutter glasses
>and such with it.
>
No, that cannot be theoretically possible because the Phosphers on the CRT must be a few molecules thick, hence they are 3D, therefore the 2D game is really 3D. My theory on this would only make sense if you are a cheap skate video game company trying to make money by calling 2D games 3D. I wonder if it could be argued in court ;) Think of it this way most CRTs are not flat, they are rounded meaning they are actually 3D. The phosphers must be 3D anyway you put it because they have some height width and depth. Therefore the phosphors are 3D. If you display something on 3D it must be 3D. The CRT itself is also not flat, the electron gun sticks out the back, but relating the fact that a 3D setup is projecting images than the image must be deduction be 3D. Pretty interesting theory isnt it? Now I need someone to argue the 1D games for me...

3006. Re: 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <351062CB.4BB288E6@sisna.com>
Source record: 64391

You are not going to be able to read MS-Dos disks with your Atari 8-bit system unless you have a Happy 1050, with the software that will read text files only.

bob

3007. Re: Re : New CD-ROM Disk available

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <351064A2.2E42E741@sisna.com>
Source record: 64392

The majority of the disk is from Pool Disk, added A.C.E of Utah disk library, and the old S.P.A.C.E. 70plus disk library plus an additional section of .TXT files, game hints programing hints ect, also has a Public Domain BBS Express! Professional user written commands and games, there is also a BBS Express! Professional demo core on it so one could see if they were interested in the BBS program.

Plus several other files, forgot exactly what but over 8,000 files on the disk. Version 2 has the added text files and comes out to over 9,000 plus files and directories.

bob

3008. Re: Atari 800xl Problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <351065AA.87C244BE@sisna.com>
Source record: 64393

What you need to run the older software is the Translator disk think it
available on the University of Michigan 8-bit file section, then you can
run the older files on the 800xl.

bob

3009. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <Oj84SZrU9GA.104@nih2naac.prod2.compuserve.com>
Source record: 64394
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

Date: 18-Mar-98 11:45 PST

From: Consumer Affairs > INTERNET:consumer_support@hasbro.com

Subj: RE: Atari?

Sender: consumer_support@hasbro.com

On 3/16/98 Hasbro Interactive announced that it has acquired copyrights, trademarks, patents and other intellectual property assets of the Atari Division of JTS Corporation. The Atari properties and assets include over 75 game properties including the legendary titles Centipede, Missile Command, Pong, Breakout and Tempest. Hasbro Interactive plans to release its first Atari title this Fall with Centipede for bothe the PC and Sony Playstation console. Hasbro Interactive intends to develop vairous titles for all vialbe and gaming platforms including PC CD ROM, and the Sony Playstation.

--
"You are not ready for Immortality" Kosh on Babylon 5

3010. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: vsp@unix3.netaxs.com
Message-ID: <6epd4c$g1f@netaxs.com>
Source record: 64395
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In article <350e0a3d.779599@news.jagunet.com>,
Rob Merritt <robertm@jagunet.com> wrote:
>This just in from Next Generation Online:
>
>"From the first time today, Hasbro Interactive officially announced
>its acquisition of key Atari videogame licenses. The assets purchased
>by the company include games such as Centipede, Missile Command, Pong,
>Breakout, Battlezone, and Tempest.
>
>"These ground-breaking games helped pioneer the videogame industry,"
>Tom Dusenberry, president of Hasbro Interactive said. "We intend to
>bring these classics back to life by updating them with the latest
>technology and interactive game design, while preserving their heart
>and spirit."

Just dandy. The rights to most of the classics now belong to the same people
who shat upon the once-respected name of Frogger while "updating it with the
latest technology."

Oh, my cup runneth over.

jeff. Updating classics can work (cough cough T2K), when
it's done _right_. Hasbro doesn't have a clue how.

--
---- "You're incoherent." -- Norma <velvtkis@airmail.net>
http://www.netaxs.com/~vsp/ -- games, wantlists, weirdness archives.
"Remember, there's no problem so complex it can't be solved by killing
everyone even remotely associated with it." -- ljd, Scorched Earth Party

3011. Seven Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Brett Gaskill <bgaskill@niu.edu>
Message-ID: <6ept7c$8vv@corn.cso.niu.edu>
Source record: 64396

Has anyone got this game to work with any emulators. I've tried both Atari 800 0.9.0 and Xl-it .20 . When I press the start key to begin, it just resets back to the title screen. I know the original didn't do that. Aargh!

3012. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Scott 'Steg' Hansen <steg@airmail.net>
Message-ID: <4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airnews.net>
Source record: 64397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
BELJAN E wrote:
>
> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
> writes:
> >
> >Well, the Jaguar II design (AKA Project Midsummer) was completed, and
> >was supposedly quite powerful. I believe the hardware could compete if
> >they came up with some good software for it. But I would sooner bet
> >that
> >Hasbro is a Project X licensee then say they intend to revive the
> >Midsummer architecture.
> >
> I heard somewhere that it could supposedly do 5,000,000 polygons a
> second, which if true would make it plenty powerful.

Thats probably 5,000,000 'marketing polygons'... =)
--
Scott 'Steg' Hansen
==================================================
Home: http://www.geocities.com/SoHo/3926
==================================================
Check out the best C64 Cart List on the net!
http://www.geocities.com/SoHo/3926/c64_list.html
==================================================
```

3013. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3510BA4C.74B2429E@erols.com>
Source record: 64398

WLMENTINK wrote:

> ipoorten@cs,vu.nl
> >Having 17 graphics modes says nothing about the quality. I would
> really
> >liked to have a 320x200x4 mode like the C64 (or did it even have 16
> colors?).
> >To me, the main advantage over the C64 was the ability to mix
> different
> >modes as you pointed out above. Also, don't forget the higher CPU
> clock.
> >BTW everybody always talks about 256 different colors but in fact
> there
> >are only 120 distinct colors in most modes except for the GTIA modes
> which
> >have 240 distinct colors.
> >
> >
> Actually, there is only one reason Commodore 64 did so well. And it
> had
> nothing to with its 8 sprites, or its SID chip, or its unbelievably
> slow disk
> drive. It was the horrible 1200 XL. As I recall, Atari execs were
> debuting a
> 1200 and its power supply started smoking durig the demo. Everybody
> heard
> about it at the time, but this fact seems lost to most. This is the
> only
> reason the C-64, became so popular. Let's get real, why would anyone
> have
> bought a C-64? It had zero software for it. Atari had all of the
> current
> arcade releases as well a large number of excellent business,
> education, and
> program software for it. Nothing more than simple quality control.
> Funny that
> everyone points at the C-64 as being poorly assembled, at the time the
> Atari
> was worse.
>

Here in the US the thinking at the time ran along the same lines that
purchasedecisions that had been used for VCR's. The reason that VHS
became the
popular format was due to cost/hr of the tapes and the length

VHS was 6 HR, Beta was 4.5 hrs and more expensive.
The Commodore was made from cheap parts and was less expensive and came with basic built in. It was 64K and cost less. More K less money meant buy that one.
Bad decision here however since the large majority of C64 had to go back to the store
after being opened. I personally checked out repair rates at a number of sites and found
that they typically had a minimum of 15 C64 to one Atari. (if that)
(I am an electronic technician and asking about the repair situation was easy.)
The C64 was assembled from cheap parts and the OS crashed software.
One freind of mine is a QA tester for digital. He has tested the C64 out of
curiosity and found weaknesses in context switching. The system does a poor job
in cleaning up after itself and so things like GEOS will crash after you change applications.
(Ok sometimes you MIGHT get lucky and have it sucessfully work 2 or 3 times) Typesetter for
the Atari you could go back and forth at will between the 3 apps for hours.
Online BBS systems would be up for 5 years at 24hrs-365days for Atari. 6 months for C64
Everything points to inferior parts and poorly designed OS.

> (Btw, I agree the ANTIC bites in the way it handles text.)

3014. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JTdLBQM.tandrews16@delphi.com>
Source record: 64399

My apologies for the "good writer" crack. It was uncalled for. I can only plead that I was having a bad day, but that's no excuse.

TJ

3015. Re: 8bit atari board for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3510BD59.E3004392@erols.com>
Source record: 64400

j.glenwright@ndirect.co.uk wrote:

> > I built the following equipment into a box 4" x 8" x 12"
> > 130XE
> > XF551 upgraded to 3.5"
> > PR connection
> > and a switching power supply to power everything (inside as well)
> > the Keyboard was mounted on top....
> > Not very pretty but physically done....
>
> Sounds great -- I'd love to see a picture of it!
>
> What did you do for a screen?
>
> It's project I've often thought about but never got around to do
> anything
> about...
>
> Best wishes
>
> Jerry
>
> -----== Posted via Deja News, The Leader in Internet Discussion
> ==-----
> http://www.dejanews.com/ Now offering spam-free web-based
> newsreading

You could use any portable TV with A/V inputs (I have a 2" B/W (tube)
and a 3.3" LCD)

Patrick.

3016. Re: Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3510C05B.B4A8DBE3@erols.com>
Source record: 64401

Mathy Van Nisselroy wrote:

> Patrick Mulvey <pmulvey@erols.com> says:
>
> >I buzzed out the pad a long time ago and the pins associated with the
> A
> >and C buttons
> >were connected to the paddle inputs (If I remember correctly) and
> will
> >pose no problem.
> >I do remember satisfying that very concern.....
>
> Hey, in that case you could do the same as you can do to an ST mouse
> to get
> the right mouse button working. Just put a resistor parallel
> somewhere
> don't know where right now and I can not look it up either. Same goes
> for
> the value of the resistor, but the paddle value should drop below 9 if
> the
> button is pressed.
>
> CU Mathy Van Nisselroy

If you put the correct value resistor in series with the A and C
buttons
you could read the changed value when the button was pressed, but I
have never seen software to take advantage of this (yet)

BTW pin 7 is the +5v on the Atari

Pat.

3017. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35109A32.DA8@pacbell.net>
Source record: 64402

Mr Atari Writer wrote:
>
> On Tue, 17 Mar 1998, at 09:54:39 Iain Laskey (ilaskey att cix
> dott compulink dott co dott uk) wrote:
> ->FWIW, I've owned 2600/400/800/130XE/STm/STe/Mega Ste/Falcon/
> ->Lynx/Jaguar and shit loads of peripherals ...
>
> I think that deserves some kind of award! (Maybe the "FWIW
> Award.")
>
> >>>---<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *
>
>
----
an award?? i don't see any 1200XL in there..... can't be worth an award!

:)

bob

3018. Re: stand alone speaker

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3510C69F.C212E695@erols.com>
Source record: 64403

Jon D. Melbo wrote:

> On 18 Mar 1998 14:30:38 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
> Van Nisselroy) wrote:
>
> >I know it's a wee bit off topic, but....
> >
> >Anybody remember those stand alone speakers every private detective
> in
> >every detective series on TV had 10 to 20 years ago. They'd get a
> call,
> >pick it up, push on some box and everybody in the room could hear and
>
> >speak to the person(s) on the other side.
> >
> >I'm looking for a schematic for this stand alone thingy. Who can
> help me?
> >
> >Why not buy a now speakerphone? They are either to expensive or of
> poor
> >quality (I guess).
> >
> >CU Mathy Van Nisselroy
>
> It's called a speakerphone. Available very cheaply all over (the USA
> anyway).
>
> *** Please make sure responses are also sent via email.

Speakerphones do exist, but many of the items you see on TV (that at the
time
appear to be cutting edge technology either don't really work or don't
work as well
as depicted (unless you looking at an older show)
Back to the future II had "hoverboards" and someone spread a rumor that
people
were using them in California. The miracle was accomplished with a real
Skateboard
under the actor that was out of the picture or by suspending the actor
by wire from a
crane, or by other means. Fortunately for you the speakerphone of today
work fairly
well...

3019. Re: SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35109D33.1D87@pacbell.net>
Source record: 64404

Preston F. Crow wrote:
>
> I'm playing with a program that acts as an SIO2PC server under Linux,
> and it seems to work fine for single-density disk images, but it
> doesn't like double density disk images. I've noticed that the Atari
> is sending some status requests to the drive, and I'm not exactly
> clear on how my program should be responding. I seem to have the
> handshaking and checksumming down, but the 4 data bytes are a mystery.
>
> --PC
---
you probably need to set $2EA to $60 when the system executes a Status
command. This indicates a DD drive. An $80 indicates an ED (1050)
density drive. The drive actually sends the controller status and stuff
during a Status command. You may need some of that for copy protection
things....

Bob

3020. PLEASE HELP! I'm trying to get my 800XL up & running!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: bg176@freenet.buffalo.edu
Message-ID: <EpzqJx.oI@freenet.buffalo.edu>
Source record: 64457

Hi guys! It was with great relief that I found this newsgroup! I have an Atari 800 XL at home with a 1050 drive, which used to use DOS 2.everything works fine, but I have no hard software whatsoever. The only
thing I can use is Modemlink, which came with the modem (which works as well). I have been to the Michigan FTP site which has the old Atari files, but I
seem to be running into a brick wall here. I am using an older IBM XT now as I write this, and have gotten some of the software. I have gotten MYUTIL.EXE to work on this PC, and can format and read and write files

I would now like to get a terminal program working (preferably VT100 compatible)
and have downloaded icet800.arc. Here is where the problem starts. The
file is compressed of course in the ARC format. So are all of t
DOS and file programs (such as DOS 2.5 or FILESEL).

What should I do next? Most of the un-archiving software is in ARC format, so I can't use that yet.
And, since I don't yet have a disk that will run DOS on startup (my Atari's
startup that is), how can I create a disk with my PC that will allow me
to boot up the drive on the Atari when I turn it on?

It seems I have to find a way to uncompress one of the DOS's with my
PC and then write it on to the Atari-formatted floppy with MYUTIL.
Am I barking up the right tree here? Well, if any of you have any
suggestions, please post or email me at bg176@freenet.buffalo.edu
If you know of any websites where I could download an uncompressed version
of DOS 2.0 or 2.5, or an uncompressed version of an archiving utility,
please let me know. Thank you for your help!

Jacob

3021. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6engqp$hea@sjx-ixn9.ix.netcom.com>
Source record: 64458
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In <350F385A.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
writes:
>
>Besides, I really don't think the majority of people out there is
stupid
>enough to simply say "Atari? everything they make sucks" without first
>finding out what is going on. If Hasbro spends the money on good
>marketing to generate some positive hype, and on making some good
games
>for any new hardware they make, then the Atari name will once again be
>embraced by the public. (Hey, Ford bounced back from the Edsel and the
>Pinto, didn't they?!?)
>
Cummon the Pinto was an excellent car, sure it was not the best car in
structure but it got its share of miles and got through a few
blizzards. Nintendo released the Virtual Boy, it flopped, are they
dead?

3022. FS: ATARI 8-bit Software. Big List.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <35275386.26656799@news.earthlink.net>
Source record: 64459

Email me with orders. Minimum order $10 . Buyer pays shipping. Include
your Zip code so I can figure shipping

Cart Packages for the 400/800 COMPUTER. Assume a box unless
it says otherwise.

ASTROCHASE by Parker Bros. Extremely Rare.
New (shrinkwrapped)
make offer

ATARI LOGO including manual (xerox).
VG+/Vg
$7.00

ATARIWRITER Release software , manual. No box.
VG++
$12.00

ATLANTIS from Imagic. Manual, catalog, and warranty registration card.
VG++/VG++
$10.00

BOULDERS AND BOMBS from CBS. Rare. Warranty card.
VG++/VG++
$12.00

CHESS from Parker Bros. Rare. Cart and manual only...missing the box
VG++
$15.00

COMPUTER WAR from Thorn EMI inc. cart and box. No manual. Uncommon.
VG++
$7.00

DELTA DRAW LEARNING PROGRAM from Spinnaker. Manual, no box.
$5.00

DONKEY KONG from Atari.
New (shrinkwrapped) but box crushed a bit)
$7.50

DONKEY KONG JR. from Atari.
New (shrinkwrapped) but box crushed a bit)
$7.50

E.T. PHONE HOME. from Atari. No manual.
Good

$5.00

ERNIE'S MAGIC SHAPES from CBS. manual, loading card in big plastic
box.
VG+/NM
$7.00

FACEMAKER from Spinnaker. complete with plastic box, manuals. Uncommon
VG++/VG++
$7.50

FINAL LEGACY from Atari. Box is slightly smashed
New (Shrinkwrapped)
$7.00

REAL SPORTS FOOTBALL from Atari.
New(shrinkwrapped)
$6.00

FROGGER by Parker Bros.
New(shrinkwrapped)
$10.00

JOUST from Atari, manual.
VG/NM
$7.50

JOURNEY TO THE PLANETS. by Roklin.
New(shrinkwrapped)
$7.50

JUMBO JET PILOT from Thorn EMI, manual.
VG++/VG++
$10.00

K-RAZY ANTICS. from K-Byte, manual. Rare
NM/NM
$15.00

K-RAZY SHOOT-OUT. from K-Byte, manual. Rare
VG++/VG++
$15.00

MILLIPEDE from Atari, manual.
New (shrinkwrapped)
$10.00

PENGO from Atari, manual.
VG+/NM
$7.50

POLE POSITION from Atari, Manual.
VG++/VG++
$7.50

POOL 400 from IDSI, manual.
VG++/VG+
$15.00

Qbert from Parker Bros. Manual.
VG++/VG++
$12.00

QIX from Atari. manual.
VG++/VG++
$10.00

STAR WARS: RETURN OF THE JEDI-DEATH STAR BATTLE from Parker Bros.
Rare
NEW(shrinkwrapped)
$10.00

RIVER RESCUE from Thorn EMI. No manual.
VG++/VG++
$5.00

ROBOTRON 2084 from Atari. manual.
VG++/VG++
$10.00

SOCCER from Thorn EMI. No manual.
VG++/VG++
$5.00

STAR RAIDERS from Atari. manual, The box has been slightly crushed;
The cart and manual are mint.
VG++/NM
$10.00

SUBMARINE COMMANDER from Thorn EMI. manual.
VG++/VG++
$10.00

TENNIS from Atari.
New(shrinkwrapped)
$7.00

WIZARD OF WAR from Roklin. manual, no box.
VG++
$6.00

Carts only:

Atari CXL4010 79 3-D Tic-Tac-Toe U
$4.00

Atari CXL4003 79 Assembler Editor Computing Language U
$4.00

Atari CXL4013 81 Asteroids C
$3.00

First Star 82 Astrochase
ER
make offer

Atari RX8036 82 AtariWriter [~]

$5.00

Imagic 720125-1A 83 Atlantis

3.00

Atari CXL4002 79 BASIC Computing Language [~] C
plus Reference guide.
$3.00

Atari CXL4004 79 Basketball
C
$3.00

Sega 005-03 83 Buck Rogers: Planet of Zoom

$4.00

Roklan 09-01123 83 Castle Hassle R
make offer

Atari RX8020 ?? Centipede C
$3.00

Sega 006-03 83 Congo Bongo R
Make offer

Atari CXL4025 82 Defender C
$3.00

Roklan 09-01101 83 Deluxe Invaders C
$4.00

Imagic 720149-1A 82 Demon Attack U
$4.00

Roklan 09-01131 83 Diamond Mine U
$4.00

Atari RX8026 83 Dig Dug C
$3.00

Atari RX8039 83 Eastern Front (by APX) C
$4.00

Atari CXL4001 79 Educational System Master Cartridge U
$4.00

Atari RX8030 83 E.T. Phone Home! C
$3.00

Atari CXL4024 82 Galaxian C
$3.00

Roklan 09-01102 83 Gorf [] C
$3.00

Activision CZ-006-04 84 Keystone Kapers U
$5.00

K-Byte K-razy Antiks R
$8.00

K-Byte K-razy Antiks R
$8.00

K-Byte K-razy Kritters R

$8.00

K-Byte K-razy Shoot Out R
$8.00

LJK Letter Perfect [40 column] U
$5.00

Roklan Lifespan ER
Make offer

Thorn EMI THB12009 83 Major League Hockey U

$4.00

Atari RX8048 84 Millipede U
$3.00

Big Five <none> 83 Miner 2049er C
$3.00

Atari CXL4012 81 Missile Command [tb] C

$3.00

CBS Software 4L-2541 83 Mountain King (by K-Byte) U
$4.00

Atari CXL4007 80 Music Composer C
$4.00

Thorn EMI THA12008 83 Orc Attack ER
Make offer

Atari CXL4022 82 Pac-Man C
$3.00

Atari RX8045 83 Pengo U
$4.00

Atari RX8034 83 Pole Position C
3.00

Parker Bros. <none> 83 QBert C
4.00

Atari CXL4027 82 Qix C
$4.00

Atari RX8033 83 Robotron: 2084 C
$4.00

MPP <none> 83 Smart Terminal R
$6.00

Thorn EMI THB12003 82 Soccer U
$4.00

Atari CXL4011 80 Star Raiders C
$3.00

Parker Bros. PB101303 83 Star Wars: RotJ-Death Star Battle R
$5.00

Atari CXL4006 79 Super Breakout C

$3.00

Atari CXL4015 81 Telelink I U
$3.00

Atari CXL4016 82 Telelink II R
$7.00

Roklan <none> 81 Wizard of Wor C
$4.00

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FLOPPY SOFTWARE: Assume a box unless stated otherwise.
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A.E. floppy from Broderbund. Stamped Dealer Demo, not for resale. In a
Broderbund dust jacket plus manual. No box
$2.00

ACE OF ACES from Accolade. 1986. 5.25" floppy plus manual. No box.
Works with 800/xl/xe
NM
$4.00

ACE OF ACES from Accolade. 1986. 5.25" floppy for 64k memory
including XL, XE. Manual, warranty card.
VG++/NM
$7.00

ATARI SERIES; GAMBLER from Keypunch Software. 1985. 4 games:
Blackjack, Poker, Slots, Derby Days. Instructions on disk. Plastic
bubble box cut open at top.
VG++
$5.00

ATARI DOS 2.5 plus manual. No box.
$5.00

ATARI WORD PROCESSOR. Model CX404. Huge Easel-back Notebook. Contains
2 floppys, training manual. No box
VG+
$15.00

ATARI XM301 MODEM manual with XE TERM COMMUNICATIONS SOFTWARE. 1985.
Spiral bound 50 page manual plus 5.25" floppy. No box.
NM
$7.00

ATTANK. by Joel Glick. Atari Program Exchange. Floppy plus manual. No
box.
VG++
$4.00

BILL BUDGE PINBALL CONSTRUCTION SET from EA. 1982. 5.25" floppy,
manual.
VG/VG++
$7.00

BEACH-HEAD by Access. 1983. 5.25" diskette plus instruction card. No
box.
NM
$3.00

CROSSFIRE Floppy Disk in official dust jacket plus manual from ONLINE
SYSTEMS (later became Sierra OnLine). No box.
VG++
$5.00

DRAGONRIDERS OF PERIN from Epyx. 1983. 5.25" floppy plus manual. No
box.
VG++
$3.00

DUNJONQUEST: TEMPLE OF ASPHAI. 1981 Automated Simulations. 5.25"
floppy plus manual command card, and loading instructions.
VG/POOR
$5.00

DUNJONQUEST: UPPER REACHES OF ASPHAI. Expansion kit #1 for Temple of
Asphai. 1981 Automated Simulations. 5.25" floppy plus manual and
loading instructions. Also includes photocopy of Temple of Asphai
manual and help guide. No box.
NM

$4.00

THE E FACTOR Floppy and manual and box from Cosmi
$3.00

the EIDOLON from EPYX and LUCASFILM. 1985. 5.25" floppy, manual. Some writing with a pen on back of manual. Requires 64k. Flip side of disk for Commodore 64.
GOOD/VG
$7.00

EMPIRE OF THE OVERMIND from Microcomputer Games, a division of Avalon Hill. 1982. 5.25" diskette, instructions, plus THE RHYME OF THE OVER-MIND booklet, a beautiful blue onion skin of 8 pages plus cover.
No box
NM
$7.00

F-15 STRIKE EAGLE from MicroProse. 5.25" floppy (C64 version on flip side), manual, box.
G/VG++
$7.00

F-15 STRIKE EAGLE from MicroProse. 5.25" floppy (C64 version on flip side), manual, no box.
VG++
$5.00

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys. User's Guide included. No box.
VG+
$2.00

FIGHT NIGHT from Accolade. Complete.
VG++/VG++
$5.00

FLIGHT SIMULATOR II from SubLogic. 48k memory. Two 5.25" floppys, Flight Physics manual, Pilots Operating Handbook manual, reference card, 2 maps, release notes.
VG/VG++
$7.00

FONTEDIT; IRIDIS 2 from The Code Works. Cassette tape,56 page manual.
SS(shrinkwrapped)
$5.00

GALLAHAD AND THE HOLY GRAIL. by Douglas Crockford. Atari Program Exchange. Floppy plus manual. No box.
Good.
$4.00

GAUNTLET from Mindscape. 1985 for 800, XL,XE 64k. 5.25" floppy. No manual. Colorful cartoon-lke folder/box.

VG+/VG++
$5.00

GETTYSBURG; THE TURNING POINT from SSI. 1986. 48k required.
New (shrinkwrapped)
$15.00

GREAT AMERICAN CROSS-COUNTRY ROAD RACE from Activision. 1985.
Instruction card plus diskette. Works with 800/xl/xe systems.
VG++/VG++
$4.00

LEADER BOARD DUAL PACK. from access. 1987. Double sided floppy,
manual. No box.
VG++
$5.00

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal Computer
Software. in Dust Jacket, plus manual and box. The box is about 8x10",
plastic, with Mickey on both sides (and as with many games from this
period, is the best part of the package)
NM/NM
$7.00

POGO JOE. Screenplay. 1983. Arcade action. Both 5.25" and cassette
tape for both Atari 800 and Commodore 64., manual,
NM/NM.
$4.00

PREPPIE II. Floppy plus very colorful manual, plus very colorful
plastic box.
VG++/VG++
$7.00

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
Arts.......Floppy plus box (10" flat square box) from Electronic Arts.
VG++/VG++
$7.00

ROMMEL; BATTLES FOR TOBRUK from GDW and EA. 1986. for 48k or XL, XE.
5.25" floppy, rules manual, historical manual, loading card, reference
card, warranty card, quick reference card, 5 maps.
VG++/VG++
$10.00

THE SANDS OF EGYPT from Datasoft 1982. 5.25" floppy plus 4 page
instruction card. No box.
VG++
$3.00

SEVEN CITIES OF GOLD by Ozark Softscape (Electronic Arts). Floppy,
complete.
VG++/VG++

$7.50

SILENT SERVICE. Microprose. 1985. Strategy (submarine). 5.25" floppy (commodore one side; Atari the other side), manual.
VG++/VG++.
$7.00

SILENT SERVICE. Microprose. 1985. Strategy (submarine). 5.25" floppy, manual. No box.
VG++.
$5.00

SNOOPER TROOPS. Spinnaker. Ages 10 up. Graphic advenure. 5.25" floppy, manual, hard plastic box. VG++/VG.
$7.00

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape from Educational Software.
STAR RAIDERS II. Diskette plus manual.
New.
$5.00

SPITFIRE 40 from Avalon Hill 1986. 5.25" floppy, pilot's notes, addenum sheet, player aid card, warranty card.
VG++/NM
$10.00

SPITFIRE ACE from Microprose. 1982. 8 page manual plus 5.25" floppy. Must be a very early example from this company. Manual is cheaply printed and diskette label is computer printed. No box.
VG+
$5.00

STOCK CHARTING; INVESTMENT ANALYSIS SERIES. 1980. Floppy, manual
New (shrinkwrapped)
Make offer

SUMMER GAMES from Epyx. 1985. double sided 5.25" floppy, manual only.
VG+
$3.00

THRESHOLD By Warren Schwader and Ken Williams. Sierra On-Line. 1981. Floppy plus manual.No box.
VG++
$3.00

Cart Packages for the XL-XE computers

Atari RX8092 87 Archon (by Electronic Arts) [48] C
New (shrinkwrapped)
$10.00

Atari RX8064 87 Ballblazer (by Lucasfilm) C
New(shrinkwrapped)
$10.00

Atari RX8088 87 Crossbow [lg] R
Cart only
$5.00

Atari RX8083 87 David's Midnight Magic(Br0derbund)[64]U
New (shrinkwrapped)
$10.00

Atari RX8089 88 Desert Falcon [64] U
New
$7.50

Atari RX8091 87 Flight Simulator II (by subLOGIC) C
Cart only.
$5.00

Atari RX8063 87 Rescue on Fractalus (by Lucasfilm)[48]U
NEW
$10.00

Atari RX8098 88 Summer Games (by Epyx) U
New
$7.50

Atari RX8039 83 Eastern Front (by APX) C
cart only
$7.50

Floppy Packages for the XL-XE computers
==========

INFILTRATOR from Mindscape. 5.25" floppy. 64k. Some pen writing in
manual.
VG+/VG+
$7.00

SUPER HUEY from Cosmi. Helocopter Sim. 5.25" floppy. Flip side works
for Commodore 64. 1986. Manual, flight instruction cards.
VG++/NM
$7.00

COIN-OP MARQUEES:

They are all from 1 1/2 to 2 feet long and 5 to 6" wide, and are made
of 1/4" plastic. They have decals on the backside and are meant to
have a light shining through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint (decal on
back) chipped off. Good
$50.00

BATTLEZONE from 1980....this one also has a little bit of the paint (decal on back) chipped off. Very Good
$40.00

SUPER BUG from KEY Games, copyright Atari, Inc. 1977. Good
$50.00

Books, Original, soft cover

6502 SOFTWARE DESIGN BY Scanlon. Sam's and Co. 269 pages. Ex library. Excellent.
$5.00

THE ADDISON-WESLEY BOOK OF ATARI SOFTWARE 1984 by Stanton, Wells, Rochowansky.429 pages. Excellent.
$5.00

THE ADDISON-WESLEY BOOK OF ATARI SOFTWARE 1983 by Stanton, Wells, Rochowansky.347 pages. Mint
$5.00

THE ATARI ASSEMBLER by Inman, and Inman. Reston Publishing, 1981. 270 pages. excellent.
$5.00

ATARI BASIC by Albrecht, Finkel, Brown. Wiley and Sons, 1979, 322 pages, excellent (pages are yellowing).
$5.00

ATARI BASIC by Albrecht, Finkel, Brown. Wiley and Sons, 1979, 322 pages, excellent.
$5.00

ATARI FOR THE BEGINNING BEGINNER, Judy and Tom Chamberlin. Einrich/Ohas, 1983, 65 pages, excellent.
$5.00

ATARI GAMES AND RECREATIONS by Kohl, Kahn, Lindsay, Cleland. 1982, Reston Publishing. 338 pages. Excellent.
$5.00

ATARI PERSONAL COMPUTER SYSTEM OPERATING SYSTEM USER'S MANUAL AND HARDWARE MANUAL. Jan 1982. Excellent.
$10.00

ATARI PERSONAL COMPUTER SYSTEM HARDWARE MANUAL. I can't tell if this is a copy or the original cheaply printed Atari manual. Excellent
$5.00

ATARI IN WONDERLAND by Fred D'Ignazio from Hayden. 140 pages. 22 programs in basic you can type in.
VG++
$5.00

COMPUTERS FOR PEOPLE by Jerry Willis and Merl Miller from dilithium press. No date (1981?), complimentary copy, not for resale. About 200 pages. Lots of color pix from Atari ads.
VG++
$7.00

COMPUTE'S FIRST BOOK OF ATARI GAMES. Fifteen games in basic ready to type in (what fun).1983.
232 pages, spiral bound.
VG++
$7.00

COMPUTE'S FIRST BOOK OF ATARI GRAPHICS. 1982. 250 pages spiral bound. Games, tutorials, programs and other. 232 pages, spiral bound.
VG++
$7.00

GAMES FOR YOUR ATARI COMPUTER by Paul Bunn from Dell. 1983. 128 pages spiral bound. 25+ full color programs to type in.
VG++
$5.00

HAND'S-ON BASIC by Herbert Peckham. 304 pages. slight water damage. VG
$5.00

HOW TO PROGRAM YOUR ATARI IN 6502 MACHINELANGUAGE by Roberts. 1982 by Hofacker. 106 pages. Very good.
$5.00

MAPING THE ATARI, by Chadwick, Compute Books, 1983. Excellent.
$5.00

OS/A PLUS reference manual. System software for Apple and Amiga computers. 112 pages. Mint.
$5.00

PROGRAMMER'S REFERENCE GUIDE FOR THE ATARI 400/800 COMPUTERS. by David Heiserman. 1984. 484 pagesSpiral bound.
VG++

PROGRAMMING AND INTERFACING THE 6502, BY DEJONG, Sam's and Co. 1980. Ex library. Excellent.
$5.00

PROGRAMMING THE 6502. by Zaks. Sybex books. 1980. 368 pages. Ex library. Excellent.
$5.00

SOME COMMON BASIC PROGRAMS ATARI EDITION. by Poole, Borchers, Cook. Osborne 1981. 200 pages. Excellent.
$5.00

SPRING/SUMMER SUPPLEMENT for THE BOOK OF ATARI SOFTWARE 1983. by Stanton, Wells, Rochowansky, Mellin. 128 pages. Excellent.
$5.00

WRITING STRATEGY GAMES ON YOUR ATARI by John White. 1984 Hayden. 129 pages.
NM
$7.00

YOUR ATARI COMPUTER, A Guide to 400/800 personal computers by Lon Poole, Martin McNiff, and Steven Cook. Osborne, 1982, 458 pages, very good.
$7.00

YOUR ATARI COMPUTER, A Guide to 400/800 personal computers by Lon Poole, Martin McNiff, and Steven Cook. Osborne, 1982, 458 pages, excellent.
$7.00

CASSETTE TAPES

B-1 NUCLEAR BOMBER. Avalon Hill. 1983. Complete with cassette, box and manual. Flip side for Commodore.
VG++/VG++
$7.00
BATTLE BUGS & CONCENTRATION.from EduFun. tape, manual, catalog and box.
VG++/VG+
7.00
BRITISH HERITAGE JIGSAW PUZZLES VOL 2. Thorn EMI. tape, manual box.
VG+/NM
$7.00
OWARI & BULL AND COW from Thorn EMI. Cassette tape, manual, product catalog, box.
VG+/NM
$7.00
AN INVITATION TO PROGRAMMING 3: SOUND AND GRAPHICS. Atari. complete package includes box, 2 tapes, manual. good box. NM tapes and manual.
$5.00
SHOOTING ARCADE from Datasoft. 1982. Tape, box, warranty card.
VG+/VG+
$5.00
SHOOTING ARCADE from Datasoft. 1982. Tape , box, warranty card, manual. New but squished.
Shrinkwrapped.
$5.00

JOYSTICKS AND CONTROLLERS

ACCUBALL trackball, 11.5" diameter white ball in a 4.5x5.5" black base. Red button in upper left.
$7.50

Wico Command Control TrackBall.
$10.00

ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
$5.00 each

ATARI KEYBOARD CONTROLLER.
$6.00

ATARI KEYBOARD CONTROLLER.
$6.00

ATARI PADDLE CONTROLLERS. (set of 2). 2.5x4.25"
$6.00

ATARI PADDLE CONTROLLERS. by Gemini (set of 2). 2.5x4.25"
$6.00

ATARI VIDEO TOUCHPAD. 3x6".
$7.50

==========

Here is the way I grade software. There are seperate grades for the
box first, and what's in the box second. For example, VG++/NM would
mean the box is VG++ and the contents of the box is near mint.

Shrinkwrapped (ss)
Self-explanatory.

Near Mint (NM)
This is the highest grade for an unsealed item.
"Mint" is not used as a grade because, without a
microscope and 40
minutes of inspection, perfection cannot be verified
to
everyone's satisfaction. Near Mint ranges from
appearing unused, to an item that may have been used,
but is
without a notable cosmetic defect as evidence of that
use.

Basically, a NM/NM package should be a reasonable
simile to a fresh, unused
copy.

Very Good Plus Plus (VG++)
This grade refers to an attractive,
fresh-in-appearance item that, upon closer
inspection, has been disqualified from the NM
category due to (usually)
one flaw that could not be overlooked.

For boxes, this includes: a small split of the seam;
some clear tape on one corner.

Basically, and this includes the contents of the box
as well, a VG++ item is qualified by having a
noticeable, yet functionally insignificant defect that
verifies that the item has been used. A VG++ item
appears neither blatantly
second-hand, nor does it have the sparkle of
"brand-new".

Very Good Plus (VG+)
This is the broadest grade serving as a catch-all for
any decent, presentable,
average, usable (not marred or defective) item.
People ordering VG+ items
usually are prepared to accept an imperfect item
representing the artifact
that it is, and are going to enjoy it without being
excessively preoccupied
with cosmetic details. VG+ is a fine copy that is
indisputably "used", being
your basic "decent used package" for utilitarian
purposes.

Boxes and contents will have some combination of one
to a few of the following
defects:
partial seam split (with or without clear tape
repairs), minor dirt ring,
some minor warping due to moisture, a creased
corner, small squishing of the
box.
The box and contents must be free of major
defacements, and will certainly not have ALL of the
preceding minor ones on the same piece!

Very Good (VG)
This is the beginning of "rough" for collector's
purposes. A VG record is
usually one that a collector will buy to fill a
"hole" in his/her library until a better copy
comes along. We usually don't advertise items with either VG
covers or discs unless they are deemed scarce enough
to attract a collector
for this purpose.

Good Plus (G+)
Averaged between VG and G,

Good (G)
Items graded "good" are very used and only
presentable to the least
discriminating collector. This classification is
usually employed for

boxes when it's the contents that's worth collecting,
and vice-versa; or when
the component in question is so very rare that its
existence in any condition
is regarded as manna from heaven. It should not be
confused as referring to "Good" COLLECTIBLE

Fair (Fr) or Poor (P) or Missing Component ()
For advertising purposes, if either box or contents
is either Fair or Poor, we
treat it as functionally missing , and we have graded
only the component
that is G or better, essentially selling that
component "as is", theoretically
without its decrepit companion. In these cases, the
grade should include an
asterisk in place of the Fair/Poor cover or jacket to
reflect its effective
absence.

Supplementary Notations
Condition augmentations: there are some common
exceptions to the overall
condition of an item that merit independent notation
from the
overall grade assigned, rather than being "averaged
in" as with standard
gradeable wear. These are usually after-production
aberrations courtesy of
the record company such as:

Writing on front cover, back cover, label, tape
on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"
stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

==========

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on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"
stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

ZZyzx

"Me, indecisive? I'm not so sure about that."

3023. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Alan Watkins <awwatkin@eos.ncsu.edu>
Message-ID: <Pine.SOL.3.96.980318021103.19143C-100000@c01021-111poe.eos.ncsu.edu>
Source record: 64460
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

On Tue, 17 Mar 1998, Rob Merritt wrote:

> So it appear Hasbro bought Atari for the games. I kinda hoped they
> would have annouced that they would use the Atari brand name for the
> games. Who knows, maybe they will. I'm happy to see updated classics
> but I can't help be just a tiny but dissapointed. Time will tell.

Well, at least there will probably be something in the fine, fine print!
:) /|\ maybe???

****
Alan Watkins CSC Undergrad-NCSU www4.ncsu.edu/~awwatkin
Atari 2600 Collector GM - WKNC 88.1 FM Remove NOSPAM to reply
****

3024. Re: Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998031808223600.DAA18538@ladder01.news.aol.com>
Source record: 64461

There is no "Select" button on a Genesis pad. Only "Start". I understand what you're saying about buzzing out the A and C buttons, but the 6-button pad also has X-Y-Z.

3025. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <1998031810191301.FAA24004@ladder03.news.aol.com>
Source record: 64462

```
>> NEW super 8bit. Sounded great, and it certainly got people talking...
>> but the main problem, costs.. was a killer....
>
>not at all. i'd pay $50-$100 for a new 8 bit atari with 65816 and all the
>stuff mentioned before...
>
>

But what about $300???

Only if it came in a pc case and had expansion slots?
```

3026. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <1998031810483501.FAA24902@ladder03.news.aol.com>
Source record: 64463

ipoorten@cs,vu.nl
>Having 17 graphics modes says nothing about the quality. I would really
>liked to have a 320x200x4 mode like the C64 (or did it even have 16 colors?).
>To me, the main advantage over the C64 was the ability to mix different
>modes as you pointed out above. Also, don't forget the higher CPU clock.
>BTW everybody always talks about 256 different colors but in fact there
>are only 120 distinct colors in most modes except for the GTIA modes which
>have 240 distinct colors.
>
>
Actually, there is only one reason Commodore 64 did so well. And it had nothing to with its 8 sprites, or its SID chip, or its unbelievably slow disk drive. It was the horrible 1200 XL. As I recall, Atari execs were debuting a 1200 and its power supply started smoking durig the demo. Everybody heard about it at the time, but this fact seems lost to most. This is the only reason the C-64, became so popular. Let's get real, why would anyone have bought a C-64? It had zero software for it. Atari had all of the current arcade releases as well a large number of excellent business, education, and program software for it. Nothing more than simple quality control. Funny that everyone points at the C-64 as being poorly assembled, at the time the Atari was worse.

(Btw, I agree the ANTIC bites in the way it handles text.)

3027. Trenton Computer Fest

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <350FB9BA.8CEC403A@ix.netcom.com>
Source record: 64464

ALL:
Just wanted to post that the Trenton Computer Fest (West Winsor, NJ)
will be held saturday and Sunday April 18th and 19th. Addmission is
$10.00 for both days for adults, $5.00 for Sunday only, Children under
12 are FREE on Sunday if acconpanied by an adult. Students with ID and
Seniors are $5.00 for both days.
I will be hosting the Atari 8-bit forum on Sunday starting at 1 PM.
You'll also find lots of great 8-bit finds in the TCF flea market. I've
purchased complete systems (130XE and XF551) for less than $30.00. The
great part is that everything I've purchased there has worked!
The show has over 1000 flea market vendor spaces, over 400 indoor
vendor spaces, over 100 seminars, forums and talks, Keynote speaker
Festival Dinner with LOADS of great door prizes (I once one a CD-ROM
drive which I use regularly!).
This year there will be an Internet Cafe and selected seminars can even
earn you CEU college credits!!!
For more info contafe the TCF web site at http://www.tcf..net, or
1-215-957-4000. For vendor indoor or outdoor space reservations call
VOICE:1-717-786-2260, FAX: 1-717-786-4882 or E-Mail: wlemon@voicenet.net

Hope to see you all there!
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3028. Re: PLEASE HELP! I'm trying to get my 800XL up & running!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <350FBCCC.D5AE4F43@ix.netcom.com>
Source record: 64465

Jacob Alsop wrote:
>
> Hi guys! It was with great relief that I found this newsgroup! I have an Atari 800 XL at home with a 1050 drive, which used to use DOS 2.everything works fine, but I have no hard software whatsoever. The only
> thing I can use is Modemlink, which came with the modem (which works as well). I have been to the Michigan FTP site which has the old Atari files, but I
> seem to be running into a brick wall here. I am using an older IBM XT now as I write this, and have gotten some of the software. I have gotten MYUTIL.EXE to work on this PC, and can format and read and write files
>
> I would now like to get a terminal program working (preferably VT100 compatible)
> and have downloaded icet800.arc. Here is where the problem starts. The
> file is compressed of course in the ARC format. So are all of t
> DOS and file programs (such as DOS 2.5 or FILESEL).
>
> What should I do next? Most of the un-archiving software is in ARC format, so I can't use that yet.
> And, since I don't yet have a disk that will run DOS on startup (my Atari's
> startup that is), how can I create a disk with my PC that will allow me
> to boot up the drive on the Atari when I turn it on?
>
> It seems I have to find a way to uncompress one of the DOS's with my
> PC and then write it on to the Atari-formatted floppy with MYUTIL.
> Am I barking up the right tree here? Well, if any of you have any
> suggestions, please post or email me at bg176@freenet.buffalo.edu
> If you know of any websites where I could download an uncompressed version
> of DOS 2.0 or 2.5, or an uncompressed version of an archiving utility,
> please let me know. Thank you for your help!
>
> Jacob

Jacob,
Let me suggest first that you get a copy of A.P.E. and the appropriate SIO2PC or APE cable. Also d/l a few uncompressed .ATR files. With this setup, you will be able to get the files with your PC then transfer them directly to your 8-bit system. Locate a copy of Discommunicator 3.x, Super Archiver and un-archiver (try the Atari archive at UMich). You'll be in business in no time at all with these few things!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3029. Re: Atari 8bit High Score page

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Mar18130814@co.umist.ac.uk>
Source record: 64466

In article <73808312743@unknown> psomer@cts.com (Paul Somerfeldt) writes:
> >>Never did figure out how people scored better than Lieutant in Star
> >>Raiders though...
> >
> >The biggest key is to realize how much energy consumption affects your
> >final score, and that your shields use up a lot of energy. In other
[snip]
> >And you have to play Commander level, and you can't let any starbase be
> >destroyed...
> >
> >-Michael "Star Commander Class One" Current
>
> My philosophy was to sit in one place, and let the Zylons come to
> me.
[snip]
> Paul
In addition to playing on commander level, watching your energy and not losing any star bases, speed is also important, you need to finish in around 7 time units to get the Star Commander Class One rank. The one thing I wish I could change in Star Raiders would be to allow you to switch back and forth between the galactic chart and the front/aft views after completing the game. That way you could see exactly how long it took you to complete the game.

A good tactic towards completing the game faster is to let the Zylon craft approach you from behind, with you travelling at speed 6 (press 6 on the keyboard after arriving in the sector). When the enemy craft first come into range, they will be just a spec on the aft view screen. Fire a couple of photons at them and then you can "guide" the photons towards the enemy by moving the joystick. Let the photons drift out towards the enemy, and quite often you'll be able to destroy them without them even getting close to you. One thing to keep in mind is that you can only have 2 photons on the go at any one time. Fire a third and the first one will disappear, fire a fourth one and the second one disappears. So when trying the above, wait until you're sure the first two photons missed, and then wait a little bit longer than that before firing the next two (unless of course you've got an enemy shot/craft coming at you full speed, in which case tactics change). Once you've done it a few times, repeating the process gets a lot easier. I've always thought it a nice touch the way that you first see the explosion and then a little while later hear the sound when you do this (even though sound *doesn't* travel in space ;)

Another note is that you can't destroy the flashing enemy ships this way (they've got shield too!), you have to let those get close before you can destroy them.

You can also try taking a shot at the enemy craft when you first engage them with the front view and you've got them coming at you full speed. Line them up in your sights and fire away. This can be dangerous though because they often use the same tactics (resulting in you getting a face full of enemy fire).

Other useful tactics for finishing the game quicker is to use the hyperspace engines for jumping long distances within a sector - hit H, switch to long range scan and steer your ship towards the target. Don't forget to abort the jump before you reach jump speed (hit any number key). This is both quicker and uses up less energy than doing it with the conventinal engines (by hitting 9). And don't dock at your star bases too often as it takes up precious time, you should be able to finish the game docking just 2 or 3 times, 4 max! There are one or two other thing you can do.. but mainly, you've just got to be good, so practice, practice, practice!
--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html

3030. Cloak & Dagger? Ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <350fc7e4.143669194@news.supernews.com>
Source record: 64467

Does anyone remember the early 80's movie Cloak & Dagger. Was
the game of the same name, shown in the movie, ever really released on
the 5200 or the 8 bit?

Sincerely,
- Byron Followell
followell@dynasty.net

3031. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eq0nL2.LFx@cix.compulink.co.uk>
Source record: 64468

In article <1998031810483501.FAA24902@ladder03.news.aol.com>,
wlmentink@aol.com (WLMENTINK) wrote:

> Actually, there is only one reason Commodore 64 did so well. And it had
> nothing to with its 8 sprites, or its SID chip, or its unbelievably slo
> w disk drive. It was the horrible 1200 XL. As I recall, Atari execs
> were debuting a 1200 and its power supply started smoking durig the
> demo. Everybody heard about it at the time, but this fact seems lost
> to most. This is the only reason the C-64, became so popular.
Ermm, either your insane, joking or just plain weird.

Do you really think the entire world knew about this incident or even
cared? The C64 was a success for various reasons, a single incident of a
smoking 1200 power supply isn't one of them.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3032. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6eoca3$t09$1@newsd-121.bryant.webtv.net>
Source record: 64469

Good writers do not "avoid the use of italics." That is silly. Maybe you mean they avoid overusing them or something.

As for the use of HTML, I guess I was for it because webTV reads it well. If I were still using Agent I guess it would be tiresome. I suppose it is a "violation of netiquette." So, perhaps I was wrong.

Maybe soon, text-only newsreaders will be revised to ignore the html tags, then we won't need to be having ths discussion.

vs

3033. Re: Atari 800 & IOMega Jazz drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6eokbqrrj1@nets3.rz.RWTH-Aachen.DE>
Source record: 64470

In article <350C0DD3.CA1480EB@sprintmail.com>, Bob Evans <BobEvanz@sprintmail.com> says:
>
>Has anyone been able to hook an Atari 800 up to a SCSI JAZZ drive?
>Please tell me how to do this.

You'd need a parallel bus interface (either XL or XE type) for this.
The 800 doesn't have that. Bob Woolley added a PBI to his 1200XL, but
that involves "a bit" of soldering and you'd have to change the OS (to
either XL/XE or like Bob W. does, write your own OS).

CU Mathy Van Nisselroy

PS I have a ZIP drive hanging from my BlackBox and it works great. It
involve soldering together a short cable (but I've seen this thingy
in Jameco's catalog that might do the trick (for 10 bucks) and a Parity PAL
(which I guess all modern SCSI drives need.

3034. Re: DRAM refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6eoko8rrj2@nets3.rz.RWTH-Aachen.DE>
Source record: 64471

Alex Martin wrote:

>P.S.
> Ni-Cad battery pack is bad idea, because if it will end all memory's
>data will fly away (oh, maybe half an hour later, because of cap!)

Why not use something like a "battery low" indicator?

CU Mathy Van Nisselroy

3035. Re: Using Genesis pads on Atari 8 bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6eol3irrj3@nets3.rz.RWTH-Aachen.DE>
Source record: 64472

Patrick Mulvey <pmulvey@erols.com> says:

>I buzzed out the pad a long time ago and the pins associated with the A
>and C buttons
>were connected to the paddle inputs (If I remember correctly) and will
>pose no problem.
>I do remember satisfying that very concern.....

Hey, in that case you could do the same as you can do to an ST mouse to get the right mouse button working. Just put a resistor parallel somewhere don't know where right now and I can not look it up either. Same goes for the value of the resistor, but the paddle value should drop below 9 if the button is pressed.

CU Mathy Van Nisselroy

3036. MyDOS cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6eolh1rrj4@nets3.rz.RWTH-Aachen.DE>
Source record: 64473

Howdy folks

Can't anyone tell us more about the new MyDOS cartridge?

If it's good I REALLY want it. If it aint, I don't.

CU Mathy Van Nisselroy

PS I tried the Video 61 BBS. Lance wasn't there and his son first said
it had no new features and when I told him that I wouldn't be interested
told me that I had to ask Lance. International calls are fun, but expensive!

3037. stand alone speaker

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6eolqerrj5@nets3.rz.RWTH-Aachen.DE>
Source record: 64474

I know it's a wee bit off topic, but....

Anybody remember those stand alone speakers every private detective in every detective series on TV had 10 to 20 years ago. They'd get a call, pick it up, push on some box and everybody in the room could hear and speak to the person(s) on the other side.

I'm looking for a schematic for this stand alone thingy. Who can help me?

Why not buy a now speakerphone? They are either to expensive or of poor quality (I guess).

CU Mathy Van Nisselroy

3038. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <350FDE59.CEB32153@erols.comX>
Source record: 64475

Actually, there was no "smoking gun" or inyour case "smoking power supply". The 800 was well established when the C64 came. During that time almost any system that came out got games for it (Colecovision, Atari 2600, 5200, 800, Intellivision, etc..). The C64 became more succesful for 3 reasons:

1. With the 800 being established the pirate scene was very mature and Atari had a bad reputation.

2. Commodore established a policy with software developers that inorder to develop for the C64 they had to sign a 5 year agreement and produce software for it. This is one reason the software life of the 64 lasted so long casue the priate scene on the C64 matured very quickly.

3. The Commodore was cheaper and sold units faster than the Atari.

I worked for a company that sold C64's. The disk drives and C64 power supplies were terrible. We had to ship back an entire shipment of 1541's once.
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

WLMENTINK wrote:

> ipoorten@cs,vu.nl
> >Having 17 graphics modes says nothing about the quality. I would really
> >liked to have a 320x200x4 mode like the C64 (or did it even have 16 colors?).
> >To me, the main advantage over the C64 was the ability to mix different
> >modes as you pointed out above. Also, don't forget the higher CPU clock.
> >BTW everybody always talks about 256 different colors but in fact there
> >are only 120 distinct colors in most modes except for the GTIA modes which
> >have 240 distinct colors.
> >
> >
> Actually, there is only one reason Commodore 64 did so well. And it had
> nothing to with its 8 sprites, or its SID chip, or its unbelievably slow disk
> drive. It was the horrible 1200 XL. As I recall, Atari execs were debuting a
> 1200 and its power supply started smoking durig the demo. Everybody heard
> about it at the time, but this fact seems lost to most. This is the only
> reason the C-64, became so popular. Let's get real, why would anyone have
> bought a C-64? It had zero software for it. Atari had all of the current
> arcade releases as well a large number of excellent business, education, and
> program software for it. Nothing more than simple quality control. Funny that
> everyone points at the C-64 as being poorly assembled, at the time the Atari

> was worse.
>
> (Btw, I agree the ANTIC bites in the way it handles text.)

3039. What's the deal with all of these new Atari 8-bit carts?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <6eoou8$8cf@newsops.execpc.com>
Source record: 64476
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

OK, I'd like to update the Atari 8-bit cart list with these new carts that are coming out, but I still haven't been able to determine if these are legit or pirate. It wasn't that important to me when only protos were being burned, but now some regular releases are also getting copied.

1) Who is burning these new carts (i.e. who do I list as the manufacturer)?

2) Do they have license agreements from the copyright holders to do so?

3) Are some of these really new releases, or ROMs of disk based games, or European releases, or shareware/freeware or what?

Here is the current list of titles I am trying to figure out the legitimacy of.

Amaze Maze
Bumpers
Checkers
Hearts
Jailbreak
Lights Out
Ma Jong
Montana Solitaire
MyDOS 4.X developed by Woodmark Systems (Charles Marslett & Robert Puff)
Paddle Pack Pong
Paddle Wars
Ricochet
Rocks is this the game from ANALOG magazine?
Sharp Shooter
SpartDOS 3.3C FTe last held the license
Track & Field Atari game, B&C currently burning copies
Twin Pack Games
Video Poker by H. Brown
Video Slots
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3040. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eq0uCs.Fzp@cix.compulink.co.uk>
Source record: 64477

In article <hBepA77.tandrews16@delphi.com>, tandrews16@delphi.com (Thomas
J. Andrews) wrote:
> And as for the argument that you can express yourself more effectively
> using HTML because you can use italics, bold, etc., good writers show
> emphasis by choosing emphatic words, and avoid the use of italics.
> Effective writing has little to do with typefaces. It has everything to
> do with communication.
Agreed. The Usenet has got by quite happily for 15 years or so by using
basic tricks to highlight words you want to *stand* out.

When you read a novel, is it full of fancy fonts, italics, colour and so
on? I doubt it. Do you miss those things? No. Why? Think about it.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3041. 4 Atari 8 bit carts: ONLY 5 HRS LEFT!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998031816230800.LAA25757@ladder03.news.aol.com>
Source record: 64478

ONLY 5 HOURS LEFT TO GRAB THESE 4 ATARI 8 BIT CARTS!

Final Legacy (Brand New!)
Q*Bert
Ace Of Aces
Crossfire

ALL 4 CARTS FOR 1 LOW PRICE! HURRY! TIME IS RUNNING OUT!

Check them out on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8078350

3042. Beta of Ape for Win9x

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6eorjf$mu5@freenet-news.carleton.ca>
Source record: 64479

If any registered users are interested in try a beta of Ape for win9x,
please contact me.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3043. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd528c$34f03b20$fbc2accf@asharkis.erols.com>
Source record: 64480

When I see a newsgroup message done in HTML (or even e-mail done that way) I figure it's going to be a commercial message. Often it isn't. Just to bolster your arguments against using it, think of this -- I edit a disk-based, user group newsletter that uses the normal 8-bit screen font and only puts names in all caps so they will stand out. The style was established many years ago, and I saw no reason to change it when I took over in 1996. I can count on the fingers of one hand the number of times somebody has reported misunderstanding an article.

And to think that this thread was started as a reaction to somebody who posted a message in HTML BY ACCIDENT ...

3044. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_890225411@rtfm.mit.edu>
Source record: 64481
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3045. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-18 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <35100E37.26544934@sprynet.com>
Source record: 64482
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

BELJAN E wrote:

> Whether or not they bring the Atari name to hardware remains to be
> seen. If they are indeed a Project X liscensee they certainly would not
> say so, that is hush hush information. Secondly, if the Game.com fails
> they may attempt to revive their handheld market under the Atari name.

Probably likely that the Project X team doesn't want the Atari name
anywhere near their product...

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3046. Re: Web access with an 8-bit. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6epoa9$qa4$1@alexander.INS.CWRU.Edu>
Source record: 64405

re: TCP/IP code...

I had the C64 TCP/IP code, until my A8 HD puked on me. You sohlud
(oops SHOULD) be able to find the C64 TCP/IP code on the
Closer To Home FTP site (http://closertohome.dyn.ml.org).
You need to know that as soon as a good TCP/IP handler is
written for the A8, the guy who wrote AtarIRC for the ST wants
to write an IRC client for the A8. He is a friend of mine.
He will code it in Action!.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3047. Re: Cloak & Dagger? Ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <3510803b.326409208@nntp.best.com>
Source record: 64406

followell@dynasty.net (Byron Followell) wrote:

>
> Does anyone remember the early 80's movie Cloak & Dagger. Was
>the game of the same name, shown in the movie, ever really released on
>the 5200 or the 8 bit?
>

nope... there's an article about it on Bobby Tribble's page (do a
search for it)

(remove antispam from email address to reply via email)
+------------------------------+
|The Morbid Guy |
|http://www.best.com/~morbid |
|E-mail:morbid@best.com |
| vchang@whitestar.ml.org |
|IRC nick (EFnet): MorbidGuy |
+------------------------------+

3048. The new MyDos 4.5 cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <351082f2.5345990@news.nowhere.net>
Source record: 64407

Here are my impressions and the text from the new MyDos 4.5 cart.

First, is it worth the money? I don't know.

The software comes in a standard 16k Atari cart (like basic) with
a paper label taped to the front. There are 2 2764's in the cart.
Anyway, this means you can't stack it and because you have to hot
unplug it after booting, no other cart can be installed. Actually,
other than the fixed MEM.SAV (I seldem ever used it in the first
place), it is a pain to use. I just don't like the idea of pluging
in then pulling out the cart over and over if something locks up.
I thought I was going to be smart and copy the system to a disk
after I formated but after rebooting I got a screen full of junk and
an endless reboot attempt. You have to boot from the cart then pull it
unless I'm doing something wrong.

So if you were thinking about getting this cart, you might want to
think it over. Twenty bucks isn't much and if nothing else, it's
another item to add to the collection.

Oh, it only works on XL/XE's with 64k or more ram.

==========

MYDOS 4.5 ON CART

Since this cartridge based MYDOS is different than the
standard MYDOS a few words on the main differences is
in order. The differences include a reverse OPTION key
function at power up. Now if you want BASIC you must
hold down OPTION at power up. Another difference is the
Ramdisk configuration tables. The available bank bytes
are ordered from highest to lowest value which is more
compatible with the XE standard banks. The default
configuration is also in this highest to lowest order
such that a novice is less likely to blow his Ramdisk
away without wanting too!! To configure your Ramdisk
to not use the BASIC/XE banks choose page sequence 1
as per the MYDOS technical manual.

Another difference is a working MEM.SAV feature. I
don't know why MYDOS was released with a defective
MEN.SAY in the first place but it is now working. If
you are sharp you will notice that DOS.SYS has grown
by one sector and DUP.SYS has shrunk by one sector. The
code for the MEM.SAV feature was moved back to DOS.SYS
which is the only place it could work from and thus the

different sector counts. The purpose of the MEM.SAV feature is to allow the user to preserve the portion of Ram that DUP.SYS loads into. It is used for producing modified files that would normally be stomped on by DUP.SYS. When the MEM.SAV feature is active and DUP.SYS is called to be loaded into memory again, a copy of the area in question is saved in the file named MEM.SAV. When a (K)SAVE is used for that area and the MEN.SAV feature is active then MEM.SAV is loaded into the area prior to the (K)SAVE. MYDOS's MEM.SAV feature is actually quite a step above other DOS s MEM.SAU in that the feature can be deactivated by simply choosing the (L)LOAD memory option and then pressing return. You don t have to put up with constantly loading and reloading MEM.SAV or deleting a MEM.SAV you would really like to keep, it can sit on your disk unchanged until you need it. To activate MEM.SAV you use the (N)LOAD memory w/MEM.SAV option. These two functions are identical in every way except (L) turns off the MEM.SAV flag and (N) turns it on. In either case no file actually needs to be loaded, just a return will toggle the flag.

The last difference is probably the most noticeable and that is some of the menu prompts have been changed to reveal their purpose more clearly. (N)LOAD memory w/MEM.SAV is one. Set D:#/Subdirectory lets you know that here is where you can set your default drive number or use a Subdirectory as your default drive (D:). A Subdirectory CAN be used as a drive, but first one must be created by (Q)MAKE Subdirectory and then your files are copied into that Subdirectory by using (C)COPY files.

To use the cart, just plug it in and turn on your computer. You don't even need any drives to have this DOS but that really doesn't make much sense to do. The fastest boot time will result when you have two drives (1 and 2) turned on. A disk does not have to be in either drive, hut to take advantage of the built in Ramdisk loader it is necessary to have on a disk that has been formatted by this version of MYDOS, a Subdirectory entitled RARDISK:. The files you want loaded at boot up are then copied from the Subdirectory RAMDISK into whatever Ramdisk # you set when you formatted the disk. If the Subdirectory RAMDISK: is not found on Dl: or is empty, then you will get a ramdisk format and DUP.SYS copied to the ramdisk only if the ramdisk # was set when you formatted the disk in the drive. If there is no disk in the drive then you do not get a ramdisk format or DUP.SYS copied to the ramdisk, you have to do all that from MYDOS proper.

To get BASIC you just hold down OPTION at power up. A second is almost a second too long. Your ramdisk can be loaded or at depending on what you have in Dl . When the DOS menu appears stable, press RESET to enter BASIC with the Miami Valley

ACES s WEDGE program already installed!! It is a DOS like shell
that operates from ASIC. The commands are listed every
time you press RESET and the wedge is still there. It can be
removed by typing KILL. From then on you have only the BASIC
Atari gave you. Entering DIR will give you a directory of your
default drive, and that drive can be changed by POKEing 1803
with what ever drive number you have. SCRATCH is the same as
delete filespec. SPRINT will send to your printer a screen dump.
SD and DD stand for single and double density for those with
drives that can switch densities. You can now read and write
as you please from BASIC.

From this DOS you can kill BASIC by (M) running at address
$1ECO. And you can also go to BASIC by (M)running at address
$1EE5. These routines may not always be there as they are not
protected, so some luck and judgement on your part is required.
Don't forget to kill your Basic with a run at $1ECO prior to
loading a program with DOS that "lives" in high Ram as BASIC is
a ROM that lives from $AOOO to $BFFF and you will lock up if there
is a conflict.

Whether you choose DOS or BASIC, just to make sure your display
list is where it should be you should press RESET when the DOS
menu appears stable. This is IMPORTANT! It allows MYDOS to be
entered correctly via DOSVEC instead of the patched entry required
to give you the option of having BASIC.

At the moment the cart is pulled this MYDOS looks for AUTORUN.SYS
on Dl: and if not there then the other features are looked for.
This was done to more closely mimic a disk based DOS. Your
AUTORUN.Sys file should NOT be a Ramdisk loader for the pending
self contained Ramdisk loader will do what it can to ruin
the previous format.

Enjoy!
POOR BOY
Video 61 BBS
612-462-3680

To load the cartridge, make sure that the power is tuned off and
that all cartridges have been removed. This version of MyDOS will
work on XL/XE COMPUTERS ONLY WITH AT LEAST 64K. Now plug in the
mydos cartridge and turn on your computer. If you want to access
basic, wait for the "pull cartridge and hit reset" command to
appear, then put one hand on your computer and firmly grasp the
mydos cartridge. Now pull it out of your computer (this will
not hurt it), then hit reset and you will be in basic. To lock
out basic follow the same commands except at boot up hold down
the option button to lock out basic.

3049. Re: MyDOS cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3512845e.5710299@news.nowhere.net>
Source record: 64408

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>Can't anyone tell us more about the new MyDOS cartridge?
>
>If it's good I REALLY want it. If it aint, I don't.
>
>CU Mathy Van Nisselroy
>
>PS I tried the Video 61 BBS. Lance wasn't there and his son first said
>it had no new features and when I told him that I wouldn't be interested
>told me that I had to ask Lance. International calls are fun, but expensive!

Just posted my impressions on it. Should be here soon.

3050. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3511837d.5485083@news.nowhere.net>
Source record: 64409

mile23@usa.net (Mile23) wrote:

>In article <350E3862.D2E33087@teleport.com>, dwmoar <dwmoar@teleport.com> wrote:
>
>>> Steven,
>>
>> Could you please explain to me just how you think that putting a
>>SIO2PC inside the 8-bit could have an impact on the SIO port. Personally I do
>>not see an occasion where this type of hardware hack could create such a
>>conflict. That is less of course you really have blotched up the job at putting
>>it in your machine to start with.
>>
>>Atari*Dave
>>The Hardware Man
>
>I think what's being asked is: If someone puts an SIO2PC device in their
>atari, will they safely be able to plug other things into the SIO port *in
>addition* to using the SIO2PC port?
>
>Isn't there some kind of daisy-chaining protocol that needs to happen?

Didn't it say in the doc's that the SIO2PC has to be the last item in
the chain, not the first? Will have to read the doc's again...

3051. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <3510D33E.1BA80737@teleport.com>
Source record: 64410

IIRC the 65C816 is pin for pin compatable to the 6502. In its native mode it is a 16 bit processor but in emulation mode it functions as a 6502 CPU. hence the 816 portion of the name 8bit/16bit. I do beleive in the native mode it is faster than the stock 6502. Hope that this helps. There are some really good books out on the 65816 gives quiet a few details on the chip itself.

Atari*Dave
The Hardware Man

Teej213360 wrote:

> Is it an Atari with a 65816 instead of a 6502 or both? Can the 65816 just run
> things faster or is it different? (besides being 16-bit)

3052. wanted: MAC65 source files to set up the display list.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6eqn0accp1@gte2.gte.net>
Source record: 64411

Hi folks,
I wonder if any1 has any SIMPLE working sources written for the mac65 assembler which set up the display list. I am learning mac65 and need something to study. Preferably something that is simple and takes care of business with 1 listing. The files i am speaking of will have an .M65 extender. Thanks to all of you who sent me sources previously. They were helpful but i really need something written for MAC65 so I can assemble it and debug it and play with it. Thanks in advance.

3053. E.T? Give me a break!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6eqp14grq1@newsd-199.bryant.webtv.net>
Source record: 64412

Oh come on! Who cares that Atari made E.T.? And even if you do, get a life. That game came out over 15 years ago, and anyone who was a kid when that game came out is at least out of college, married with kids. Who in the hell cares about an ancient game that sucked? And to stigmatize Atari for it? Hell, Chevrolet made the Corvair, Chevette, and the Vega, and people are still buying Chevys...

Q: What's the difference between Mechanical and Civil Engineers?
A: Mechanical Engineers design weapons, Civil Engineers design targets.

3054. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eq2Ewx.IB6@cix.compulink.co.uk>
Source record: 64413

In article <35109A32.DA8@pacbell.net>, rwoolley@pacbell.net (Bob Woolley)
wrote:

> Mr Atari Writer wrote:
> >
> > On Tue, 17 Mar 1998, at 09:54:39 Iain Laskey (ilaskey att cix
> > dott compulink dott co dott uk) wrote:
> > ->FWIW, I've owned 2600/400/800/130XE/STm/STe/Mega Ste/Falcon/
> > ->Lynx/Jaguar and shit loads of peripherals ...
> >
> > I think that deserves some kind of award! (Maybe the "FWIW
> > Award.")
> an award?? i don't see any 1200XL in there..... can't be worth an award!
Give me a break, they never sold them in the UK!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3055. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.pse.pl>
Message-ID: <6er28c$4o2$1@sanos.psych.uw.edu.pl>
Source record: 64414

```
20 Feb 1998 22:23:28 GMT Swozniak napisal byl w comp.sys.atari.8bit:
> much better way to go. A CD might even be cheaper to manufacture than
> videotapes. Anybody agree/disagree? That's what this group is for. If you have

i agree that a cd would be much better form than a video tape...

2216
--
= krap@zwieracz.pse.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =
```

3056. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6er5kvjss1@nets3.rz.RWTH-Aachen.DE>
Source record: 64415
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

In article <Oj84SZrU9GA.104@nih2naac.prod2.compuserve.com>, Dennis Bishop
<102063.112@CompuServe.COM> says:
>
>Date: 18-Mar-98 11:45 PST
>
>From: Consumer Affairs > INTERNET:consumer_support@hasbro.com
>
>Subj: RE: Atari?
>
>
>
>Sender: consumer_support@hasbro.com
>
>
>
>On 3/16/98 Hasbro Interactive announced that it has acquired copyrights,
>
>trademarks, patents and other intellectual property assets of the Atari
>
>Division of JTS Corporation. The Atari properties and assets include
>
>over 75 game properties including the legendary titles Centipede,
>
>Missile Command, Pong, Breakout and Tempest. Hasbro Interactive plans
>
>to release its first Atari title this Fall with Centipede for bothe the
>
>PC and Sony Playstation console. Hasbro Interactive intends to develop
>
>vairous titles for all vialbe and gaming platforms including PC CD ROM,
>
>and the Sony Playstation.
>
>
>
>--
>"You are not ready for Immortality" Kosh on Babylon 5

Maybe there were some old prototypes in that sale. Or maybe they don't really want
the 8 bit stuff and we could pick up the rights or a couple a bucks.

Back to reality. I thing most people still think of the good old 2600 and the fun
they had with it if they hear the name Atari. That might be good. Atari has been
synonimous with "we make great products, but let's not tell everybody" ever since.

Hasbro on the other hand is very famous (well, the products more then the company name), they are the guys from "transformers" and such aren't they?

Hmm, computers transforming into Robots???? "I'm no XE, I'm Optimus Prime." Damb, where gonna have endless discussions with our computers about the ethics of changing their Operation Systems, CPU, etc.

(Hey, maybe if you're lucky enough to have this cool (but not Brainless) Transformer, you'll be greated with "Yo dude, Check out those >beep< pictures I downloaded for ye!" :-)

CU Mathy Van Nisselroy

3057. Re: 65816, better Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6er5d0$8a5@news.acns.nwu.edu>
Source record: 64416

In article <3510D33E.1BA80737@teleport.com>,
dwmoar <dwmoar@teleport.com> wrote:
>IIRC the 65C816 is pin for pin compatable to the 6502. In its native mode it is a
>16 bit processor but in emulation mode it functions as a 6502 CPU. hence the 816
>portion of the name 8bit/16bit. I do beleive in the native mode it is faster than
>the stock 6502. Hope that this helps. There are some really good books out on the
>65816 gives quiet a few details on the chip itself.

The 816 is a square chip with four extra pins (ABORT, Valid Data Access,
Valid Program Access, Vector Pull). Cycle timings are identical for
65xx instructions.

It has all of the opcodes of the 65xx series, plus many new ones (all 256
opcodes are defined). 'Emulation mode' just forces the stack to be
at $000100, zero page at $000000, the flags to be configured,
things like that. Most programs will work fine in native mode.

In addition to 16-bit X,Y and A (and memory access), it also gives
a relocatable zero-page, a 16-bit stack, 24-bit linear addressing
(as well as 16-bit segmented addressing), lots of nifty new
instructions (e.g. PER (push effective relative address), PHX PLY TXY,
JSR (blah,X), long branches), and so on. In other words, it considerably
extends the 6502.

-S

3058. Emulators supporting 9pin joysticks?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: david.hultgren@ffvaerotech.ffv.se
Message-ID: <6erbm4bjm1@nnrp1.dejanews.com>
Source record: 64417

Is there any atari 8-bit emulator on the net/market that supports 9-pin
atari style digital joysticks?
(even better, is there any that supports 4 as in the Atari400/800?
(way more interresting than 100% correct sound in my oppinion))
If so, how do I build/where do I buy the interface between the
joystics and the IBM style connector?

(or is there any other way to connect them?)

Best Regards,
David H.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3059. Re: 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <351123B3.6F303F1D@erols.comX>
Source record: 64418

I got MYUTIL and it worked great moving text and binary files over to the Atari 180K format. I was using my 1050 Happy drive for the Double Density reads so I dont know if that made any difference. Anyhow it worked like a champ.
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

BobKlaas wrote:

> You are not going to be able to read MS-Dos disks with your Atari 8-bit
> system unless you have a Happy 1050, with the software that will read
> text files only.
>
> bob

3060. Re: 4 Atari 8 bit carts: ONLY 2 HRS LEFT!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eq2ny9.K27@cix.compulink.co.uk>
Source record: 64419

In article <19980318185636O1.NAA14578@ladder01.news.aol.com>,
swozniak@aol.com (Swozniak) wrote:

> ONLY 2 HOURS LEFT TO GRAB THESE 4 ATARI 8 BIT CARTS:
Like, haven't you heard of internet latency?!?!?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3061. Re: 4 Atari 8 bit carts: ONLY 2 HRS LEFT!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19980319160227O1.LAA17140@ladder01.news.aol.com>
Source record: 64420

Yes, I've heard of latency, but the fact is, AOL users see the post about 20 seconds after I send it. It's not my problem if some people see it too late to respond.

3062. More/New Atari Computer Stock! FREE Atari Catalogs too!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <6erj90$4l9$1@user1.teleport.com>
Source record: 64421
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

PLEASE NOTE: My Internet address above may of been scrambled by my ISP. When responding, edit it so my E-Mail address is bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at http://www.teleport.com/~bensmith/bscomputers.shtml at Bravo Sierra Computers I'm regularly updating my Catalogs as more stock comes in and more stock is sold. So come see me at Bravo Sierra Computers Today. And Remember, If you don't come see me Today, Come see me Tomorrow.

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some thing you've been looking for, Something you might want & something New to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml. And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach files to your E-Mail. I will get back to you after the weekend. Please Direct all Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do not send me any HTML!

3063. Re: 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6erlhr$sa9$1@nnrp1.dejanews.com>
Source record: 64422

In article <351123B3.6F303F1D@erols.comX>,
Stephen Knox <gooch@erols.comX> wrote:
>
> I got MYUTIL and it worked great moving text and binary files over to the
> Atari 180K format. I was using my 1050 Happy drive for the Double Density
> reads so I dont know if that made any difference. Anyhow it worked like a
> champ.
> --
> Thanks,
> Steve
>
> Remove the X at end of email address for replies
>
> http://pw2.netcom.com/~scknox/index.html
>
> BobKlaas wrote:
>
> > You are not going to be able to read MS-Dos disks with your Atari 8-bit
> > system unless you have a Happy 1050, with the software that will read
> > text files only.
> >
> > bob
>
>

Does anybody knows if Atari made HD mechs into the XF551 drives??, mine can format and read without trouble HD disks, however it's very hard to exchange disks from my Xf and my 1050, for some reason my 1050 rejects the disks formated with the XF, but my XF boots any disk, even protected ones.

Greetings from Mexico

BTW: i use myutil with a HD disk drive in my PC and works great.... Of course to read the disks i use the XF....

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3064. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.pse.pl>
Message-ID: <6er2aq$4q2$1@sanos.psych.uw.edu.pl>
Source record: 64423

21 Feb 1998 14:49:28 GMT Alan Sharkis napisal byl w comp.sys.atari.8bit:
> Why not both formats? Then you're covering both bases. I have a PC with a

right!

2217
--
= krap@zwieracz.pse.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

3065. Re: SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6erjum$7ne$1@dartvax.dartmouth.edu>
Source record: 64424

Bob Woolley <rwoolley@pacbell.net> writes:

>Preston F. Crow wrote:
>>
>> I'm playing with a program that acts as an SIO2PC server under Linux,
>> and it seems to work fine for single-density disk images, but it
>> doesn't like double density disk images. I've noticed that the Atari
>> is sending some status requests to the drive, and I'm not exactly
>> clear on how my program should be responding. I seem to have the
>> handshaking and checksumming down, but the 4 data bytes are a mystery.
>>
>> --PC
>----
>you probably need to set $2EA to $60 when the system executes a Status
>command. This indicates a DD drive. An $80 indicates an ED (1050)
>density drive. The drive actually sends the controller status and stuff
>during a Status command. You may need some of that for copy protection
>things....

I'm looking at things from the drive's perspective, so $2EA is
meaningless to me. What I need to understand is what signals the
drive sends back to the Atari when the Atari makes a status request
to the drive. I've noted that while the status request includes two
auxiliary bytes (they're used for sector numbers on read/write/put
commands), they seem to be set to whatever the last sector I/O was,
implying that they are probably ignored for the status request.

Right now, my program works fine emulating SD disks. When a status
request is received, the drive responds with: $10 $00 $01 $00
(along with the required acks and checksums). What do those codes
mean? Am I correct in believing that they should be different for
DD drives?

--PC

--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

3066. Cheats for Jumpman Junior?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: Larry Pendergraft <lpenderg@spd.dsccc.com>
Message-ID: <3511640E.797F@spd.dsccc.com>
Source record: 64425

Hello, All-

Are there any cheats for this game? Mainly, I want to skip levels. I'd like to be able to play all of the levels, but I don't have the skill (or time!) to go through them all one by one. Can anyone out there help?

TIA,
--
.---.
| - Larry Pendergraft "Officially not speaking for DSC" |
`---'

3067. VIRTUOSO

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd536e$781e46c0$c5c2accf@asharkis.erols.com>
Source record: 64426

I'm in touch with a member of JACG who has no Internet access.

He's interested in obtaining a copy of VIRTUOSO. He'd also like to find out what happened to the man who designed the program and any other details he can get.

I'm going to be off-line for at least a few days, so please hold responses until Monday.

At that point, I'll relay anything you can find to my friend.

Thanks

Alan

3068. Re: VIRTUOSO

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3511ACB1.3400C3C2@erols.com>
Source record: 64427

Alan Sharkis wrote:

> I'm in touch with a member of JACG who has no Internet access.
>
> He's interested in obtaining a copy of VIRTUOSO. He'd also like to
> find
> out what happened to the man who designed the program and any other
> details
> he can get.
>
> I'm going to be off-line for at least a few days, so please hold
> responses
> until Monday.
>
> At that point, I'll relay anything you can find to my friend.
>
> Thanks
>
> Alan

Alan, I have that information somewhere. Virtuoso Corp. visited LIAUG
many years
ago and did 2 demos. (the same meeting that I first met Jim Harris) so
that has to
be 10 years ago. They had their offices in Manhattan. I will see if I
can find the
original package (I still remember I paid $50. for it. I was club Pres.
back then
(the first time...))

The designer was the co VP. Wrote something like 100,000 lines of
assembler code
for it...

I will get together what I can and get back to you...

Pat.

3069. Re: E.T? Give me a break!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <6es1qf$51n@news.Hawaii.Edu>
Source record: 64428

Mark Newton-John (marknewtonjohn@webtv.net) wrote:
: Oh come on! Who cares that Atari made E.T.? And even if you do, get a
: life. That game came out over 15 years ago, and anyone who was a kid

The most signifcant issue when it comes to E.T. was that Atari/Time-Warner spent a huge amount of money in order to make the game (for licensing, etc...) This was just one signal that Atari's funds and future were in peril due to unwise management of the time. I don't think anyone really remembers the E.T. game, but that is the whole problem, really...

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

3070. Re: Cheats for Jumpman Junior?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6es6oa$m5t$1@nnrp1.dejanews.com>
Source record: 64429

```
In article <3511640E.797F@spd.dsccc.com>,
Larry Pendergraft <lpenderg@spd.dsccc.com> wrote:
>
> Hello, All-
>
> Are there any cheats for this game? Mainly, I want to skip levels. I'd
> like to be able to play all of the levels, but I don't have the skill
> (or time!) to go through them all one by one. Can anyone out there
> help?
>
> TIA,
> --
> .-------------------------------------------------------------.
> | - Larry Pendergraft "Officially not speaking for DSC" |
> `-------------------------------------------------------------'
>

Have you noticed how hard some 8 bit games are to beat??, i mean if you go
to an arcade you will se great graphics games that any kid 5+ can beat in the
first round, Have anyone of you beaten Montezuma's revenge, jumpman junior, or
even Donekey kong without any cheat???. One of the reason i'm still stucked in
Atari is those great games........

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading
```

3071. Re: E.T? Give me a break!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3511BAB7.3FE10F5E@erols.com>
Source record: 64430

John Perez wrote:

> Mark Newton-John (marknewtonjohn@webtv.net) wrote:
> : Oh come on! Who cares that Atari made E.T.? And even if you do, get
> a
> : life. That game came out over 15 years ago, and anyone who was a kid
>
> The most signifcant issue when it comes to E.T. was that
> Atari/Time-Warner
> spent a huge amount of money in order to make the game (for licensing,
>
> etc...) This was just one signal that Atari's funds and future were
> in
> peril due to unwise management of the time. I don't think anyone
> really
> remembers the E.T. game, but that is the whole problem, really...
>

And abundant it was for both ET and Indiana Jones. The thinking was
byWarner that "We are Atari and we will be successful in whatever we do"

And tens (if not hundreds) of thousands of buried carts attest to this
misguided thinking.
And yes I remember ET. The only interesting thing (to me at least)
was that it spoke. I always wondered how much precious memory in the
2600 was used to accomplish that....

> --
>
> Aloha,
> John Perez - jperez@hawaii.edu
> Computer Specialist - Office of Information Systems
> University of Hawaii - School of Nursing
> --
> -------------------

3072. atari800 emu being updated!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6es679$2mu@bgtnsc03.worldnet.att.net>
Source record: 64431

read about it on emu news...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov
(chairman),
jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov
(commissioner)
The FTC wants to learn about pyramid schemes: pyramid@ftc.gov,
consumerline@ftc.gov
And, the IRS would learn how much you REALLY made SPAMming:
net-abuse@nocs.insp.irs.gov

3073. Re: New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6es72nmcb1@alexander.INS.CWRU.Edu>
Source record: 64432

re: HTML code in newsgroups...

Using HTML code is fine and all that if you're running a PC or
MAC. However, this is an Atari 8-bit newsgroup, and as I am
accessing this Atari 8-bit newsgroup with my Atari 130XE,
the HTML is more of a nuisance than a help. I tend to not
read messages that contain lots of HTML, as I find it to be
rather irritating. Write us an Atari 8-bit newsgroup reader
that can interpret HTML, and then you can use it all you want.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3074. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6es7g6puh1@alexander.INS.CWRU.Edu>
Source record: 64483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

re: 1 dimensional games...

I think PONG is the closest we will get to a '1-Dimensional'
game. If there was only a paddle, and no puck. ;-)
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3075. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: lvpy67c@ix.netcom.com
Message-ID: <6esa7j$gg7@sjx-ixn4.ix.netcom.com>
Source record: 64484
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

```
In
<4DC1F327AF7B0052.BA2E742F9FAD80DA.0FBFFFF46EC84F21@library-proxy.airne
s.net> Scott 'Steg' Hansen <steg@airmail.net> writes:
>
>BELJAN E wrote:
>>
>> In <350B38FF.2781@gte.net> Dan Mazurowski <smedley.antispam@gte.net>
>> writes:
>> >
>> >Well, the Jaguar II design (AKA Project Midsummer) was completed,
and
>> >was supposedly quite powerful. I believe the hardware could compete
if
>> >they came up with some good software for it. But I would sooner bet
>> >that
>> >Hasbro is a Project X licensee then say they intend to revive the
>> >Midsummer architecture.
>> >
>> I heard somewhere that it could supposedly do 5,000,000 polygons a
>> second, which if true would make it plenty powerful.
>
>Thats probably 5,000,000 'marketing polygons'... =)
>
Well......
```

3076. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: MarkKeates@compuserve.com
Message-ID: <#ZJwRM4U9GA.176@nih2naab.prod2.compuserve.com>
Source record: 64485
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

IMHO 64 sprites were better than the Atari's in the games arena, quite simply better resolution when using more colours. I used to do a fair bit of machine code programming on the Atari but only got hold of a 64 much later on when the 8 bit Atari had just about died as at the time I was looking to doing some game conversions. You just could do that little guy in Impossible Mission at the same rez on the Atari :-)

Don't worry though, I'm still a Atari fan through and through.

Mark

3077. Re: 4 Atari 8 bit carts: ONLY 2 HRS LEFT!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: The Adept <adept@mcs.com>
Message-ID: <3511B9D9.A45ACB5B@mcs.com>
Source record: 64486

It is your fault for polluting though. There is not a need for continual updates via usenet on your auction. A single post notifying people of your auction is sufficient. Anything more is pollution. (Like my post here for instance. :)

Dan

Swozniak wrote:

> Yes, I've heard of latency, but the fact is, AOL users see the post about 20
> seconds after I send it. It's not my problem if some people see it too late to
> respond.

3078. Re: E.T? Give me a break!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6esaah$5gm$1@newsd-123.bryant.webtv.net>
Source record: 64487

I remember the ET game. I think it was the 8bit version that spoke. It was a really stupid game where ET gathered pieces of his phone so he could say "ET phone home."

All those carts deserve to be rotting in the ground.

vs

3079. refresh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <890344734@stackbbs.xs4all.nl>
Source record: 64488

Howdy folks

Re: DRAM refresh

Steven J. Tucker wrote:
>
> How does all the dram in a large upgrade (like 1 meg) get refreshed?

Bob Woolley answered:

"Nope. The DRAM is refreshed by ANTIC. REF is brought up and the RAS address for the next row of memory is put on the address lines by ANTIC. This stops the CPU and refreshes memory every 2ms or so. The old ANTIC only refreshed 128 row addresses, so it could not be used by a 256K DRAM, which requires 256 rows. The larger chips require even more row addresses - quite a problem if it weren't for their hidden refresh capability. With the new chip/SIMMs, you just tell him to refresh and he does his own addressing stuff. Doesn't matter which ANTIC you use. You are close on your OS activity refreshing memory. If you cripple refresh, it is very difficult to see it fail. I used "PASSIONATELY", a demo, to test my refresh. As you watch it run, the data gets more and more corrupted.... Drove me nuts for a while!

Bob

I saw 16meg simms that could be used in the 8-bit for $50.... I'm not too excited about spending $50 for something I really have no use for, but if someone out there in 8-bit land is willing to finance the project, I'll build them a 16 meg Atari."

This is what I know about refreshing memory (gathered it in the last couple a months):

Most 30 pin SIMMs need 512 refresh cycles every 8 ms. But the bigger SIMMs need like up to 4096 refresh cycles. This kind of refresh (which is also used in the Atari, but only 128 or 256 cycles are used) is called RAS only refresh. Hidden refresh is not used much anymore. It adds an extra RAS after a normal read or write cycle (I've seen diagrams of this, it sounds easier than it looks). What is often called hidden refresh, is CAS before RAS. In the Newell 1MB upgrade (8 RAMchips 1Mbit each) CAS_not and REF_not are ANDed to get CAS-before-RAS refresh.

Problem with CAS-before-RAS is (well, maybe not in our "slow" computers) that it seems to take SIX times as long as RAS-only.

RAS-only for 1MByte can be accomplished with only three chips (2x HCT74, 1x HCT153). It's not to hard to realise this, but it's not easy to translate the schematic to text. From the looks of it, this schematic could be expended to get more than just A8 and A9 (extra address lines needed). The only problem could be that, everytime a signal passes through a chip, it is delayed a bit more.

Re: 16MB SIMMs

If you do this, are you gonna back it up with a battery? If yes, how are you planning to create the refresh cycles?

CU Mathy Van Nisselroy

3080. Copying files to Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-19 00:00:00 UTC
From: kab@deletethis.hooked.net
Message-ID: <kab-1903981955240001@macau-18.ppp.hooked.net>
Source record: 64489

I have an Atari 800 and would like to transfer files to my Mac to run on the Atari emulator. Anyone have any suggestions as to how to transfer the files?

3081. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <3511c0b9.1231412@news.jagunet.com>
Source record: 64490
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st

vsp@unix3.netaxs.com (have clue--will travel) wrote:
>
>Just dandy. The rights to most of the classics now belong to the same people
>who shat upon the once-respected name of Frogger while "updating it with the
>latest technology."
>
>Oh, my cup runneth over.

Fogger wasn't that bad. Its hard, maybe impossible, but its also fun..

Rob Merritt
My Might and Magic page:http://www.jagunet.com/~robertm/homm.html
My Toy page starring Micronauts and LegoBlocks:http://www.jagunet.com/~robertm/micro.html

3082. Re: Cheats for Jumpman Junior?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032000393301.TAA05293@ladder01.news.aol.com>
Source record: 64491

I can beat Jumpman Jr. pretty regularly. After you finish all the levels (I think it was 12) you get a little dance (similar to the game intro) and then the levels repeat randomly. Donkey Kong has no ending. The game just gets progressively harder until it reaches a certain point and stays there.

3083. Re: Cloak & Dagger? Ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6esdsi$ia2$1@alexander.INS.CWRU.Edu>
Source record: 64492

That is a good question. I remember the graphics were really
good. Perhaps it at least made it to the prototype stage?
I have the movie on RCA CED videodisc.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3084. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6eshnp$2t9$1@pale-rider.INS.CWRU.Edu>
Source record: 64493
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

re: 3d vs 2d...

Your argument regarding "since the projecting apparatusis 3d,
then the image must be 3d" breaks down when you consider a
slide projector. When it projects an image to a theoretically
perfect screen, the image itself has no depth unless you look
at light as a particle. But so far we have not been able to
resolve the particle/wave dispute. My own idea is that it is
something _else_, that we as humans in our particular frame of
reference cannot see it as it is. Perhaps it is 4-D or more in
nature, and humand find it difficult at best to perceive more
than 3 simultaneous dimensions.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3085. Re: Atari Has been Sold (100% Facts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: 'remove'tim_k@post1.com
Message-ID: <3511f412.11684909@news.abs.net>
Source record: 64494
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>But Tim - was the 'product' not a roaring success - in my view these
>fine products failed to attract a very large market share solely due
>to the lack of 'marketing' - most people never even heard of 'Atari'
>other than for the older games machines that were well promoted in
>their time.
>
>When the 'Trammels' got involved in their money laundering operation
>(at least that's how it seemed) they made absolutely no attempt to
>'market' the product - which - upgraded a bit for the times - could be
>successfully marketed today.
>
>Or am I reading it wrong ???
>
>The Canadian Curmudgeon (in cool, cloudy, Calgary)

I'm just a little bitter from what I consider being betrayed by the Trammels. After hearing so many times that 'this year' would be 'the year of Atari' only to see them only market in the New York City area or maybe a couple of other local areas, it burns me up. I tried to do my part by buying hundreds of dollars worth of hardware and software only to see it become worthless as fewer and fewer places supported the platform. I hate being at the mercy of Microsoft. But what's the alternative? Even the Mac may not last much longer. I suppose if my needs were simpler, I could get by with my old 520 ST running Word Up etc., but for my needs, it won't do. There- I got that off my chest.

Tim

3086. Re: New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3512104c.81760798@news.pressenter.com>
Source record: 64495

On 19 Mar 1998 22:43:35 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>
>re: HTML code in newsgroups...
>
>Using HTML code is fine and all that if you're running a PC or
>MAC

Actually it isn't even fine in those cases. HTML doesn't belong in news. Not until it is put in the news standard.

*** Please make sure responses are also sent via email.

3087. SIO2PC, APE cables on sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6etbfaimn1@korweta.task.gda.pl>
Source record: 64496

Hi,
I am selling out the last lot of SIO2P cables i made. If anybody interested
please let me know.
There will be an auction on ebay but if somebody dont want to deal with
bidding just contact me directly.
The price this time is fixed at $15 and that is shipped to anywhere in the
world.
So if you need to transfer your files between a PC and a 8bit Atari - dont
waste your time - this is by far the cheapest and most reliable solution!

AB

3088. Re: SIO2PC, APE cables on sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6etc1vimn2@korweta.task.gda.pl>
Source record: 64497

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8799211

3089. Re: 8bit atari board for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6et7v3$74e$1@newsd-123.bryant.webtv.net>
Source record: 64498

The 130 XE has A/V outputs?

vs

3090. Re: 4 Atari 8 bit carts: ONLY 2 HRS LEFT!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eq43F7.5A1@cix.compulink.co.uk>
Source record: 64499

In article <1998031916022701.LAA17140@ladder01.news.aol.com>,
swozniak@aol.com (Swozniak) wrote:

> Yes, I've heard of latency, but the fact is, AOL users see the post abou
> t 20 seconds after I send it. It's not my problem if some people see it
> too late to respond.
Yes but this isn't AOL - this is Usenet <sigh>

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3091. Re: SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: GMenke <NOSPAM@erols.com>
Message-ID: <01bd5391$71680e10$64646464@gregm>
Source record: 64500

$2ea is the location into which the first of the 4 status bytes are stored,
so if I'm right, make the $60, $80 or whatever the first data byte of your
status response.

I've been doing the same under DOS, and have run into some trouble with
getting the SIO protocol timings right, immediate responses for the
Ack/Complete seems to overrun my 800's SIO hardware. Have you run into
that?

Now I'm reprogramming the system timer to get single millisecond timings in
DOS. The things we do for love.....

Thanks,

Greg

--
To reply, replace nospam with menkesjg. Thanks.

Preston F. Crow <crow@coos.dartmouth.edu> wrote in article
<6erjum$7ne$1@dartvax.dartmouth.edu>...
> Bob Woolley <rwoolley@pacbell.net> writes:
>
> >Preston F. Crow wrote:
> >>
> >> I'm playing with a program that acts as an SIO2PC server under Linux,
> >> and it seems to work fine for single-density disk images, but it
> >> doesn't like double density disk images. I've noticed that the Atari
> >> is sending some status requests to the drive, and I'm not exactly
> >> clear on how my program should be responding. I seem to have the
> >> handshaking and checksumming down, but the 4 data bytes are a mystery.
> >>
> >> --PC
> >----
> >you probably need to set $2EA to $60 when the system executes a Status
> >command. This indicates a DD drive. An $80 indicates an ED (1050)
> >density drive. The drive actually sends the controller status and stuff
> >during a Status command. You may need some of that for copy protection
> >things....
>
> I'm looking at things from the drive's perspective, so $2EA is
> meaningless to me. What I need to understand is what signals the
> *drive* sends back to the Atari when the Atari makes a status request
> to the drive. I've noted that while the status request includes two
> auxiliary bytes (they're used for sector numbers on read/write/put
> commands), they seem to be set to whatever the last sector I/O was,

> implying that they are probably ignored for the status request.
>
> Right now, my program works fine emulating SD disks. When a status
> request is received, the drive responds with: $10 $00 $01 $00
> (along with the required acks and checksums). What do those codes
> mean? Am I correct in believing that they should be different for
> DD drives?
>
> --PC
>
> --
> "Everything is permissible"--but not everything is beneficial.
> "Everything is permissible"--but not everything is constructive.
> --I Corinthians
10:23
>

3092. Atari 1010 Program Recorder *NEW CONDITION*

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032015211200.KAA14919@ladder03.news.aol.com>
Source record: 64501

I have an Atari 1010 Program Recorder, with less than 1 hour of use.
Check out the details on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8413643

No reserve price. Get it cheap!

3093. Re: wanted: MAC65 source files to set up the display list.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998032016103701.LAA21162@ladder03.news.aol.com>
Source record: 64502

Since the display list is really a program for the Antic coprocessor and NOT 6502 code, Atari assembler programs don't really do this. There's a program called Envision that will help you set up a display and then create source code to include the display in your programs. But you might be better off just reading "De Re Atari" or "Mapping the Atari" or "You Atari Computer" to understand the Antic instruction set. There's only a few to remember, so most programmers just remember what hex values do what and include the requisite BYTE statements.
All the stuff I mentioned above is available at B&C Computervisions in California. Their web page, www.myatari.com has listings of most of their inventory and the phone number for ordering.

Bostone1@aol.com

3094. Re: E.T? Give me a break!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998032016103401.LAA18601@ladder01.news.aol.com>
Source record: 64503

Hey! I liked the game! Bubble gum for the brain!

Bostone1@aol.com

3095. Re: SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6eu632brv1@dartvax.dartmouth.edu>
Source record: 64504

"GMenke" <NOSPAM@erols.com> writes:

>I've been doing the same under DOS, and have run into some trouble with
>getting the SIO protocol timings right, immediate responses for the
>Ack/Complete seems to overrun my 800's SIO hardware. Have you run into
>that?

>Now I'm reprogramming the system timer to get single millisecond timings in
>DOS. The things we do for love.....

What I did was first to look at the time values that Nick Kennedy's
SIO2PC program uses, and convert them into microseconds. Milliseconds
are probably too slow. I tried using the Unix usleep() function to
wait, but it tends to sleep much longer than requested.

What I settled on was using the Pentium cycle counter. While that
means that my program will only run on Intel(tm) Pentium(tm) or
PentiumII(tm) processors, it works quite well. I just read the cycle
counter in a while() loop until enough cycles have passed. You
determine the number of cycles to wait by multiplying the desired
microseconds by the megahertz of the cpu. (You can find out the speed
of the CPU by counting the cycles used when you sleep for one second.)

I suggest that you write the program as if you had a reliable function
that sleeps for a given number of microseconds, and then implement
that in some machine-dependant manner. That way if you have timing
problems, you only have to check the time values for the different
pauses and that one function. It also makes the code much easier to
port to a different operating system.

--PC
--
Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
to die!"
Darth Vader: "Stop saying that!"
Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]

3096. asking

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: juanvivas@aol.com
Message-ID: <1998032017012600.MAA25159@ladder01.news.aol.com>
Source record: 64505

Hi, I have an ATARI 800XL y need to get the power supply and the conectino cables por the floppy drive units and the printer

Could you please help me with this ?

thanks

3097. I NEED ATARI800XL HARDWARE AND SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: juanvivas@aol.com
Message-ID: <1998032017273600.MAA28543@ladder01.news.aol.com>
Source record: 64506

Where can I get a power supply for the Atari 800xl and the wires for the 1050
floppy disk drive ?
I need software too.

Thanks for your help.

3098. Re: I NEED ATARI800XL HARDWARE AND SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032017470600.MAA03812@ladder03.news.aol.com>
Source record: 64507

Try Best Electronics. This place has everything you could ever want for Atari computers. They don't have a website yet, but their phone number is (408) 243-6950. Take care.

3099. FA(eBay): Boatload of 8-Bit Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <3512C7F5.73D8@ticon.net>
Source record: 64508
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Lot's and lot's of your favorite stuff for the
classic 8-Bit Atari line of computers! Some of
the items featured in this huge package include
an Atari Touch tablet, Light Pen, Voicebox Speech
Synthesizer and much, much more:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8818684

Click on the link above to see all that is inlcuded!
Bidding starts at $.99, auction ends in 5 days.

Thanks and good luck!

-Frank

3100. Re: FA(eBay): Boatload of 8-Bit Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <3512C926.3E73@ticon.net>
Source record: 64509
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Ooops, sorry... make that -

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8820451

...for the Atari stuff.

-Frank

3101. Re: wanted: MAC65 source files to set up the display list.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: Anthony Rudzki <Arudzki@m3.sprynet.com>
Message-ID: <3512E796.1160@m3.sprynet.com>
Source record: 64510

> reading "De Re Atari" or "Mapping the Atari" or "You Atari Computer" to
> understand the Antic instruction set. There's only a few to remember, so most
> programmers just remember what hex values do what and include the requisite
> BYTE statements.

I seem to remember (from about a million years ago) that you "created"
your display list from a group of BYTE statements and pointed a 16 bit
location in ANTIC to the address of the first byte.

The above is true about the number of commands (there's only a handfull)
to remember.
tony

3102. Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: nate downes <ndownes@tiac.net>
Message-ID: <3512EB23.1DC2@tiac.net>
Source record: 64511

Hey, could someone come up with a good use for the 8 bit Atari technology? I'm curious how smart everyone is out there, so take this as a challenge and come up with the best solution you can do.

Nate

3103. sio2pc trouble

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <3513225C.55A11CBC@buffnet.net>
Source record: 64512

i just finished making my sio2pc cable and downloading ape and putting it on my 386. the ape program works, but i can't get the cable to work. what i mean is i can't ket the ibm to read from the atari or the atari being able to read anything off the ibm. the cable is about 6 ft. long with a 2 ft. sio cutoff and a 4ft cutoff mouse cable with a DB9 connector. i'm using the mc1489 chip. i have already configured ape with the correct com ports, but no luck. the atari has 2 1050's and atari dos 2.5. also has dos xl. please help!!!!!!!!!

3104. Re: SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3513247F.574A@pacbell.net>
Source record: 64513

> >you probably need to set $2EA to $60 when the system executes a Status
> >command. This indicates a DD drive. An $80 indicates an ED (1050)
> >density drive. The drive actually sends the controller status and stuff
> >during a Status command. You may need some of that for copy protection
> >things....
>
> I'm looking at things from the drive's perspective, so $2EA is
> meaningless to me. What I need to understand is what signals the
> *drive* sends back to the Atari when the Atari makes a status request
> to the drive. I've noted that while the status request includes two
> auxiliary bytes (they're used for sector numbers on read/write/put
> commands), they seem to be set to whatever the last sector I/O was,
> implying that they are probably ignored for the status request.
>
> Right now, my program works fine emulating SD disks. When a status
> request is received, the drive responds with: $10 $00 $01 $00
> (along with the required acks and checksums). What do those codes
> mean? Am I correct in believing that they should be different for
> DD drives?
>
> --PC
>
> --
> "Everything is permissible"--but not everything is beneficial.
> "Everything is permissible"--but not everything is constructive.
> --I Corinthians 10:23
---
well, OK.....
at your end of the process, the bytes are CMD status, H/W status,
Timeout and unused.
CMD is the $2EA value previously memtioned. Bit 7 indicates an ED disk.
Bits 6 and 5 ($6x) indicate DD. Bit 3 indicates write protected. Bits
0-2 indicate different error conditions.
H/W is the FDD controller chip status.
Timeout is the device timeout value for CIO to use if it wants.

So, I expect you want to send a $60 as the first byte if you want the OS
to think you are in DD. OK?

Bob

3105. 600xl memory question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: Jasen Rogers <Jasenr@cyberramp.net>
Message-ID: <6ev8c1mpq1@newshost.cyberramp.net>
Source record: 64514

I was wondering if there was any way of upgrading a 600xl's memory? I just got one for $10 in the box and couldn't resist. ALL my other 8-bits have something wrong with them. I would like to use this one, but some of the software I have only runs on 48k systems. Thanks in advance.

3106. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: shendrix@infi.net
Message-ID: <MPG.f7cf7a3c8fff882989680@news.infi.net>
Source record: 64515
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <epe8n7AU9GA.238@nih2naab.prod2.compuserve.com>,
102063.112@CompuServe.COM says...
> The Atari 8bits had the same cpu the commie 64 had, 6502.
> --
> "You are not ready for Immortality" Kosh on Babylon 5
>

The Commodore 6510 (not 6502) ran at 950KHz. The Atari was clocked at
1.79MHz.

3107. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: "L. Busey" <liam1@ix.netcom.com>
Message-ID: <35133E09.2E2C@ix.netcom.com>
Source record: 64516
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Charles Shannon Hendrix wrote:
>
> In article <epe8n7AU9GA.238@nih2naab.prod2.compuserve.com>,
> 102063.112@CompuServe.COM says...
> > The Atari 8bits had the same cpu the commie 64 had, 6502.
> > --
> > "You are not ready for Immortality" Kosh on Babylon 5
> >
>
> The Commodore 6510 (not 6502) ran at 950KHz. The Atari was clocked at
> 1.79MHz.

It's not quite that bad. The 6510 cpu in NTSC C64es runs at 1.02MHz
while PAL C64es run at 985KHz.

Liam Busey

3108. WTB Blue Max Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: Jasen Rogers <Jasenr@cyberramp.net>
Message-ID: <6evjk3qd1@newshost.cyberramp.net>
Source record: 64517

Sub says it all.

3109. Here's a project for Hasbro....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-20 00:00:00 UTC
From: *rlcolli*@ibm.net
Message-ID: <VAxE1kimR95Y092yn@ibm.net>
Source record: 64518

I would like to see the 8bit design put into one chip, like that Basic
Stamp that is made for projects. Include the entire chipset and 128K
and sell it for $30.

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins *rlcolli*@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

3110. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032100210200.TAA03983@ladder03.news.aol.com>
Source record: 64519

3512EB23.1DC2@tiac.net asked:

<<Hey, could someone come up with a good use for the 8 bit Atari technology? I'm curious how smart everyone is out there, so take this as a challenge and come up with the best solution you can do.>>

I have an idea! You could...umm...play really good games from the late 70's and early 80's on them!

3111. SIO2PC for Linux!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6ev6fd$3b9$1@dartvax.dartmouth.edu>
Source record: 64520

You may have heard of a program called femul ("floppy emulator") that
lets you read SD disks via SIO2PC with Linux. Well, I've gone and
updated it to support reading and writing of both single and double
density disk images. It should work with all normal ATR disk images.

So if you run Linux on your PC, you have one less reason to boot DOS
now.

You can find it at:
http://www.cs.dartmouth.edu/~crow/atari/
It's at the bottom of the page: femul-1.3.c
I think after I add in a user interface I'll rename it SIO2Linux.

On the other hand, if someone else is inspired to write a user
interface for it, it might happen a lot sooner!

For now, you just list the disk images (upto 8) on the command line.
If you want to change the images, you kill the program and restart it.

--PC

--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1998. All right reserved. The
above positions are also held by Newt Gingrich, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

3112. Re: SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6evct6$822$1@dartvax.dartmouth.edu>
Source record: 64521

Bob Woolley <rwoolley@pacbell.net> writes:
>at your end of the process, the bytes are CMD status, H/W status,
>Timeout and unused.
>CMD is the $2EA value previously memtioned. Bit 7 indicates an ED disk.
>Bits 6 and 5 ($6x) indicate DD. Bit 3 indicates write protected. Bits
>0-2 indicate different error conditions.
>H/W is the FDD controller chip status.
>Timeout is the device timeout value for CIO to use if it wants.

>So, I expect you want to send a $60 as the first byte if you want the OS
>to think you are in DD. OK?

Awesome! My SIO2PC device now works under Linux, supporting SD and DD
disks. There are still a few features missing, and it may get
confused if you use other devices at the same time, but for my
purposes, it's good enough. I no longer need to use DOS to support my
Atari!

If you're interested in my program, it's at the bottom of:
http://www.cs.dartmouth.edu/~crow/atari/

--PC

--
"Beware of that boy with the loose clothes!"
--Sulla, Roman Dicatator in reference to Julius Caesar
(Suetonius, "The Twelve Caesars," Julius Caesar 45)

3113. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998032105320501.AAA24404@ladder01.news.aol.com>
Source record: 64522

>Subject: Re: Possibilities for the 8 bit Atari's
>From: swozniak@aol.com (Swozniak)

><<Hey, could someone come up with a good use for the 8 bit Atari
>technology? I'm curious how smart everyone is out there, so take this as a
>challenge and come up with the best solution you can do.>>

(Swozniak wrote)

>I have an idea! You could...umm...play really good games from the late 70's
>and
>early 80's on them!

There where a LOT more game for the 8 bit in the 90's Plus you can do a
whole lot more than just play games on it too!
You could always run an 8 line ansi bbs.. one of the millions of thing to do
with the 8bit..

Lets be nice now

3114. Re: Atari 800XL (256Kb) & Enhanced Disk Drive for Sale...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: wlmentink@aol.com
Message-ID: <1998032106433600.BAA07508@ladder03.news.aol.com>
Source record: 64523

```
>hallo das ist ein test
>
>

>From: Funder <frankf@cww.de>

hallo, das ist nicht ein test. Es ist ein...uhm....response.
```

3115. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032107160100.CAA07430@ladder01.news.aol.com>
Source record: 64524

Hey...I wasn't making fun of the guy's question...just stating my love for the platform. If all you could do was play games on Atari 8 bits, I'd still love them just as much. I was just being sarcastic. :)

3116. Re: Cloak & Dagger? Ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <35139949.E3C52D51@erols.com>
Source record: 64525

Bill R. Core wrote:

> That is a good question. I remember the graphics were really
> good. Perhaps it at least made it to the prototype stage?
> I have the movie on RCA CED videodisc.
> --
> ||| ////Pakrat he110@cleveland.freenet.edu |||
> / | \Atari- Innovative Leisure. / | \

The skuttle here was that the programmer who was working on theproject
was separated from it when Jack Tramiel did his cost cutting
and so the 1/2 done project is still 1/2 done....

3117. Re: WTB Blue Max Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <35136f15.518656126@nntp.best.com>
Source record: 64526

"Jasen Rogers" <Jasenr@cyberramp.net> wrote:

>Sub says it all.

Best Electronics sells this one for $9.95 (or $4.95 for cart only) +
S&H.

(remove antispam from email address to reply via email)
+------------------------------+
|The Morbid Guy |
|http://www.best.com/~morbid |
|E-mail:morbid@best.com |
| vchang@whitestar.ml.org |
|IRC nick (EFnet): MorbidGuy |
+------------------------------+

3118. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <351381a5.1888692@news.pacbell.net>
Source record: 64527
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari,rec.games.video.classic

On Sat, 21 Mar 1998 08:23:04 GMT,
sam@greenaum.demon.co.ARSE!ARSE!ARSE!uk (Sam.) wrote:

>Even Frogger is 1-d. Although you can move left and right, you're only
>really choosing which "column" of cars to occupy. The essence of the
>game is timing when to go backwards or forwards.

You're really stretching credibility with some of your examples,
Frogger particularly.

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

3119. Re: wanted: MAC65 source files to set up the display list.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6f03cbapr1@gte2.gte.net>
Source record: 64528

> I seem to remember (from about a million years ago) that you "created"
> your display list from a group of BYTE statements and pointed a 16 bit
> location in ANTIC to the address of the first byte.
>
> The above is true about the number of commands (there's only a handfull)
> to remember.
> tony

yes this is what i am hearing. I know the codes, just dont know how to
use mac65. I know what i want the display list to be. I just dont know
how to use those .BYTE statements.
This is where an .m65 source file would be so instructional. I learn
thru dissection.

3120. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: atari@ehrich.com
Message-ID: <1BOQ.46$tR.494764@news2.voicenet.com>
Source record: 64529

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Also lots of other for sale lists for the following:

PC Amiga Apple Commodore TI VIC20

Video Games Music CD's

Click on the following URL to see the lists:

http://www.voicenet.com/~generic

3121. Re: wanted: MAC65 source files to set up the display list.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: Anthony Rudzki <Arudzki@m3.sprynet.com>
Message-ID: <3513CF26.7F0E@m3.sprynet.com>
Source record: 64530

> yes this is what i am hearing. I know the codes, just dont know how to
> use mac65. I know what i want the display list to be. I just dont know
> how to use those .BYTE statements.

I agree. Again, if I remember corectly, you use a ORG 0x00 (where 0x00
is the address to place the display list in memory) and then place the
.BYTE statements.

```
ORG 0x400
.BYTE 0x20
.BYTE 0x20
.BYTE 0xFF
```

Now, the above (with real ANTIC commands) would be placed anywhere in
your code listing, and during your actual executable code initialization
you would load the 16 bit registers. By the way, the ORG places the
bytes at the location 0x400 (as above), so if you had other data you
wanted stored at say, 0x800, you would need another ORG statement.

tony

3122. Atari 825 80 Column Printer Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6f0qej$bv0$1@newsd-122.bryant.webtv.net>
Source record: 64531

I have an 825 and the system to run it, but no documentation, and I'm having trouble getting things going. A bag of print ribbons in little cardboard boxes came with it, but they may be dried up. In any event I couldn't figure out exactly if they were the right kind or how to load them in.

Any tips? Failing that, would anyone like to buy this beast off me?

vs

3123. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: rdell@shell5.ba.best.com
Message-ID: <6f0ugm$h6u$1@shell5.ba.best.com>
Source record: 64532

```
In article <3511837d.5485083@news.nowhere.net>,
tikk <tikk@alt.anonymous.messages> wrote:
>mile23@usa.net (Mile23) wrote:
>
>>In article <350E3862.D2E33087@teleport.com>, dwmoar <dwmoar@teleport.com> wrote:
>>
>>>
>>> Could you please explain to me just how you think that putting a
>>>SIO2PC inside the 8-bit could have an impact on the SIO port. Personally I do
>>>not see an occasion where this type of hardware hack could create such a
>>>conflict. That is less of course you really have blotched up the job at putting
>>>it in your machine to start with.
>>>
>>
>>I think what's being asked is: If someone puts an SIO2PC device in their
>>atari, will they safely be able to plug other things into the SIO port *in
>>addition* to using the SIO2PC port?
>>
>>Isn't there some kind of daisy-chaining protocol that needs to happen?
>
>Didn't it say in the doc's that the SIO2PC has to be the last item in
>the chain, not the first? Will have to read the doc's again...
>

There are a number of SIO devices which have to be the "last one" in the
chain because, like the SIO2PC cable, there is no male connector
available for extending the chain. As I recall, the 410 recorder, the
300 baud modem, from peripherals I have had.

Electrically, if you use one of the deisgns which preserves the
tri-state or open collector orientation of the SIO bus there is no
reason why an internal SIO2PC adapter would dis-allow daisy chaining.
Be aware, some of the barest bones SIO2PC cables do not have these kind
of high impedence outputs.

--
Richard Dell
```

3124. Composite video -> A/V jacks on TV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: Chad Wagner <cmwagner@sodre.net>
Message-ID: <351403F0.98FA8219@sodre.net>
Source record: 64533

Does anyone have details on how to build such a device, or know of any place that actually sells one? Would like to take composite output and convert it to RCA style A/V, or alternatively take the TV output (modulated video and audio) and seperate it into RCA style A/V jacks.

Thanks in advanced.

3125. Hasbro buys Atari name (From German teletext)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: Mohammed Douwes <hotsepot@wxs.nl>
Message-ID: <351499F5.74A3@wxs.nl>
Source record: 64534

From the German Nord 3 teletext service (Just FYI):

(Translation below)

UNTERNEHMEN: Atari-Reste geschluckt
#
Die japanische Speilzeug-Firma Hasbro hat jetzt die Reste des
einst sehr erfolgreichen Computer-Herstellers Atari augekauft.
#
Es sei geplant, kuenftig den Namen "Atari" bei der Vermarktung
von Videospielen zu hiess es. Computer wird es von atari jedoch
wohl nie mehr geben. Atari hatte Ende 80er Jahre, aehnlich wie
Commodore, den Trend hin zum Windows-PC nicht rechtzeitig
umsetzen koennen.
#
Vor einigen Jahren war Atari schliesslich allmaehlich vom Markt
verschwunden.

Translation:

COMPANIES: Atari remains eaten

The japanese toy company Hasbro has bought the remains of
the once very successful computer company Atari.

The company plans to use the "Atari" name for marketing video
games in the future. Atari, like Commodore, failed to pick up
on the trend of Windows-based PC's in the late 80's.

A few years ago, Atari disappeared completely from the market.

Richard Douwes

3126. Re: SIO2PC, APE cables on sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: davisoja@polaris.clarkson.edu
Message-ID: <6f18j8$h44$1@news.clarkson.edu>
Source record: 64535

webmaster@cbmpan.gdynia.pl wrote:
: I am selling out the last lot of SIO2P cables i made. If anybody interested
: please let me know.
: So if you need to transfer your files between a PC and a 8bit Atari - dont
: waste your time - this is by far the cheapest and most reliable solution!

What kind are these (single chip, diode, etc.)?
And what payment methods do you accept?

Thanks,
john

3127. Re: Here's a project for Hasbro....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <35138152.4296197@news.mindspring.com>
Source record: 64536

On Fri, 20 Mar 1998 19:55:49 -0500 *rlcolli*@ibm.net (Ryan 'Gozar' Collins) wrote:

>I would like to see the 8bit design put into one chip, like that Basic >Stamp that is made for projects. Include the entire chipset and 128K >and sell it for $30.

A nice dream, but about as likely to happen as one of us winning the PCH or AFP sweepstakes grand prize.

Even if Hasbro wanted to do it, it is my understanding that Atari "lost" the design specs to the 8-bit chips, meaning anyone wanting to make any modifications to the design would first have to reverse engineer the original chips, which would not be cost effective. <sigh>

Too bad, as even with .50 micron technology (which is not even state of the art), everything in a 130XE should easily fit on a single small QFP chip.

==========
lmcclure1@mindspring.com

3128. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <351438E2.4FDE4E04@sprynet.com>
Source record: 64537

Patrick Mulvey wrote:

I am also a technician, and I have seen far more working C-64's than non-working. FWIW, in the area I serviced, I never saw an Atari 8-bit computer, and I've only so far managed to locate ONE LOCAL Atari 8-bit computer owner in 13 years...even after being the VP of the local computer club! My 64 worked fine from the day I opened it after bringing it home from the store to the day it got struck by lightning. (about 8 years) In the same area I met dozens on Commodore owners.

> The C64 was assembled from cheap parts and the OS crashed software.

You know what I think? I don't think that the Commodore 64 became the most successful selling computer (and indeed POPULAR) in HISTORY by having a crashy kernel. People would have said, "Hey, this computer crashes a lot...let's buy something else." But they didn't, did they? As a result, between 17 and 21 million have been sold worldwide. I'll bet the whole Atari 8-bit line didn't sell anywhere close to that many.

> One freind of mine is a QA tester for digital. He has tested the C64 out
> of
> curiosity and found weaknesses in context switching. The system does a
> poor job
> in cleaning up after itself and so things like GEOS will crash after you
> change applications.

Why does GEOS have anything to do with the Commodore 64's kernel? GEOS is NOT a Commodore product, it is a Berkeley Softworks product. GEOS doesn't even use the 64's kernel (except to boot!) I don't think the C-64's kernel can be blamed for another products supposed poor memory allocation. I've never seen GEOS crash personally...and I own GEOS. Do you own GEOS? Have you even used GEOS?

> (Ok sometimes you MIGHT get lucky and have it sucessfully work 2 or 3
> times)

I reiterate that I've NEVER had problems switching back and forth between applications in GEOS.

> Online BBS systems would be up for 5 years at 24hrs-365days for Atari. 6
> months for C64
> Everything points to inferior parts and poorly designed OS.

BS! You have presented absolutely no tangible evidence for your argument.

Sorry if I seem like I'm coming across strong, but from previous
Commodore computer owners I've heard nothing but praise as to their
reliability and practicality. I have NEVER EVER heard first hand
accounts that sound anything like your message...EVER.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3129. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <3514394C.B566D7B6@sprynet.com>
Source record: 64538
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
L. Busey wrote:
>
> Charles Shannon Hendrix wrote:
> >
> > In article <epe8n7AU9GA.238@nih2naab.prod2.compuserve.com>,
> > 102063.112@CompuServe.COM says...
> > > The Atari 8bits had the same cpu the commie 64 had, 6502.
> > > --
> > > "You are not ready for Immortality" Kosh on Babylon 5
> > >
> >
> > The Commodore 6510 (not 6502) ran at 950KHz. The Atari was clocked at
> > 1.79MHz.
>
> It's not quite that bad. The 6510 cpu in NTSC C64es runs at 1.02MHz
> while PAL C64es run at 985KHz.
>
> Liam Busey

It should be noted, however, that the whole machine runs at approx 2 MHz
for NTSC, with the VIC and CPU sharing the bus for half the clock cycle.

*Geoff!*

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff
```

3130. Magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: basil@shell7.ba.best.com
Message-ID: <6f1gaa$lv8$1@shell7.ba.best.com>
Source record: 64539

For sale:

Various Antic & ANALOG Comuting magazines dating from 1986-90.

AC = Analog Computing
AN = Antic
ST = STart
STL = ST Log (Atari ST portion of Analog)

STL Issue 10 January 1987
ST Volume 3, Number 9 April 1989
ST Volume 5, Number 2 October 1990
AN Volume 5, Number 3 July 1986
AN Volume 5, Number 9, January 1987
AN Volume 5, Number 10, February 1987
AN Volume 5, Number 11, March 1987
AN Volume 5, Number 12, April 1987
AN Volume 6, Number 1, May 1987
AN Volume 6, number 3 July 1987
AN Volume 6, Number 4 August 1987
AN Volume 6, Number 5 September 1987
AC Issue 59, April 1998
AC Issue 60, May 1988
AC Issue 61, June 1998
AC Issue 62, July 1998
AC Issue 67, December 1988

Take them all for $20 (includes shipping) OBO.
A treasure trove of old Atari history, products, lore, Atari
BASIC/ACTION source code, etc. Hurry! Will be junked if no one buys.

Brian Stokes
basil@lifeformz.com

3131. New atari800 emu released...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6f1ul3$nb1@bgtnsc02.worldnet.att.net>
Source record: 64540

Yep it's out!! after 9 months without a update...still haven't fired it up yet, but I'm hopeing fractalus or ballbalzer now work.. ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov (chairman),
jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov (commissioner)
The FTC wants to learn about pyramid schemes: pyramid@ftc.gov, consumerline@ftc.gov
And, the IRS would learn how much you REALLY made SPAMming: net-abuse@nocs.insp.irs.gov

3132. Re: Atari Has been Sold/Jag Comeback?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: Dan & Jennifer <dan-jen@mindspring.com>
Message-ID: <35144452.1C52@mindspring.com>
Source record: 64541
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari,rec.games.video.classic

Sam. wrote:
>
> jkeim@unlinfo.unl.edu (James D. Keim) wrote:

> Combat is essentially 1-dimensional, since when you fire, your bullet
> only ever goes in a straight line, and to avoid being hit you just
> avoid the line. While the lines and tanks *can* move, at any instant
> in time the attributes of the game are all 1-D.
>
> Even Frogger is 1-d. Although you can move left and right, you're only
> really choosing which "column" of cars to occupy. The essence of the
> game is timing when to go backwards or forwards.
>
> Pong / Breakout are 1-D, since the ball is the element you actually
> move, and it only has one vector, so does the bat. There's loads of
> them. They base their rules on intersecting lines, rather than
> intersecting blocks like say Mario or Ghouls 'n' Ghosts.

Huh? If a game has x and y movement, it is two dimensional.

A vector used to describe the velocity of the "Pong" ball or "Combat"
bullet would need both x and y components.

You're turning simple math into something difficult.

Later,

Dan

3133. FS: Atari 800xl system

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-21 00:00:00 UTC
From: The Basement <swolfe1@mindspring.com>
Message-ID: <6f23i4$s7h@camel21.mindspring.com>
Source record: 64542

This system has original manuals, tape drive, printer, intro tapes. Make an offer or a trade.

3134. Basic programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: SADE <sade@globalxs.nl>
Message-ID: <35145646.3D51@globalxs.nl>
Source record: 64543

Hi everyone!
I,m desperately looking for a game written in
Atari basic called Acrobat!(had it for years,but my cassette crashed!)
Can anyone help me?
T.i.a. Sade

3135. Auction: ANALOG/Antic/Explorer/APX Catalogs, Disks, Manuals, More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998032202573100.VAA09360@ladder03.news.aol.com>
Source record: 64544

April Auction

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes.
Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$11.95 min

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$11.95 min

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of

Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$9.95 min

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

⋆Atari Computer Magazines⋆
M6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

M7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

M8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

M12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

M14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

M15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

M16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

M17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

M21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

M24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

M27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

M28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

M29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

M31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

M32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

M33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

M34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

M35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

M36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

M52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

M55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

M56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

M58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

M62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

M63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

M64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$1.95 min

M102. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$1.95 min

M103. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 min
2. Dreadnaught Factor -$1.75 min
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 min

Atari 5200 Manuals
6. Buck Rogers -$.75 min
7. Congo Bongo -$.75 min
8. Frogger -$.75 min
9. Popeye -$.75 min
10. Realsports Football and Home Football Playbook -$.75 min
11. Realsports Tennis -$.75 min
12. Super Cobra -$.75 min

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 min
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 min
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 min
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 min
24. Video Chess, Atari (small black) -$1.25 min
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min

39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 min
42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
48. Super Nintendo Mortal Kombat II Instructions -$.25 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. 11 Chapters: Introduction, Operating System Functional Organization, Configurations, System Memory Utilization, I/O Subsystem, Interrupt Processing, System Initialization, Floating Point Arithmetic Package, Adding New Device Handlers/Peripherals, Program Environment and Initialization, Advanced Techniques and Application Notes. 12 Appendices. Add $1 to shipping. -$9.95 min

51. Atari Personal Computer System Hardware Manual. 10/1980. Introduction, Description of Hardware, Hardware Registers, Sample Display Programs, Hardware Register Lists, Figures (Memory Map, NTSC and PAL Display, Schematics). Appendix A: Use of Player/Missile Graphics with BASIC, Appendix B: Mixing Graphics Modes, Appendix C: Pinouts. Add $1 to shipping. -$9.95 min

52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Instructions (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Instructions -$.25 min
55. APX (Atari Program Exchange) Keyboard Organ Instructions -$.25 min
56. APX (Atari Program Exchange) Sketchpad Instructions -$.25 min
57. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.25 min
58. APX (Atari Program Exchange) Presidents of the United States Instructions -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX Atari Program Exchange Catalog Spring 1982. 68 pages. -$3.95 min
63. APX Atari Program Exchange Catalog Summer 1982. 76 pages. -$3.95 min
64. APX Atari Program Exchange Catalog Fall 1982. 76 pages. -$3.95 min
65. APX Atari Program Exchange Catalog Winter 1982-3. 85 pages. -$3.95 min
66. APX Atari Program Exchange Catalog Spring 1983. 37 pages. -$3.95 min
67. APX Atari Program Exchange Catalog Summer 1983. 38 pages. -$3.95 min
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.25 min
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

3136. LAST DAY! Atari 1010 Program Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032206044400.BAA10275@ladder03.news.aol.com>
Source record: 64545

Here's your last chance to bid on this * LIKE NEW * Atari 1010 Program Recorder. Check it out on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=8413643

No reserve price.

3137. Re: New atari800 emu released...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6f2ar4$j9@bgtnsc02.worldnet.att.net>
Source record: 64546

GAREEE! wrote:
>
> Yep it's out!! after 9 months without a update...still haven't fired it up
> yet, but I'm hopeing fractalus or ballbalzer now work.. ;)
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareee@worldnet.att.net
> Homepage (Custom Action Figures, Models, Disney Oddities):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
>
> Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov
> (chairman),
> jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov
> (commissioner)
> The FTC wants to learn about pyramid schemes: pyramid@ftc.gov,
> consumerline@ftc.gov
> And, the IRS would learn how much you REALLY made SPAMming:
> net-abuse@nocs.insp.irs.gov
yes they do. and xl-it has run them since 2 years ago.
--
Remove the extra "h" if you wish to reply.

3138. The 9th Adventurers Convention

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Larry Horsfield <Alaric@larryhorsfield.demon.co.uk>
Message-ID: <AmuhwgAwNLF1EwXn@larryhorsfield.demon.co.uk>
Source record: 64547

Hello all in C.S.A.8bit.

If you haven`t already heard about it, you may be interested to hear about the 1998 Adventurers Convention, which is being held in Birmingham (UK) this coming October, as it has been for the last 8 years.

The Convention is being held on Saturday, 24th October 1998, in the Ariel Suite of the Royal Angus Thistle Hotel, St. Chad`s, Birmingham B4, which at the end of the A38M and easy to get to from all parts of the country. It runs from 9am to around 6pm and covers all formats from Spectrums to PC`s, including Atari`s. Tables are available if you wish to bring along your own computer(s) and we actively encourage this as we depend on those attending to bring their computers, so the more the merrier! If you wish to bring hardware and/or software to sell you are more than welcome to, but no pirated software please!

The event attracts adventure enthusiasts from all over the UK, including Northern Ireland, and the atmosphere is very friendly and informal. Many of us stay overnight at the hotel and the evenings can be just as lively and interesting as the convention itself!

During the day we have the popular "Megapoints" competition running. In this the contestants get 20 minutes playing time at a specially written Spectrum text adventure, with the object of scoring as many points as possible in the alloted time. There are usually cash prizes and special certificates for the 3 highest scores. The adventure this year is being written by Ulsterman Jon Scott, author of various Spectrum text adventures published by Zenobi Software.

Tickets are available now and cost 6 ukp per person if you buy yours before 30th June, 1998. Thereafter, or if you pay on the door on the day, the price will be 7 ukp per person. Tickets may be purchased from:

Vicky Jackson, 128 Merton Hall Road, Wimbledon, London, SW19 3PZ

Please make cheques/PO`s payable to V. Jackson

* * * * * * * *

HOTEL ACCOMMODATION:

The Royal Angus Thistle Hotel has special room rates for those attending the Convention. These include full English breakfast and are as follows:

Single Room: 37.50 ukp per night.

Double/Twin: 32.50 per person, per night.

Please contact the hotel to book your accommodation, NOT the convention organisers. The address and phone number are:

Royal Angus Thistle Hotel, St.Chad`s, Queensway, Birmingham, B4 6HY

Telephone: 0121-236-4211

Don`t forget to inform the hotel you are attending the Adventurers Convention, otherwise you will be charged the normal room rates!

NOTE: The Convention is on the weekend before the start of the Birmingham Motor Show at the NEC. Whilst the hotel have promised to reserve a number of rooms for us, you are strongly advised to book your accommodation AS EARLY AS POSSIBLE to avoid disappointment.

If you have any queries about the Convention, or would like to reserve tables for your hard/software, please contact me at the email address below.

Hope to see you in Brum in October!

Larry Horsfield

alaric@larryhorsfield.demon.co.uk

3139. Re: New atari800 emu released...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6f35fi$m5b@bgtnsc02.worldnet.att.net>
Source record: 64548

Keatahh wrote in message
>yes they do. and xl-it has run them since 2 years ago.

but i believe nothing has worked properly because ofd the odd key input
routine lucasarts used...

and in the readme he does say that this emu is not better then xl-it...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov
(chairman),
jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov
(commissioner)
The FTC wants to learn about pyramid schemes: pyramid@ftc.gov,
consumerline@ftc.gov
And, the IRS would learn how much you REALLY made SPAMming:
net-abuse@nocs.insp.irs.gov

3140. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3515526E.46598FE@erols.com>
Source record: 64549

Geoff Oltmans wrote:

> Patrick Mulvey wrote:
>
> I am also a technician, and I have seen far more working C-64's than
> non-working. FWIW, in the area I serviced, I never saw an Atari 8-bit
> computer, and I've only so far managed to locate ONE LOCAL Atari 8-bit
>
> computer owner in 13 years...

This goes to prove your exposure to the Atari is non-existant! And you
reallyhaven't been on the computer scene very long

> even after being the VP of the local
> computer club!

I have been before, and currently am (again)thePresident of the Long
Island Atari User Group. I
got involved there in 1984..(and with the Atari in 1982!)

> My 64 worked fine from the day I opened it after bringing
> it home from the store to the day it got struck by lightning. (about 8
>
> years) In the same area I met dozens on Commodore owners.
>

One isolated case proves only your were LUCKY. It has nothing to do
withoverall reliability. After many years of putting out crap, Commodore
nearing
the end of its production run started to put out a more reliable
product, but it
went from a nightmare to a managble crisis. The Atari worked fine 99% of
the
time. Took a lickin and kept on tickin.

> > The C64 was assembled from cheap parts and the OS crashed software.
>
> You know what I think? I don't think that the Commodore 64 became the
> most successful selling computer (and indeed POPULAR) in HISTORY by
> having a crashy kernel.

You don't think. The Intel system is the most popular.

> People would have said, "Hey, this computer
> crashes a lot...let's buy something else." But they didn't, did they?

They did. They bought INTEL.

> As
> a result, between 17 and 21 million have been sold worldwide. I'll bet
>
> the whole Atari 8-bit line didn't sell anywhere close to that many.
>

That was based on the misguided SIZE decision of the uninformed publicof
the time 48K vs 64K and that was the real modivation.

> > One freind of mine is a QA tester for digital. He has tested the C64
> out
> > of
> > curiosity and found weaknesses in context switching. The system does
> a
> > poor job
> > in cleaning up after itself and so things like GEOS will crash after
> you
> > change applications.
>
> Why does GEOS have anything to do with the Commodore 64's kernel? GEOS
>
> is NOT a Commodore product, it is a Berkeley Softworks product. GEOS
> doesn't even use the 64's kernel (except to boot!) I don't think the
> C-64's kernel can be blamed for another products supposed poor memory
> allocation. I've never seen GEOS crash personally...and I own GEOS. Do
>
> you own GEOS? Have you even used GEOS?
>

I got to try it out a local computer store. I got my first, second and
third crashin a matter of minutes. Productivity software relies heavily
on the operating
system. Each time I moved more than once between applications
the system fell like a deck of cards. Ever hear about the "reliability"
upgrade that commodore owners were putting into their machines (those
that did packet radio?) It was a modified ATARI operating system!
The commordore was a toy that ran games (but you had to take lunch
waiting for the loading.) The Atari was a true productivity tool.

> > (Ok sometimes you MIGHT get lucky and have it sucessfully work 2 or
> 3
> > times)
>
> I reiterate that I've NEVER had problems switching back and forth
> between applications in GEOS.
>

I have seen for myself and so has a professional Q & A expert that it
doesn't workvery well at all...

> > Online BBS systems would be up for 5 years at 24hrs-365days for
> Atari. 6
> > months for C64

> > Everything points to inferior parts and poorly designed OS.
>

I should have said inferior parts, poor assembly and poorly designed
OS.Atari users were subject to the decision makings of the designer of
the
C64 OS, Jack Tramiel. We are well aware of the difficulties of the
commodore
community, since ST users were having them too. (But less pronounced
since
the Tramiels did learn from their mistakes (namely the early
commodores))

> BS! You have presented absolutely no tangible evidence for your
> argument.
>

You have already shown that you no virtually nothing about Atari 8 bits.

> Sorry if I seem like I'm coming across strong, but from previous
> Commodore computer owners I've heard nothing but praise as to their
> reliability and practicality. I have NEVER EVER heard first hand
> accounts that sound anything like your message...EVER.
>

Well there is always a first time for a beginner. My computingexpirence
goes back to the early1960's

> *Geoff!*
>
> --
> Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
> KERNAL = Keyboard Entry Read Network And Link
> http://home.sprynet.com/sprynet/geoff

Patrick Mulvey
President of the Long Island Atari User Group
Sysop of the New Nest BBS

3141. Re: Assembler Editor Cart via Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <35155F4B.3FD666D1@ny.tds.net>
Source record: 64550

Quick Assembler? I'm interested. Where can we find a copy of this? Does it work with SpartaDOS?

Aleksander Martin wrote:

> Why You want to use this old assembler? In Europe, we're using Quick
> Assembler!
> It's the best 6502 assembler for A8! Full screen editor, mini debugger,
> etc.
> It works very well under XL IT! or X-former. I recommend You this
> powerful tool!
> Any questions? Write on priv, please!
>
> Alex

3142. Re: New atari800 emu released...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6f3d1t$aoj@bgtnsc03.worldnet.att.net>
Source record: 64551

GAREEE! wrote:
>
> Keatahh wrote in message
> >yes they do. and xl-it has run them since 2 years ago.
>
> but i believe nothing has worked properly because ofd the odd key input
> routine lucasarts used...
>
> and in the readme he does say that this emu is not better then xl-it...
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareee@worldnet.att.net
> Homepage (Custom Action Figures, Models, Disney Oddities):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
>
> Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov
> (chairman),
> jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov
> (commissioner)
> The FTC wants to learn about pyramid schemes: pyramid@ftc.gov,
> consumerline@ftc.gov
> And, the IRS would learn how much you REALLY made SPAMming:
> net-abuse@nocs.insp.irs.gov

nope, everything including the keyboard commands work just fine.

--
Remove the extra "h" if you wish to reply.

3143. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd55bf$4ef78240$960b8ea7@login.netins.net>
Source record: 64552

One thing I used it for (in a slave kind of way) is to complement complex games on a second computer. Specifically what I did was to play the game Rocket Ranger on an Amiga (didn't mean to use such foul language here) and then write a BASIC program to easily pull up the rocket fuel codes. This way, I didn't have to use the wheel each time I wanted to change geographic locations, and it was harder to make a mistake, which would cost you in the game.

Another thing I've seen (but never used myself) was a home power control system called X-something. With it, you could use your 8-bit Atari to be a light and appliance controller.

Other than that, the 400 and 800 Ataris are the only systems I've seen where you can have four players playing one game. (the game has to support four players). Perhaps someone else can reply about games that use four players.

nate downes <ndownes@tiac.net> wrote in article <3512EB23.1DC2@tiac.net>...
> Hey, could someone come up with a good use for the 8 bit Atari
> technology? I'm curious how smart everyone is out there, so take this
> as a challenge and come up with the best solution you can do.
>
> Nate
>

3144. Re: Composite video -> A/V jacks on TV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd55c0$4f14ffe0$960b8ea7@login.netins.net>
Source record: 64553

It would have to be a kind of TV Tuner, to receive the channel being sent
(on Atari computers, it would be 2,3,or 4 I think.) Then output the
signal.

Chad Wagner <cmwagner@sodre.net> wrote in article
<351403F0.98FA8219@sodre.net>...
> Does anyone have details on how to build such a device, or know of any
> place that actually sells one? Would like to take composite output and
> convert it to RCA style A/V, or alternatively take the TV output
> (modulated video and audio) and seperate it into RCA style A/V jacks.
>
> Thanks in advanced.
>

3145. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.antispam.net>
Message-ID: <30FA45C5.4FC0FAE8@bellsouth.antispam.net>
Source record: 64554

yeeeesh!! It's been all these years, and you guys are *still* perpetuating this "Atari is better than Commodore"... "No it's not".. "Yes it is!"... "Nyaaah! Nyahh!" argument...

They were (and still are) *both* great machines, and the user communities of both machines are so small that Atari8 and Commodore 64 users have a lot more common interest than they have differences... I mean, when I was a prepubescent geek who spent most of my waking hours on BBSes back in the early '80's, it was dumb to argue about which one was better, and now it's even dumber, now that it's a totally dead issue... The "home computers"

of the '80's were an interesting side-branch in the ever-growing tree of the evolution of the modern computing system, but it's silly to worry at this late date about which one was better... I own an Atari 800, 800XL, and a 1200XL, and a Commodore 64 and 128, as well as a TI-99/4A, a TRS-80 CoCo II, a Mattell Aquarius, and various piles of junk that might be construed
as peripherals for these machines.. and I'd have to say I think the Ataris and Comodores are the best of the lot...

AAARGH... I'm gonna get off my soapbox now... to reply to this message in email, please remove the nospam. from the address..

3146. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.antispam.net>
Message-ID: <30FA45FC.3A44523@bellsouth.net>
Source record: 64555

yeeeesh!! It's been all these years, and you guys are *still* perpetuating
this "Atari is better than Commodore"... "No it's not".. "Yes it is!"...
"Nyaaah! Nyahh!" argument...

They were (and still are) *both* great machines, and the user communities
of both machines are so small that Atari8 and Commodore 64 users have a
lot more common interest than they have differences... I mean, when I was
a prepubescent geek who spent most of my waking hours on BBSes back in
the early '80's, it was dumb to argue about which one was better, and now
it's even dumber, now that it's a totally dead issue... The "home computers"

of the '80's were an interesting side-branch in the ever-growing tree of
the evolution of the modern computing system, but it's silly to worry at
this late date about which one was better... I own an Atari 800, 800XL,
and a 1200XL, and a Commodore 64 and 128, as well as a TI-99/4A, a TRS-80
CoCo II, a Mattell Aquarius, and various piles of junk that might be
construed
as peripherals for these machines.. and I'd have to say I think the Ataris
and Comodores are the best of the lot...

AAARGH... I'm gonna get off my soapbox now... to reply to this message
in email, please remove the nospam. from the address..

3147. Upgrading a 600XL to 64k

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6f3jj8nlr1@newsd-199.bryant.webtv.net>
Source record: 64556

The best way to upgrade a 600XL is to plug the memory expansion card into the PBI bus in the back of the computer. There are a few sources for this, B&C Computervisions (www.myatari.com) sells one for about $19.95.

Q: What's the difference between Mechanical and Civil Engineers?
A: Mechanical Engineers design weapons, Civil Engineers design targets.

3148. $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6f3lbunmv1@newsd-199.bryant.webtv.net>
Source record: 64557

Looking at the B&C Computervisions web page (www.myatari.com), and I notice that they still sell the 1050 drive for $175.

Now, wasn't that the price 1050s were back in 1985? Now I can see that they paid a certain price for the drives, and of course there is a margin, but $175 still for a 1050? They ARE new, I suppose, not someones ancient drive that has been used for the last 15 years, or so...

By the way, they sell XF551s for $199.

On the other hand, they sell XMM804 printers for $75. Go figure.

Q: What's the difference between Mechanical and Civil Engineers?
A: Mechanical Engineers design weapons, Civil Engineers design targets.

3149. Printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <35156AE8.4375@mail.utexas.edu>
Source record: 64558

i maybe mistaken, but i think the 825 was an 80 column dot-matrix
printer that required a atari 850 rf interface...or someother type of
interface (mpp?).

without it, i don't know that it will operate. Anybody else confirm
this?

if you do decide to sell, let me know. i maybe interested.

thanks,
robert

3150. MegaImages

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Paul Welbourn <donnahw@ix.netcom.com>
Message-ID: <6f3rf5$3pj@dfw-ixnews8.ix.netcom.com>
Source record: 64559

The Hackerz ftp site may be up now, but I cannot find the megaimages. Can anybody help, tell me where else I can find them, or even upload them?
Thanks.

3151. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: chris <NOSPAMroom101@NOSPAMix.netcom.com>
Message-ID: <6f42ma$987@dfw-ixnews8.ix.netcom.com>
Source record: 64560

Mark Newton-John wrote in message
<6f3lbunmv1@newsd-199.bryant.webtv.net>...
Looking at the B&C Computervisions web page (www.myatari.com), and I
notice that they still sell the 1050 drive for $175.

Now, wasn't that the price 1050s were back in 1985? Now I can see that
they paid a certain price for the drives, and of course there is a
margin, but $175 still for a 1050? They ARE new, I suppose, not someones
ancient drive that has been used for the last 15 years, or so...

If you can hunt and find a 1050 for $25 (and you can), you can afford to
purchase 7 for the price they want for one "new" 1050. Say one or two die
on you, you have plenty of spare parts. If you're asking for a
recommendation, I'd locate 2 used units... use them both or one for use and
one for backup.

Chris

3152. Re: 600xl memory question

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: chris <NOSPAMroom101@NOSPAMix.netcom.com>
Message-ID: <6f4341$9ji@dfw-ixnews8.ix.netcom.com>
Source record: 64561

If you are good with a soldering iron, you can pick up a couple of 64k x 4 bit chips to replace the current 16k x 4 bit ones. It's about a $5 modification and shouldn't take more than an hour.

I plan to do this myself to a 600xl, once I figure out why it is otherwise dead. There are several sites with the mod. Email me if you would like me to send you the text.

Chris

Jasen Rogers wrote in message <6ev8c1mpq1@newshost.cyberramp.net>...
>I was wondering if there was any way of upgrading a 600xl's memory? I just
>got one for $10 in the box and couldn't resist. ALL my other 8-bits have
>something wrong with them. I would like to use this one, but some of the
>software I have only runs on 48k systems. Thanks in advance.
>
>

3153. Re: New atari800 emu released...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6f457s$m57@bgtnsc02.worldnet.att.net>
Source record: 64562

I've been using xl-it on and off for some time, now, and I've yet to be able
to land and pick up a pilot in fractalus... what version of it are you
using?? (both xl-it and fracatalus)

BTW the new update is the atari800win emu, and is slower then a dog!! 8((

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov
(chairman),
jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov
(commissioner)
The FTC wants to learn about pyramid schemes: pyramid@ftc.gov,
consumerline@ftc.gov
And, the IRS would learn how much you REALLY made SPAMming:
net-abuse@nocs.insp.irs.gov
Keatahh wrote in message <6f3d1t$aoj@bgtnsc03.worldnet.att.net>...
>GAREEE! wrote:
>>
>> Keatahh wrote in message
>> >yes they do. and xl-it has run them since 2 years ago.
>>
>> but i believe nothing has worked properly because ofd the odd key input
>> routine lucasarts used...
>>
>> and in the readme he does say that this emu is not better then xl-it...
>>
>> Gary Tabar Jr,
>> @ Da Mouzzz...
>> EMAIL: gareee@worldnet.att.net
>> Homepage (Custom Action Figures, Models, Disney Oddities):
>> http://www.fortunecity.com/tattooine/ellison/86/index.html
>>
>> Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov
>> (chairman),
>> jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner),
rchong@fcc.gov
>> (commissioner)
>> The FTC wants to learn about pyramid schemes: pyramid@ftc.gov,
>> consumerline@ftc.gov
>> And, the IRS would learn how much you REALLY made SPAMming:

>> net-abuse@nocs.insp.irs.gov
>
>nope, everything including the keyboard commands work just fine.
>
>--
>Remove the extra "h" if you wish to reply.

3154. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6f47e7$gcv@examiner.concentric.net>
Source record: 64563
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Geoff Oltmans <geoff@sprynet.com> writes:

>It should be noted, however, that the whole machine runs at approx 2 MHz
>for NTSC, with the VIC and CPU sharing the bus for half the clock cycle.

If I'm not mistaken, isn't the VIC-II actually freezing the CPU during
badlines? If so, the metaphor is more like the VIC beating the 6510 over the
head and stealing the bus instead of them sharing it. :-)

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

3155. Where in the world is Mike Hohman of FTE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Jason Hedrick <Jason.Hedrick@DaytonOH.NCR.COM>
Message-ID: <01bd55ed$355ded00$69851995@Jason'sPC-cn.DaytonOH.NCR.COM>
Source record: 64564

Hi all,
Can anybody tell me what the latest news, if any is on Mike Hohman and
Fine Tooned Engineering? He kinda disappeared on me a few years ago, and
I'd like to contact him again.

Jason

3156. Re: Atari Sold/ Jag / 3D

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6f45m0gvo1@newsd-122.bryant.webtv.net>
Source record: 64565

Pong is definitely 2 dimensional. It takes place on a plane with X and Y movement and zero depth. Frogger is however 3 dimensional. The frog has X and Y movement AND it jumps in the air to get past obstacles.

I tried to think of a good early 3 dimensional game and thought of Battlezone, but GeT tHiS: Battlezone is not 3D! It offers the optical illusion of being 3D but in fact it takes place on a plane, just like Tanks for Atari 2600. Night Driver is not 3D either.

I think maybe the first standup arcade video game ever was 3D, "3D Space?" by Nolan Bushnell. Outer Space for 2600 was also 3D.

vs

3157. Re: Atari Sold/ Jag / 3D

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: "Craig S. Thom" <Craig@Thom.org>
Message-ID: <6f4ack$3uv$1@camel18.mindspring.com>
Source record: 64566

velcro_spy@webtv.net wrote in message
<6f45m0gvo1@newsd-122.bryant.webtv.net>...

>I tried to think of a good early 3 dimensional game and thought of
>Battlezone, but GeT tHiS: Battlezone is not 3D! It offers the optical
>illusion of being 3D but in fact it takes place on a plane, just like
>Tanks for Atari 2600. Night Driver is not 3D either.

Yes, Battlezone does have 3D elements. The smart missiles jump over
obstacles, and, if you get right up behind something, it can jump right over
you.

Craig S. Thom | "We've got a saying here in the Fire Department
Craig@thom.org | that goes, 'you can't fix stupid.'"
http://www.thom.org | -Captain Duane Greer, St. Louis F.D.

3158. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Robin Harbron <macbeth@tbaytel.net>
Message-ID: <3515C41D.9CC@tbaytel.net>
Source record: 64567
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser wrote:

> >It should be noted, however, that the whole machine runs at approx 2 MHz
> >for NTSC, with the VIC and CPU sharing the bus for half the clock cycle.
>
> If I'm not mistaken, isn't the VIC-II actually freezing the CPU during
> badlines? If so, the metaphor is more like the VIC beating the 6510 over the
> head and stealing the bus instead of them sharing it. :-)

Most of the time they do share it, taking alternate half
1Mhz cycles - but from time to time (every line that sprites
are enabled on, and normally every 8th line of the screen
display) the VIC does take priority over the 6510, and makes
use of both halves of each cycle.
--
Robin Harbron macbeth@tbaytel.net
http://www.tbaytel.net/macbeth

3159. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-22 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <351613D7.3A9B262F@erols.com>
Source record: 64568

chris wrote:

> Mark Newton-John wrote in message
> <6f3lbunmv1@newsd-199.bryant.webtv.net>...
> Looking at the B&C Computervisions web page (www.myatari.com), and I
> notice that they still sell the 1050 drive for $175.
>
> Now, wasn't that the price 1050s were back in 1985?

The price in 1984 was $399.95 if that helps...

> Now I can see that
> they paid a certain price for the drives, and of course there is a
> margin, but $175 still for a 1050? They ARE new, I suppose, not
> someones
> ancient drive that has been used for the last 15 years, or so...
>
> If you can hunt and find a 1050 for $25 (and you can), you can afford
> to
> purchase 7 for the price they want for one "new" 1050. Say one or two
> die
> on you, you have plenty of spare parts. If you're asking for a
> recommendation, I'd locate 2 used units... use them both or one for
> use and
> one for backup.
>
> Chris

Most of the wear and tear in a disk drive is the mechanism. Replacements
are
available from places like B&C

Pat.

3160. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032317184600.MAA08432@ladder01.news.aol.com>
Source record: 64134

Asteroids for the 400/800 has a 4 player simultaneous mode as well as Atari Basketball.

3161. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032317192400.MAA14005@ladder03.news.aol.com>
Source record: 64135

I think Super Breakout for the 400/800 has a 4 player mode also.

3162. Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3516C4FF.644DA283@wwa.com>
Source record: 64136

Just starting to learn Atari BASIC.

I would like to detect any keypress. Up to now, I have been using INPUT A$, and telling the user to press return when I want to give the user a chance to see some output before moving on. I don't mind doing it that way, but I can't figure out how to get rid of the question mark that gets tacked onto my message. I have tried to print a "(ESC CONTROL Delete Backspace)" but that doesn't seem to work either. So, is there a memory location that I can test to see whether or not a key is being pressed? I have Mapping, but before I search, I thought I would ask the group. If so, what values will that location contain if a key(any key) is being pressed?

Thanks
Eric

3163. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998032320401700.PAA10612@ladder03.news.aol.com>
Source record: 64137

```
INPUT #16,A$ will get rid of the ?

also you can OPEN #1,4,0 "k:" then GET #1,a and it will wait until a key is
pressed then return the ASCII code
```

3164. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6f71nfcqd1@nnrp1.dejanews.com>
Source record: 64138

```
In article <3516C4FF.644DA283@wwa.com>,
ericcron@wwa.com wrote:
>
> Just starting to learn Atari BASIC.
>
> I would like to detect any keypress. Up to now, I have been using INPUT
> A$, and telling the user to press return when I want to give the user a
> chance to see some output before moving on. I don't mind doing it that
> way, but I can't figure out how to get rid of the question mark that
> gets tacked onto my message. I have tried to print a "(ESC CONTROL
> Delete Backspace)" but that doesn't seem to work either. So, is there a
> memory location that I can test to see whether or not a key is being
> pressed? I have Mapping, but before I search, I thought I would ask the
> group. If so, what values will that location contain if a key(any key)
> is being pressed?
>
> Thanks
> Eric
>
>

Location 764 holds the value of the last keypress, so you can detect a
key without stop your program, something like this:

10 poke 764,255:rem first we clean the key reg.
20 ? "hola":rem this message will print until you press a key
30 if peek(764)<>255 then goto 50:rem if you press any key then you are finish
40 goto 20
50 end

if you need to know the value of the key pressed you can do it this way:

10 poke 764,255
20 ? peek(764);
30 ? " "
40 goto 20

If i made any mistake please let me know.
Hope it helps

Greetings from Mexico.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading
```

3165. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2303981659240001@macmcurrent.library.carleton.edu>
Source record: 64139

In article <01bd55bf$4ef78240$960b8ea7@login.netins.net>, "Carl & Delinda Tenney" <delitene@netins.net> wrote:

>Other than that, the 400 and 800 Ataris are the only systems I've seen >where you can have four players playing one game. (the game has to support >four players). Perhaps someone else can reply about games that use four >players.

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3166. Re: WTB Blue Max Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2303981711470001@macmcurrent.library.carleton.edu>
Source record: 64140

In article <35136f15.518656126@nntp.best.com>, morbid@antispam.best.com
(The Morbid Guy) wrote:

Question.

Recently I was back at my parents, went to play Blue Max, original disk
release. The XF551 made an awful noise, and I finally pulled out the
disk. The drive had eaten a clear streak right through the disk.

Thinking the XF551 was wrecked, I selected an unimportant disk to try
booting up, and it worked. Several other disks worked as well.

So I figured the Blue Max disk had gone bad.

Then, I realized I actually had two Blue Max disks around. So, I went and
tried loading the other disk.

The XF551 proceeded to eat this one as well.

My question is, did Blue Max always have an incompatibility with the
XF551, or does this particular XF551 have some incompatibility problem
with the copy protection scheme for Blue Max?

I know we used to always load Blue Max on the Indus GT, so I can't say for
sure whether it had ever previously loaded using the XF551. And I was out
of Blue Max disks to experiment with. :)

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3167. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3516FACC.694C@wwa.com>
Source record: 64141

```
Teej213360 wrote:
>
> INPUT #16,A$ will get rid of the ?
>
> also you can OPEN #1,4,0 "k:" then GET #1,a and it will wait until a key is
> pressed then return the ASCII code

Thank you very much! I'm glad I don't have to fool with channels to get
this done.

Eric
```

3168. Re: Where in the world is Mike Hohman of FTE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <35166254.5130883@news.mindspring.com>
Source record: 64142

On Mon, 23 Mar 1998 08:26:25 -0800 dwmoar <dwmoar@teleport.com> wrote:

>I am sure that there are alot of people that would like to get ahold of that jerk!

This brings up something I have wondered about: If he indeed still holds the rights to the programs he purchased from ICD (and there were no unfulfilled contract obligations that caused the rights to reverse back), what would likely happen if someone started blatantly marketing pirated versions of these programs? If he came forward to protect his rights, would he not then be fair game for all persons with claims against him?

==========
lmcclure1@mindspring.com

3169. Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6f72jijls1@gte2.gte.net>
Source record: 64143

Dear Atarians,
How did the old 400's have their ram laid out? I am programming and i need to understand whether these 8-bit's ROM gets shadowed in the ram; or if it comes BEFORE, or AFTER the system's Ram.

3170. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980323210755.9639C-100000@fissure.scar.utoronto.ca>
Source record: 64144

On Mon, 23 Mar 1998, Rieder Rudi wrote:

> [...]
> >Other than that, the 400 and 800 Ataris are the only systems I've seen
> >where you can have four players playing one game. (the game has to support
> >four players). Perhaps someone else can reply about games that use four
> >players.
>
> M.U.L.E. supports four player!!
> I don't know another 4player game ...
> Other systems which supports 4player games: N64 (4 Joypad-Ports).
> Uhm...any computer could support 4player games,
> with joysticks, keyboard, mouse etc.
> Any game-console could support 4player games,
> with 4player-adapter ...

There was a listing of all the 4 player Atari games. I think it was about
10 or so. Atari Super Breakout, Basketball, Dandy (nice Gauntlet-like
game from Antic), MULE, Asteroids (now that game is whole lot of fun with
4 players and some beer!!), and several others. Check the FAQ that
Michael Current posts every month.. I should say the URLs of FAQs..

Alan
University of Toronto
Computer Science, Management and Economics

3171. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980323210122.9639B-100000@fissure.scar.utoronto.ca>
Source record: 64145

On Sun, 22 Mar 1998, Mark Newton-John wrote:

> Looking at the B&C Computervisions web page (www.myatari.com), and I
> notice that they still sell the 1050 drive for $175.
>
> Now, wasn't that the price 1050s were back in 1985? Now I can see that
> they paid a certain price for the drives, and of course there is a
> margin, but $175 still for a 1050? They ARE new, I suppose, not someones
> ancient drive that has been used for the last 15 years, or so...
>
> By the way, they sell XF551s for $199.
>
> On the other hand, they sell XMM804 printers for $75. Go figure.

Well, even if we might think those prices are high, there must be people buying them or else the company would have gone under long time ago.. (If I can get those kind of prices for my stuff I can make over $500 american dollars! wow!)

Alan
University of Toronto
Computer Science, Management and Economics

3172. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980323211024.9639D-100000@fissure.scar.utoronto.ca>
Source record: 64146

On Mon, 23 Mar 1998, Eric Cron wrote:

> Just starting to learn Atari BASIC.
>
> I would like to detect any keypress. Up to now, I have been using INPUT
> A$, and telling the user to press return when I want to give the user a
> chance to see some output before moving on. I don't mind doing it that
> way, but I can't figure out how to get rid of the question mark that
> gets tacked onto my message. I have tried to print a "(ESC CONTROL
> Delete Backspace)" but that doesn't seem to work either. So, is there a
> memory location that I can test to see whether or not a key is being
> pressed? I have Mapping, but before I search, I thought I would ask the
> group. If so, what values will that location contain if a key(any key)
> is being pressed?
>
> Thanks
> Eric

I think if you used INPUT #16, A (or something to that affect you could
avoid the ? prompt..), also I beleive POKE 764, XXX controlled keypresses.
So you could record keypresses, without seeing them.

Man, its been a long time since I dabbled in Atari basic. My memory may
be rusty! Sorry if I told wrong stuff! (Check location 764 in mapping..)

Alan
University of Toronto
Computer Science, Management and Economics

3173. Re: WTB Blue Max Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980323211353.9639E-100000@fissure.scar.utoronto.ca>
Source record: 64147

On Mon, 23 Mar 1998, Michael Current wrote:

> Recently I was back at my parents, went to play Blue Max, original disk
> release. The XF551 made an awful noise, and I finally pulled out the
> disk. The drive had eaten a clear streak right through the disk.
>
> Thinking the XF551 was wrecked, I selected an unimportant disk to try
> booting up, and it worked. Several other disks worked as well.
>
> So I figured the Blue Max disk had gone bad.
>
> Then, I realized I actually had two Blue Max disks around. So, I went and
> tried loading the other disk.
>
> The XF551 proceeded to eat this one as well.
>
> My question is, did Blue Max always have an incompatibility with the
> XF551, or does this particular XF551 have some incompatibility problem
> with the copy protection scheme for Blue Max?
>
> I know we used to always load Blue Max on the Indus GT, so I can't say for
> sure whether it had ever previously loaded using the XF551. And I was out
> of Blue Max disks to experiment with. :)

The Xf551 did die on some of the heavily protected disks. I had about 3
or 4 original disks that would die whenever you loaded them on the Xf551
(something to do with the RPMs. The copy-protection would record the RPM,
288 RPM for a 1050, and 300RPM for the Xf.. since they dont match up,
some protection schemes would make original software useless on the Xf551.
I have NEVER heard of the Xf551 killing disks.. (I guess it's the XF's
way of saying it doesnt approve of that copy-protection method! heh!)

So, you got me there.. the only thing I could think of is, test that game
on (a) a 1050 or (b) another XF551 and see what happens? My xf551 has
never been modified... it would die on some original disks, but it never
killed the disk! Has your XF been hacked?

3174. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6f74calpn1@newsd-124.bryant.webtv.net>
Source record: 64148

Call up B&C and offer them $95. How many of those drives do you think they are moving? The B&C joint is probably owned by some half-baked net-wit just like you or me, and they will not refuse your money on a drive that is probably gathering dust.

vs

3175. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <ZfaKpu1.tandrews16@delphi.com>
Source record: 64149

<rojasdelap@yahoo.com> writes:

>if you need to know the value of the key pressed you can do it this way:
>
>10 poke 764,255
>20 ? peek(764);
>30 ? " "
>40 goto 20
>

PEEKing 764 returns the keyboard code of the key pressed, which is
different than the ATASCII code. Worse yet, there's no convenient
mathematical relationship between the two codes, so you can't easily
convert between them. GET and INPUT both return the ATASCII codes.

If you're going to use PEEK (764) to wait for a certain keypress, you have
to look up the keyboard code for it in a table before you can program it.

TJ

3176. Assembler Editor Cart via

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <891044148@stackbbs.xs4all.nl>
Source record: 64150

```
< Programming using XFormer >
Nothing can beat the real thing, but if you still want to program in
machine-language on 8-Bit emulators, use the (registered ?) version of
XFormer, and load the MAC/65 image provided with it.

This image contains the MAC/65 macro-assembler, written on a DOS-XL
"disk"...

If you know how to use the Atari Assembler, I'm pretty sure you also can
handle the MAC/65...

Sysop Fox-1

For personal mail: fox-1 AT dds DOT nl
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3177. Re: SIO status command

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: GMenke <NOSPAM@erols.com>
Message-ID: <01bd55eb$b2347620$64646464@gregm>
Source record: 64569

I figured about as much, but my program allows multiple Atari's (one per serial port) so all communications are interrupt driven; so a timed loop isn't the best choice.

After I posted, further tests showed it is possible that I am overrunning the Atari's UART on the getsector. Its a bit hard to tell because I may be missing interrupts, and I also appear to be suffering from invalid data segment values because of improper code optimization by the compiler (because of my command line options). When I get the timer code running, it will count 400us intervals, which is infrequent enough to not use up CPU time, but enough to get 1 ms or so fairly accurately.

I tell you, this is a WONDERFUL break from Windows programming!!!

Thanks,

Gregm

"Have fun storming the castle!!!"

--
To reply, replace nospam with menkesjg. Thanks.

Preston F. Crow <crow@coos.dartmouth.edu> wrote in article
<6eu632brv1@dartvax.dartmouth.edu>...
> "GMenke" <NOSPAM@erols.com> writes:
>
> >I've been doing the same under DOS, and have run into some trouble with
> >getting the SIO protocol timings right, immediate responses for the
> >Ack/Complete seems to overrun my 800's SIO hardware. Have you run into
> >that?
>
> >Now I'm reprogramming the system timer to get single millisecond timings
in
> >DOS. The things we do for love.....
>
> What I did was first to look at the time values that Nick Kennedy's
> SIO2PC program uses, and convert them into microseconds. Milliseconds
> are probably too slow. I tried using the Unix usleep() function to
> wait, but it tends to sleep much longer than requested.
>
> What I settled on was using the Pentium cycle counter. While that
> means that my program will only run on Intel(tm) Pentium(tm) or
> PentiumII(tm) processors, it works quite well. I just read the cycle
> counter in a while() loop until enough cycles have passed. You
> determine the number of cycles to wait by multiplying the desired

> microseconds by the megahertz of the cpu. (You can find out the speed
> of the CPU by counting the cycles used when you sleep for one second.)
>
> I suggest that you write the program as if you had a reliable function
> that sleeps for a given number of microseconds, and then implement
> that in some machine-dependant manner. That way if you have timing
> problems, you only have to check the time values for the different
> pauses and that one function. It also makes the code much easier to
> port to a different operating system.
>
> --PC
> --
> Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
> to die!"
> Darth Vader: "Stop saying that!"
> Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong
movie.]
>

3178. IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: sean@thegate
Message-ID: <890633636mnewssean@thegate>
Source record: 64570

Any IRC channels discuss these machines?(and when)
Quite fancy a chat.

3179. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: nospam@idt.net
Message-ID: <3517b2e4.5668466@news.idt.net>
Source record: 64571

Sounds high to me- I'd search for a used one that will be cheaper.

---
email to: mailto:rayct19@idt.net visualize whirled peas

3180. Re: Composite video -> A/V jacks on TV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6f4eer$g72$1@news.dmv.com>
Source record: 64572

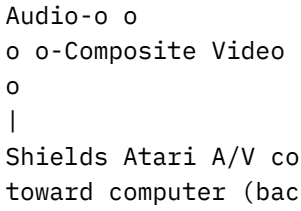
Chad Wagner (cmwagner@sodre.net) wrote:
: Does anyone have details on how to build such a device, or know of any
: place that actually sells one? Would like to take composite output and
: convert it to RCA style A/V, or alternatively take the TV output
: (modulated video and audio) and seperate it into RCA style A/V jacks.

: Thanks in advanced.

Many newer TVs have composite video and audio inputs and these work pretty well with Atari 8-bit computers. The computers come with RF cables and boxes to hook to any TV. A/V cables are still available from vendors like Best Electronics, B&C ComputerVisions and others. Check the FAQ at

http://www.faqs.org/faqs/atari-8-bit/faq/

for phone numbers and addresses. It's also possible to make your own. Factory RF cables have a ferrite choke and are recomended but aren't absolutely neccessary. Most computer models have a female RCA connector for RF output but the 400 and 800 have permanently attached cables with RCA male plugs. The TV end will depend on whether you must use a 300 or 75 ohm connection. Cables, couplers, and adapters are probably available in your area at Radio Shack or where ever TV accessories are sold. For the A/V hookup, you could use a double RCA cable and 5-pin DIN connector such as Radio Shack 42-2352 and 274-003. Cut the connectors off one end of the cable, strip off the insulation and solder the wires to the DIN plug like this:



Steve

3181. Re: Composite video -> A/V jacks on TV

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998032302550300.VAA20808@ladder03.news.aol.com>
Source record: 64573

I have an 800XL and I can just stick wires into certain pins of the monitor port and hook them to my A/V ports on my VCR. You could make a cable if you just buy the end plugs.

3182. Re: Atari history video - Your help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3515ec0a.334661425@news.pressenter.com>
Source record: 64574

On 19 Mar 1998 13:16:26 +0100, maciej grzeszczuk
<krap@zwieracz.pse.pl> wrote:

>21 Feb 1998 14:49:28 GMT Alan Sharkis napisal byl w comp.sys.atari.8bit:
>> Why not both formats? Then you're covering both bases. I have a PC with a
>
>right!

You know what... I agree that CD would be better too but.....

I CANNOT BELIEVE that this keeps getting batted around. It has been
emphatically stated that it WILL BE A VIDEO, that it IS NOT UP FOR
DEBATE.

Is this not understood clearly?

*** Please make sure responses are also sent via email.

3183. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <351629F7.46A14298@erols.com>
Source record: 64575

Geoff Oltmans wrote:

> I never saw an Atari 8-bit computer, and I've only so far managed to
> locate

> ONE LOCAL Atari 8-bit
> computer owner in 13 years...

So much for your seeing Atari systems...

You don't have a basis for comparison.

3184. Re: IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5641$a9bc6100$c0374382@vidar>
Source record: 64576

#atari8 is a discussion for 8-bits, but it's not very active. I use it on irc.funet.fi

Take care

Sean <sean@thegate> wrote in article <890633636mnewssean@thegate>...
> Any IRC channels discuss these machines?(and when)
> Quite fancy a chat.
>
>
>

3185. Re: Here's a project for Hasbro....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eq9osM.IAA@cix.compulink.co.uk>
Source record: 64577

In article <VAxE1kimR95Y092yn@ibm.net>, *rlcolli*@ibm.net (Ryan 'Gozar'
Collins) wrote:

> I would like to see the 8bit design put into one chip, like that Basic
> Stamp that is made for projects. Include the entire chipset and 128K
> and sell it for $30.
Pity then that the schematics are long gone...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3186. FA: Antic, ANALOG, 8-bit Manuals, More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998032313021801.IAA10359@ladder01.news.aol.com>
Source record: 64578

April Auction - Update 2

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes. Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$12 blitz

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$12 JMouchmini

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes

picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$10 JMouchmino

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

Atari Computer Magazines
A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer Sept./Oct. 1986. -$1.95 min

M102. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

M103. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Super Nintendo
SN1. Super Nintendo System in excellent condition. Includes main unit, power pack, controller, rf cable, and instructions. -$22.95 min
SN2. Super Nintendo Stereo AV Cable -$5.95 min
SN3. Super Nintendo Super-VHS Cable -$8.95 min
SN4. Super Nintendo Super Mario All Stars. Complete in box with instructions. -$13.95 min
SN5. Super Nintendo Controller. Complete in original box. Never used. -$7.95 min
SN6. Super Nintendo Mortal Kombat II Instructions -$.25 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 min
2. Dreadnaught Factor -$1.75 min
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 min

Atari 5200 Manuals
6. Buck Rogers -$.75 min
7. Congo Bongo -$.75 min
8. Frogger -$.75 min
9. Popeye -$.75 min
10. Realsports Football and Home Football Playbook -$.75 min
11. Realsports Tennis -$.75 min
12. Super Cobra -$.75 min

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 min
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 min
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 min
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 min
24. Video Chess, Atari (small black) -$1.25 min
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
29a. Missile Command, Atari (colored) -$.75 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min
39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 min

42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. Add $1 to shipping. -$9.95 min
51. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping. -$9.95 min
52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Insts. (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Insts. -$.25 min
55. APX Keyboard Organ Insts. -$.25 min
56. APX Sketchpad Insts. -$.25 min
57. APX Video Math Flashcards Insts. -$.25 min
58. APX Presidents of the United States Insts. -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s of Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX (Atari Program Exchange) Catalog Spring 1982. 68 pages. -$3.95 min
63. APX Catalog Summer 1982. 76 pages. -$3.95 min
64. APX Catalog Fall 1982. 76 pages. -$3.95 min
65. APX Catalog Winter 1982-3. 85 pages. -$3.95 min
66. APX Catalog Spring 1983. 37 pages. -$3.95 min
67. APX Catalog Summer 1983. 38 pages. -$3.95 min
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.25 min
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min
73. Avalon Hill Games and Parts Price List, effective September 15, 1983 -$.50 min

Atari 8-Bit Computer Manuals
74. BC's Quest for Tires, Sierra -$1.95 min
75. Blue Max, Synapse -$1.95 min
76. Capture the Flag, Sirius -$1.95 min
77. Centipede, Atari -$1.95 min
78. Clowns and Balloons, Datasoft -$1.95 min
79. Demon Attack, Imagic -$1.95 min

80. Dig Dug, Atari -$1.95 min
81. Final Legacy, Atari -$1.95 min
82. Flight Simulator II Reference Chart -$1.95 min
83. Flip and Flop, First Star -$1.95 min
84. Gorf, Roklan -$1.95 min
85. Gruds in Space, Sirius -$1.95 min
86. Gyruss, Parker Bros. -$1.95 min
87. H.E.R.O., Activision -$1.95 min
88. Hard Hat Mack Command Summary Card, Activision -$1.95 min
89. Joust, Atari -$1.95 min
90. Jumpman Jr. Epyx -$1.95 min
91. Keystone Kapers, Activision -$1.95 min
92. K-razy Antiks -$1.95 min
93. K-razy Kritters -$1.95 min
94. K-razy Shootout -$1.95 min
95. K-Star Patrol -$1.95 min
96. Master of the Lamps, Activision -$1.95 min
97. Megamania, Activision -$1.95 min
99. Monster Maze, Epyx -$1.95 min
100. Mr. Do!, Datasoft -$1.95 min
101. On-Track Racing, Gamestar -$1.95 min
102. Pac-Man, Atari -$1.95 min
103. Pharaoh's Pyramid, Master Control Software -$1.95 min
104. Pool 400, Innovative Design -$1.95 min
105. Rainbow Walker, Synapse -$1.95 min
106. Repton, Sirius (includes iron-on) -$1.95 min
107. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
108. Return of Heracles, Quality Software -$1.95 min
109. Robotron, Atari -$1.95 min
110. Shooting Arcade, Datasoft -$1.95 min
111. Silent Service, Microprose -$1.95 min
112. Snokie, Funsoft -$1.95 min
113. Star Trek 3.5, Adventure International -$1.95 min
114. Super Cobra, Parker -$1.95 min
115. Track Attack, Broderbund -$1.95 min
116. Wizard of Wor, Roklan -$1.95 min
117. Zaxxon, Sega -$1.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

3187. Re: Atari Sold/ Jag / 3D

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: mlipman@iname.com
Message-ID: <EqA44H.7xG@wau.mis.ah.nl>
Source record: 64579

In article <6f4ack$3uv$1@camel18.mindspring.com>, "Craig S. Thom" <Craig@Thom.org> wrote:
>velcro_spy@webtv.net wrote in message
><6f45m0gvo1@newsd-122.bryant.webtv.net>...
>
>>I tried to think of a good early 3 dimensional game and thought of
>>Battlezone, but GeT tHiS: Battlezone is not 3D! It offers the optical
>>illusion of being 3D but in fact it takes place on a plane, just like
>>Tanks for Atari 2600. Night Driver is not 3D either.
>
>
>Yes, Battlezone does have 3D elements. The smart missiles jump over
>obstacles, and, if you get right up behind something, it can jump right over
>you.

I believe Battlezone was marketed as the first ever 3D game.

3188. Re: Where in the world is Mike Hohman of FTE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <35168D30.18CF9F52@teleport.com>
Source record: 64580

I am sure that there are alot of people that would like to get ahold of that jerk!

Jason Hedrick wrote:

> Hi all,
> Can anybody tell me what the latest news, if any is on Mike Hohman and
> Fine Tooned Engineering? He kinda disappeared on me a few years ago, and
> I'd like to contact him again.
>
> Jason

3189. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <890670854.85426@proxy.netwing.at>
Source record: 64581

[...]
>Other than that, the 400 and 800 Ataris are the only systems I've seen
>where you can have four players playing one game. (the game has to support
>four players). Perhaps someone else can reply about games that use four
>players.

M.U.L.E. supports four player!!
I don't know another 4player game ...
Other systems which supports 4player games: N64 (4 Joypad-Ports).
Uhm...any computer could support 4player games,
with joysticks, keyboard, mouse etc.
Any game-console could support 4player games,
with 4player-adapter ...

-rudi

3190. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd567b$7d12eb80$64374382@vidar>
Source record: 64582

Well, Thorn EMI Soccer does support 4 and I think Major League Hockey too.

Rieder Rudi <rieder@MAPSONkufgem.at> wrote in article
<890670854.85426@proxy.netwing.at>...
> [...]
> >Other than that, the 400 and 800 Ataris are the only systems I've seen
> >where you can have four players playing one game. (the game has to
support
> >four players). Perhaps someone else can reply about games that use four
> >players.
>
> M.U.L.E. supports four player!!
> I don't know another 4player game ...
> Other systems which supports 4player games: N64 (4 Joypad-Ports).
> Uhm...any computer could support 4player games,
> with joysticks, keyboard, mouse etc.
> Any game-console could support 4player games,
> with 4player-adapter ...
>
> -rudi
>
>
>
>

3191. Re: Where in the world is Mike Hohman of FTE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <35172297.780825@news.pipeline.com>
Source record: 64151

Stick around as I'm pretty sure that is what is about to happen when
Lance at Video 61 starts selling SpartaDos carts.

John
jhardie@pipeline.com
www.atarihq.com

lmcclure1@mindspring.com (Lonnie McClure) wrote:

>On Mon, 23 Mar 1998 08:26:25 -0800 dwmoar <dwmoar@teleport.com> wrote:
>
>>I am sure that there are alot of people that would like to get ahold of that jerk!
>
>This brings up something I have wondered about: If he indeed still
>holds the rights to the programs he purchased from ICD (and there were
>no unfulfilled contract obligations that caused the rights to reverse
>back), what would likely happen if someone started blatantly marketing
>pirated versions of these programs? If he came forward to protect his
>rights, would he not then be fair game for all persons with claims
>against him?
>
>=========================
>lmcclure1@mindspring.com

3192. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998032407390701.CAA17534@ladder01.news.aol.com>
Source record: 64152

Check the Thrift shops, I just picked up 5 1050 drives for $5.00 each, all work too. While there not new, all I had to do was clean them off and clean the heads.

3193. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <35178E62.63623E4A@erols.com>
Source record: 64153

Michael Current wrote:

> In article <01bd55bf$4ef78240$960b8ea7@login.netins.net>, "Carl &
> Delinda
> Tenney" <delitene@netins.net> wrote:
>
> >Other than that, the 400 and 800 Ataris are the only systems I've
> seen
> >where you can have four players playing one game. (the game has to
> support
> >four players). Perhaps someone else can reply about games that use
> four
> >players.
>
> Subject: 13.8) What games support 4 simultaneous players on the
> 400/800?
>
> The following games support 4 player head-to-head play. Remember,
> only the
> 400 and 800 computer models sport 4 controller ports.
>
> Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon
> Warrior,
> Survivor.
>
> Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial
> info.
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists,
> http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go
> atari)
> St. Paul Atari Computer Enthusiasts,
> http://www.library.carleton.edu/space/

And you can include in that the Party Quiz game by Suncom

Pat.

3194. Re: sio2pc trouble

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998032407500801.CAA18373@ladder01.news.aol.com>
Source record: 64154

Make sure that your 2 1050 drives are NOT turned on, Im asuming there configured as DR1,DR2 If you do use your 1050 then configure ape to be DR:3 and on. If you still are having problems then double check you SIO lines to the SIO2PC.

Good Luck//

3195. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <35178FC8.5D08623D@erols.com>
Source record: 64155

GUY1015 wrote:

> Check the Thrift shops, I just picked up 5 1050 drives for $5.00
> each, all
> work too. While there not new, all I had to do was clean them off and
> clean
> the heads.

Hey STAR!

You should check the drive speed while your in there.

BTW is your BBS still running down there in FLA?
If so Email me the number....

Patrick Mulvey (LIAUG)

3196. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35179F62.BA2BBCD1@ix.netcom.com>
Source record: 64156

Eric Cron wrote:
>
> Just starting to learn Atari BASIC.
>
> I would like to detect any keypress. Up to now, I have been using INPUT
> A$, and telling the user to press return when I want to give the user a
> chance to see some output before moving on. I don't mind doing it that
> way, but I can't figure out how to get rid of the question mark that
> gets tacked onto my message. I have tried to print a "(ESC CONTROL
> Delete Backspace)" but that doesn't seem to work either. So, is there a
> memory location that I can test to see whether or not a key is being
> pressed? I have Mapping, but before I search, I thought I would ask the
> group. If so, what values will that location contain if a key(any key)
> is being pressed?
>
> Thanks
> Eric

Eric,
Using PEEK(764) as mentioned earlier is the best way. It's fast and
easy. Compute Books has a complete list of all of the keycodes for this
location in the "Third Book of Atari". It also has the Icodes (Internal
Codes used to plot the characters on screen, ATASCII codes and the bit
map infor for each character. This is a must have book for any Atari
programmer!
You can stack many different codes to build menus with one key-press
responses. I've done this in most of me BASIC programs. works great! The
best part is that it limits what keys CAN and CAN NOT be pressed for
responses. No erronious keys get proccessed!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3197. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: LSDemon <antispam@nowhere.com>
Message-ID: <01bd5722$79cb19a0$996cae98@main>
Source record: 64157

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<hBepA77.tandrews16@delphi.com>...

> And as for the argument that you can express yourself more effectively
> using HTML because you can use italics, bold, etc., good writers show
> emphasis by choosing emphatic words, and avoid the use of italics.

Yes, but those are only good writers. Pro writers use HTML effectively.

Stop reading this newsgroup in your basement with that old 16K 400.

Buy a PC clone and live in the 90's already!

3198. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5730$896b4fc0$05374382@vidar>
Source record: 64158

Why don't you get the f**k into another newsgroup instead. I mean this is after all a newsgroup for the machines you say they shouldn't use. But, maybe they like (or even love) their machines. I do! I have a P200MMX, but it hasn't anything compared to the Atari's. There's souls in these machines, the PC's just keep crashing and are so unreliable. Long live Atari's and their users. Take Atarian care and have an Atarian day

LSDemon <antispam@nowhere.com> wrote in article
<01bd5722$79cb19a0$996cae98@main>...
Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<hBepA77.tandrews16@delphi.com>...

> And as for the argument that you can express yourself more effectively
> using HTML because you can use italics, bold, etc., good writers show
> emphasis by choosing emphatic words, and avoid the use of italics.

Yes, but those are only good writers. Pro writers use HTML effectively.

Stop reading this newsgroup in your basement with that old 16K 400.

Buy a PC clone and live in the 90's already!

3199. Re: WTB Blue Max Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6f8m5o$5d9$1@nnrp1.dejanews.com>
Source record: 64159

In article <Pine.GSO.3.95.980323211353.9639E-100000@fissure.scar.utoronto.ca>,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>
> On Mon, 23 Mar 1998, Michael Current wrote:
>
> > Recently I was back at my parents, went to play Blue Max, original disk
> > release. The XF551 made an awful noise, and I finally pulled out the
> > disk. The drive had eaten a clear streak right through the disk.
> >
> > Thinking the XF551 was wrecked, I selected an unimportant disk to try
> > booting up, and it worked. Several other disks worked as well.
> >
> > So I figured the Blue Max disk had gone bad.
> >
> > Then, I realized I actually had two Blue Max disks around. So, I went and
> > tried loading the other disk.
> >
> > The XF551 proceeded to eat this one as well.
> >
> > My question is, did Blue Max always have an incompatibility with the
> > XF551, or does this particular XF551 have some incompatibility problem
> > with the copy protection scheme for Blue Max?
> >
> > I know we used to always load Blue Max on the Indus GT, so I can't say for
> > sure whether it had ever previously loaded using the XF551. And I was out
> > of Blue Max disks to experiment with. :)
>
> The Xf551 did die on some of the heavily protected disks. I had about 3
> or 4 original disks that would die whenever you loaded them on the Xf551
> (something to do with the RPMs. The copy-protection would record the RPM,
> 288 RPM for a 1050, and 300RPM for the Xf.. since they dont match up,
> some protection schemes would make original software useless on the Xf551.
> I have NEVER heard of the Xf551 killing disks.. (I guess it's the XF's
> way of saying it doesnt approve of that copy-protection method! heh!)
>
> So, you got me there.. the only thing I could think of is, test that game
> on (a) a 1050 or (b) another XF551 and see what happens? My xf551 has
> never been modified... it would die on some original disks, but it never
> killed the disk! Has your XF been hacked?
>
>

Well, the Indus uses a Tandon mech, just like the one on the 1050, at least
the drives i have has Tandon on them, and as i stated in another post, i have

troubles formating disks in my xf and trying to read them in the 1050... In the other hand i have a couple of protected disks but never have trouble loading them in the xf, do you have the titles of the disks that didn't load on a xf????

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3200. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6f8meq$5q0$1@nnrp1.dejanews.com>
Source record: 64160

In article <ZfaKpu1.tandrews16@delphi.com>,
Thomas J. Andrews <tandrews16@delphi.com> wrote:
>
> <rojasdelap@yahoo.com> writes:
>
> >if you need to know the value of the key pressed you can do it this way:
> >
> >10 poke 764,255
> >20 ? peek(764);
> >30 ? " "
> >40 goto 20
> >
>
> PEEKing 764 returns the keyboard code of the key pressed, which is
> different than the ATASCII code. Worse yet, there's no convenient
> mathematical relationship between the two codes, so you can't easily
> convert between them. GET and INPUT both return the ATASCII codes.
>
> If you're going to use PEEK (764) to wait for a certain keypress, you have
> to look up the keyboard code for it in a table before you can program it.
>
> TJ
>
>

All depends on what you are programming, i've used 764 long time without trouble, i mean if i only want to know if a key was pressed or what key was pressed, i didn't care about the ATASCII value at all.... Also, Input and Get get you stocked until you press a key, so sometimes the use of 764 is more practical that anything... It's nice to know some people still cares about Atari Basic, Thanks TJ.

Greetings from Mexico.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3201. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EqBz77.L68@cix.compulink.co.uk>
Source record: 64161
Body handling: HTML body converted to readable text

In article <01bd5722$79cb19a0$996cae98@main>, antispam@nowhere.com
(LSDemon) wrote:
Whether you like it or not, there are *standards* for using the Internet
and Usenet. Just because you don't agree with it, it doesn't mean you can
go and do something different. HTML has no place in Usenet at this time.
perhaps one day it will and perhaps one day we'll get something a lot
better than HTML but in the meanwhile, you should post pure ascii messages
with no funny formatting or codes.

> This is a multi-part message in MIME format.
>
> ------=_NextPart_000_01BD56F8.90F511A0
> Content-Type: text/plain; charset=ISO-8859-1
> Content-Transfer-Encoding: 7bit
>
> Thomas J. Andrews wrote in article
> ...
>
> > And as for the argument that you can express yourself more effectively
> > using HTML because you can use italics, bold, etc., good writers show
> > emphasis by choosing emphatic words, and avoid the use of italics.
>
> Yes, but those are only good writers. Pro writers use HTML effectively.
>
> Stop reading this newsgroup in your basement with that old 16K 400.
>
> Buy a PC clone and live in the 90's already!
> ------=_NextPart_000_01BD56F8.90F511A0
> Content-Type: text/html; charset=ISO-8859-1
> Content-Transfer-Encoding: quoted-printable
>
>
color=3D"#000000" face=3D"Arial">Thomas J. Andrews <
color=3D"#0000FF">tandrews16@delphi.com color=3D"#000000">> wrote in article <
color=3D"#0000FF">hBepA77.tandrews16@delphi.com color=3D"#000000">>...

> And as for the argument that you =
> can express yourself more effectively
> using HTML because you can
> =
> use italics, bold, etc., good writers show
> emphasis by choosing
> =
> emphatic words, and avoid the use of italics.

color=3D"#FF00FF">Yes, but those are only good =
> writers. Pro writers use
> =
> HTML effectively.

color=3D"#0000FF">Stop reading this newsgroup in your basement with =
> that old 16K 400.

size=3D6>Buy a PC clone and live in the 90's already!

> f=
> ont>
> ------=_NextPart_000_01BD56F8.90F511A0--
>

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3202. Re: WTB Blue Max Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2403981051550001@macmcurrent.library.carleton.edu>
Source record: 64162

In article
<Pine.GSO.3.95.980323211353.9639E-100000@fissure.scar.utoronto.ca>, Alan
Christie <94chrisv@scar.utoronto.ca> wrote:

>So, you got me there.. the only thing I could think of is, test that game
>on (a) a 1050 or (b) another XF551 and see what happens? My xf551 has
>never been modified... it would die on some original disks, but it never
>killed the disk! Has your XF been hacked?

Not a hacked XF551, just plain vanilla.

Anyone else tried booting Blue Max disks with an XF551?

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3203. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <3517E49F.286E59CB@sprynet.com>
Source record: 64163
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser wrote:
>
> Geoff Oltmans <geoff@sprynet.com> writes:
>
> >It should be noted, however, that the whole machine runs at approx 2 MHz
> >for NTSC, with the VIC and CPU sharing the bus for half the clock cycle.
>
> If I'm not mistaken, isn't the VIC-II actually freezing the CPU during
> badlines? If so, the metaphor is more like the VIC beating the 6510 over the
> head and stealing the bus instead of them sharing it. :-)

Well, as you say. :) Yes, that's about right. Essentially it's got to be
if you want steady video I guess...otherwise you might end up with some
pretty funky looking video...plus the VIC takes care of memory refresh
too.

BTW, here's a table I located on the differences/features of the 65xx
family. This isn't a comprehensive list, but it does answer some
questions that were raised earlier...

> Device *Clocks Pins IRQ NMI RDY Port Address AEC Sync Speed (MHz)
> 6502 O 40 X X X - 64K - X 1,2,3,4
> 65CE02 O 40 X X X - 64K - X 0 - 10
> 6503 O 28 X X - - 4K - - 1,2,3,4
> 6504 O 28 X - - - 8K - - 1,2,3,4
> 6505 O 28 X - X - 4K - - 1,2,3,4
> 6506 O 28 X - - - 4K - - 1,2,3,4
> 6507 O 28 - - X - 8K - - 1,2,3,4
> 6508 E 40 X - - 8 64K X - 1,2,3
> 6509 E 40 X X X ** 1 M X X 1,2,3
> 6510 O,E 40 X X X 6,8 64K X - 1,2,3,4
>

So, it looks like the 6510 has an AEC (Address Enable Control) line.
Essentially stops the 6510 dead in it's tracks, and puts the address bus
in a high-impedence state. This allows for plug in processors like the
C-64 CP/M cartridge, the DMA feature in the ram expansion unit, and also
used by the VIC. It's used for other things as well, but those are the
main features. It also appears that the 6510 has a 6 or 8-bit IO port...
in the 64 this is used as control for the PLA and cassette ports.

BTW, in the current Jameco catalog, they list the 65C02 as a CMOS
version...but I seem to recall that the Atari Lynx used a 65C02 and it
used additional special instructions (in place of the undocumented 6502
instructions). May be two completely different chips.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3204. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Austin Franklin <dar4kroom@ix.netcom.com>
Message-ID: <01bd5746$a1074f60$5f625ecf@drt1>
Source record: 64164

John Schnittker <jschnitt@gte.net> wrote in article
<6f72jijls1@gte2.gte.net>...
> Dear Atarians,
> How did the old 400's have their ram laid out? I am programming and i
> need to understand whether these 8-bit's ROM gets shadowed in the ram;
> or if it comes BEFORE, or AFTER the system's Ram.

In the original 400 (no weird bank swapping memory board that is) had
either 16k, 32k, or 48k starting at 0x0000. The BIOS was 10k decoded as
the top 10k.

Austin Franklin
darkroom@ix.netcom.com

3205. Re: LAST DAY! Atari 1010 Program Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Austin Franklin <dar4kroom@ix.netcom.com>
Message-ID: <01bd5747$7c9695e0$5f625ecf@drt1>
Source record: 64165

Swozniak <swozniak@aol.com> wrote in article
<1998032206044400.BAA10275@ladder03.news.aol.com>...
> Here's your last chance to bid on this * LIKE NEW * Atari 1010 Program
> Recorder. Check it out on eBay:

If you haven't figured it out yet, people really don't like your constant spamming of the news group with updates of your auctions. I don't believe AOL condones spamming. People may start reporting you to abuse@aol.com for spamming. This is a discussion group that has tolerated posting 'for sale' items, but your posting updates is really juvinile and abusing the charter of this group.

3206. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35180585.40486343@news.pressenter.com>
Source record: 64166

On Mon, 23 Mar 1998 19:22:11 -0600, rojasdelap@yahoo.com wrote:

>In article <3516C4FF.644DA283@wwa.com>,
> ericcron@wwa.com wrote:
>>
>> Just starting to learn Atari BASIC.
>>
>> I would like to detect any keypress. Up to now, I have been using INPUT
>> A$, and telling the user to press return when I want to give the user a
>> chance to see some output before moving on. I don't mind doing it that
>> way, but I can't figure out how to get rid of the question mark that
>> gets tacked onto my message. I have tried to print a "(ESC CONTROL
>> Delete Backspace)" but that doesn't seem to work either. So, is there a
>> memory location that I can test to see whether or not a key is being
>> pressed? I have Mapping, but before I search, I thought I would ask the
>> group. If so, what values will that location contain if a key(any key)
>> is being pressed?
>>
>> Thanks
>> Eric
>>
>>
>
> Location 764 holds the value of the last keypress, so you can detect a
>key without stop your program, something like this:
>
>10 poke 764,255:rem first we clean the key reg.
>20 ? "hola":rem this message will print until you press a key
>30 if peek(764)<>255 then goto 50:rem if you press any key then you are finish
>40 goto 20
>50 end
>
>if you need to know the value of the key pressed you can do it this way:
>
>10 poke 764,255
>20 ? peek(764);
>30 ? " "
>40 goto 20
>
>If i made any mistake please let me know.
>Hope it helps
>
>Greetings from Mexico.
>

>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

This might be a better way but I didn't see any real mistakes.

```
100 REM This is a BASIC program
110 REM Various code is in here
120 REM Whatever your program is etc.
130 REM
140 REM WAIT FOR KEYPRESS ROUTINE
150 POKE 764,255
160 IF PEEK(764)=255 THEN GOTO 160
170 POKE 764,255:REM THIS CLEANS UP THE KEYPRESS REGISTER
```

*** Please make sure responses are also sent via email.

3207. Re: LAST DAY! Atari 1010 Program Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032420095401.PAA01024@ladder01.news.aol.com>
Source record: 64167

I apoligize. I have bought a few items from people on this newsgroup and I thought that some people would be interested in what I had to sell. I didn't mean to abuse the group. (Again, Sorry.)

3208. Atari 800 needs good home

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Kevin Walter <KRWklaus@aol.com>
Message-ID: <01bd5762$37caefe0$078356d1@publishing>
Source record: 64168

I rescued an Atari 800 (16k) from a garbage can the other day where some ungrateful owner had deposited it after almost 20 years of service. (There's a BASIC cartridge in the left slot.) I'm not an 8-bit buff, but I'd hate to see this machine go to waste. If someone wants to pay for shipping from NYC, it's theirs for the having.

KRWklaus@aol.com

3209. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <35183FA3.BAE5FE72@erols.com>
Source record: 64169
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Geoff Oltmans wrote:

> Cameron Kaiser wrote:
> >
> > Geoff Oltmans <geoff@sprynet.com> writes:
> >
> > >It should be noted, however, that the whole machine runs at approx
> 2 MHz
> > >for NTSC, with the VIC and CPU sharing the bus for half the clock
> cycle.
> >
> > If I'm not mistaken, isn't the VIC-II actually freezing the CPU
> during
> > badlines? If so, the metaphor is more like the VIC beating the 6510
> over the
> > head and stealing the bus instead of them sharing it. :-)
>
> Well, as you say. :) Yes, that's about right. Essentially it's got to
> be
> if you want steady video I guess...otherwise you might end up with
> some
> pretty funky looking video...plus the VIC takes care of memory refresh
>
> too.
>
> BTW, here's a table I located on the differences/features of the 65xx
> family. This isn't a comprehensive list, but it does answer some
> questions that were raised earlier...
>
> > Device *Clocks Pins IRQ NMI RDY Port Address AEC Sync
> Speed (MHz)
> > 6502 O 40 X X X - 64K - X
> 1,2,3,4
> > 65CE02 O 40 X X X - 64K - X 0
> - 10
> > 6503 O 28 X X - - 4K - -
> 1,2,3,4
> > 6504 O 28 X - - - 8K - -
> 1,2,3,4
> > 6505 O 28 X - X - 4K - -
> 1,2,3,4
> > 6506 O 28 X - - - 4K - -
> 1,2,3,4

> > 6507 O 28 - - X - 8K - -
> 1,2,3,4
> > 6508 E 40 X - - 8 64K X -
> 1,2,3
> > 6509 E 40 X X X ** 1 M X X
> 1,2,3
> > 6510 O,E 40 X X X 6,8 64K X -
> 1,2,3,4
> >
>
> So, it looks like the 6510 has an AEC (Address Enable Control) line.
> Essentially stops the 6510 dead in it's tracks, and puts the address
> bus
> in a high-impedence state. This allows for plug in processors like the
>
> C-64 CP/M cartridge, the DMA feature in the ram expansion unit, and
> also
> used by the VIC. It's used for other things as well, but those are the
>
> main features. It also appears that the 6510 has a 6 or 8-bit IO
> port...
> in the 64 this is used as control for the PLA and cassette ports.
>
> BTW, in the current Jameco catalog, they list the 65C02 as a CMOS
> version...but I seem to recall that the Atari Lynx used a 65C02 and it
>
> used additional special instructions (in place of the undocumented
> 6502
> instructions). May be two completely different chips.
>
> *Geoff!*
>
> --
> Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
> KERNAL = Keyboard Entry Read Network And Link
> http://home.sprynet.com/sprynet/geoff

Allow me to remind everyone that this is comp.sys.atari.8bit
if your goning to havc discussions about Commodore you should
take them to a commodore site.

3210. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <351842AA.94673D75@erols.com>
Source record: 64170

LSDemon wrote:

>
>
> Thomas J. Andrews <tandrews16@delphi.com> wrote in article
> <hBepA77.tandrews16@delphi.com>...
>
> > And as for the argument that you can express yourself more
> effectively
> > using HTML because you can use italics, bold, etc., good writers
> show
> > emphasis by choosing emphatic words, and avoid the use of italics.
>
> Yes, but those are only good writers. Pro writers use HTML
> effectively.
>
> Stop reading this newsgroup in your basement with that old 16K 400.
>
> Buy a PC clone and live in the 90's already!

You should think about the people who don't have it as good as you.
All true Atari users are happy to own one of these fine systems, but
some users simply cannot afford to buy a PC clone because of other
obligations to family and the like. To expect others to meet you
standards
is callous, considering that the site is MEANT for Atari 8 bit
discussions.

3211. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3518493D.756857FF@erols.com>
Source record: 64171
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Geoff Oltmans wrote:

> Cameron Kaiser wrote:
> >
> > Geoff Oltmans <geoff@sprynet.com> writes:
> >
> > >It should be noted, however, that the whole machine runs at approx
> 2 MHz
> > >for NTSC, with the VIC and CPU sharing the bus for half the clock
> cycle.
> >
> > If I'm not mistaken, isn't the VIC-II actually freezing the CPU
> during
> > badlines? If so, the metaphor is more like the VIC beating the 6510
> over the
> > head and stealing the bus instead of them sharing it. :-)
>
> Well, as you say. :) Yes, that's about right. Essentially it's got to
> be
> if you want steady video I guess...otherwise you might end up with
> some
> pretty funky looking video...plus the VIC takes care of memory refresh
>
> too.
>
> BTW, here's a table I located on the differences/features of the 65xx
> family. This isn't a comprehensive list, but it does answer some
> questions that were raised earlier...
>
> > Device *Clocks Pins IRQ NMI RDY Port Address AEC Sync
> Speed (MHz)
> > 6502 O 40 X X X - 64K - X
> 1,2,3,4
> > 65CE02 O 40 X X X - 64K - X 0
> - 10
> > 6503 O 28 X X - - 4K - -
> 1,2,3,4
> > 6504 O 28 X - - - 8K - -
> 1,2,3,4
> > 6505 O 28 X - X - 4K - -
> 1,2,3,4
> > 6506 O 28 X - - - 4K - -
> 1,2,3,4

> > 6507 O 28 - - X - 8K - -
> 1,2,3,4
> > 6508 E 40 X - - 8 64K X -
> 1,2,3
> > 6509 E 40 X X X ** 1 M X X
> 1,2,3
> > 6510 O,E 40 X X X 6,8 64K X -
> 1,2,3,4
> >
>
> So, it looks like the 6510 has an AEC (Address Enable Control) line.
> Essentially stops the 6510 dead in it's tracks, and puts the address
> bus
> in a high-impedence state. This allows for plug in processors like the
>
> C-64 CP/M cartridge, the DMA feature in the ram expansion unit, and
> also
> used by the VIC. It's used for other things as well, but those are the
>
> main features. It also appears that the 6510 has a 6 or 8-bit IO
> port...
> in the 64 this is used as control for the PLA and cassette ports.
>
> BTW, in the current Jameco catalog, they list the 65C02 as a CMOS
> version...but I seem to recall that the Atari Lynx used a 65C02 and it
>
> used additional special instructions (in place of the undocumented
> 6502
> instructions). May be two completely different chips.
>

Undocumented 6502 instructions?Every manufacturer documents the
instruction set of the microprocessor(s)
that they sell. Otherwise they would be very difficult to use, and
nearly impossible
to sell. The 65C02 is a CMOS version of the 6502 and will handle
additional
DOCUMENTED instructions, so it is an UPGRADED version of the 6502
and not two completely different chips...
It would be better to use the correct technical reference than to be
getting your
information out of parts catalogs...

> *Geoff!*
>
> --
> Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
> KERNAL = Keyboard Entry Read Network And Link
> http://home.sprynet.com/sprynet/geoff

3212. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <3517ACF2.EDD3BCE5@earthlink.net>
Source record: 64172

If you're going to use HTML mail, at least design it well. This looks horrendous. Must be a wintel user.

3213. sio2pc trouble

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <890773233@stackbbs.xs4all.nl>
Source record: 64173

-=> Quoting Bjajh@buffnet.net to All <=-

Bj> i just finished making my sio2pc cable and downloading ape and
Bj> putting it on my 386. the ape program works, but i can't get the cable
Bj> to work. what i mean is i can't ket the ibm to read from the atari or
Bj> the atari being able to read anything off the ibm. the cable is about 6
Bj> ft. long with a 2 ft. sio cutoff and a 4ft cutoff mouse cable with a
Bj> DB9 connector. i'm using the mc1489 chip. i have already configured ape
Bj> with the correct com ports, but no luck. the atari has 2 1050's and
Bj> atari dos 2.5. also has dos xl. please help!!!!!!!!!

The problem is probably in your SIO2PC device.
Are you sure all connections are ok?
Is the soldering done right?
I had problems in the past because my soldering wasn't that perfect.
The connections have to be ok. If in doubt, you should try
to get a working device from someone else, and check if the
communication works fine then.
If so, you can exclude your IBM and Atari as being a source of error.
Then you know for sure that the problem is in your SIO2PC device (or
cable connections).

Good luck,
Bo.
___ Blue Wave/386 v2.30

3214. max233 chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <35182039.6C445032@buffnet.net>
Source record: 64174

is there an equivalent to the max233 chip?also, can someone sell me the
max233 cheap?
thanx andy

3215. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <35182B6C.ABD64DD4@sprynet.com>
Source record: 64175
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Patrick Mulvey wrote:

> Allow me to remind everyone that this is comp.sys.atari.8bit
> if your goning to havc discussions about Commodore you should
> take them to a commodore site.

If you'd paid attention to this thread you would have noticed that it's
been cross-posted in both comp.sys.atari.8bit and comp.sys.cbm since day
one. I think the idea was supposedly to have a non-biased discussion
(not argument over which is better) virtues of each machine. Since after
all the question was asked what the difference in SPEED and CPU's were,
I felt the previous post important to the discussion.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3216. Dead 1050 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6f9fi8$pn4@bgtnsc02.worldnet.att.net>
Source record: 64176

I have a few non-functioning 1050 disk drives lying around in the service department. Since it is no longer financially feasible for us to repair them any longer, anyone who is technologically capable of repairing them can have one for $10 or two for $15 (to cover the cost of packaging and shipping -- U.S. only) -- power supply and I.O. cable not included. If you also need a power supply and I.O. cable, you can have those for an additional $5 (for each unit).

Sheldon (Computer STudio - Asheville, NC)
Email: s.winick@worldnet.att.net
Phone: (704) 251-0201

3217. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2403981957580001@nntp.ix.netcom.com>
Source record: 64177
Body handling: HTML body converted to readable text

You'll note that in the message you quoted, there are two MIME parts, one
text/plain (aka 'pure ascii'), and text/html. A halfway-decent newsreader
will recognize that it knows how text/plain works and not text/html, and
will show you the right one. Likewise, a decent HTML-based newsreader will
post just this sort of multi-part MIME message.

So, beyond the arguement over what sort of formatting markup you should
post with, even more important is to PROPERLY CONFIGURE YOUR NEWSREADER.

In article , ilaskey@cix.compulink.co.uk
("Iain Laskey") wrote:

>In article <01bd5722$79cb19a0$996cae98@main>, antispam@nowhere.com
>(LSDemon) wrote:
>Whether you like it or not, there are *standards* for using the Internet
>and Usenet. Just because you don't agree with it, it doesn't mean you can
>go and do something different. HTML has no place in Usenet at this time.
>perhaps one day it will and perhaps one day we'll get something a lot
>better than HTML but in the meanwhile, you should post pure ascii messages
>with no funny formatting or codes.
>
>> This is a multi-part message in MIME format.
>>
>> ------=_NextPart_000_01BD56F8.90F511A0
>> Content-Type: text/plain; charset=ISO-8859-1
>> Content-Transfer-Encoding: 7bit
>>
>> Thomas J. Andrews wrote in article
>> ...
>>
>> > And as for the argument that you can express yourself more effectively
>> > using HTML because you can use italics, bold, etc., good writers show
>> > emphasis by choosing emphatic words, and avoid the use of italics.
>>
>> Yes, but those are only good writers. Pro writers use HTML effectively.
>>
>> Stop reading this newsgroup in your basement with that old 16K 400.
>>
>> Buy a PC clone and live in the 90's already!
>> ------=_NextPart_000_01BD56F8.90F511A0
>> Content-Type: text/html; charset=ISO-8859-1
>> Content-Transfer-Encoding: quoted-printable
>>
>>

> color=3D"#000000" face=3D"Arial">Thomas J. Andrews <>
color=3D"#0000FF">tandrews16@delphi.com> color=3D"#000000">> wrote in article <>
color=3D"#0000FF">hBepA77.tandrews16@delphi.com> color=3D"#000000">>...

> And as for the argument that you =
>> can express yourself more effectively
> using HTML because you can
>> =
>> use italics, bold, etc., good writers show
> emphasis by choosing
>> =
>> emphatic words, and avoid the use of italics.

> color=3D"#FF00FF">Yes, but those are only good =
>> writers. Pro writers use
>> =
>> HTML effectively.

> color=3D"#0000FF">Stop reading this newsgroup in your basement with =
>> that old 16K 400.

> size=3D6>Buy a PC clone and live in the 90's already!

>> > f=
>> ont>
>> ------=_NextPart_000_01BD56F8.90F511A0--
>>
>
>
>***
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>***
>* Analyst Programmer/ Freelance IT Journalist *
>***

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

3218. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-24 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JvfJRnA.tandrews16@delphi.com>
Source record: 64178

"LSDemon" <antispam@nowhere.com> writes:

>Yes, but those are only good writers. Pro writers use HTML effectively.
>
>Stop reading this newsgroup in your basement with that old 16K 400.
>
>Buy a PC clone and live in the 90's already!

Since it seems to matter so much to you, I'd better set you straight.
First, I don't read this newsgroup in the basement, not that it matters
what room in the house I use. For the record, I'm in my living
room/office. I've never used a 400 (more's the pity - I'd like the
experience); I use a 320k 130XE.

Not all "pro writers" use HTML. I get paid for much of my writing; just
made a sale last week in fact to a trade journal for a profession that uses
computers, but isn't obsessed with them. That makes me a "pro," doesn't
it? I don't use HTML. I don't see much particularly compelling about the
'90s, either. They're almost over, anyway.

TJ

3219. Re: Hasbro buys Atari name (From German teletext)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032500592901.TAA20101@ladder01.news.aol.com>
Source record: 64179

Just a few days late with the news.

David Wyn Davies
Ansawdd Technology
Wales

Creator of the half completed ST to 8-bit game conversion, Loopz ... plus the
90% complete Menu Print ... plus the 10% complete Bomb Blaster ....
** One of these days I'll get something finished!**

3220. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032501063501.UAA24565@ladder03.news.aol.com>
Source record: 64180

>Other than that, the 400 and 800 Ataris are the only systems I've seen
>where you can have four players playing one game. (the game has to support
>four players). Perhaps someone else can reply about games that use four
>players.

Now that reminds me - there's no reason why games couldn't be written now to take advantage of four players on the XL/XE. I have a joystick splitter cable somewher that uses the POT lines on the Atari joystick port to allow two joysticks to be hooked up to each port. It's a _very_ simple thing to do.

David Wyn Davies
Ansawdd Technology
Wales

3221. FS: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <1998032501385701.UAA27392@ladder01.news.aol.com>
Source record: 64181

I have a huge collection of 8 bit hardware and software that I picked up. I've gotten what I wanted (an 800 to replace mine that died and an Indus disk drive). There are boxes and boxes of stuff left, including 4 800XL, a 400, a 410 recorder, trackballs, joysticks, a 1200 baud modem, etc. There is also tons of software and many many magazines. Some of the software is original, and some is "copied". If anyone has something in particular that you've been looking for I'll check to see if I have it. All reasonable offers will be considered.

I currently have one of the 800xl's, a 1050 drive, a trackball and 2 games on "Ebay" for auction. Starting bid is 25.00.

E-mail me at jfulker985@aol.com if you have anything youwant me to look for.

Thanks,

Jerry

3222. Re: max233 chip

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: GMenke <NOSPAM@erols.com>
Message-ID: <01bd579c$5e106790$64646464@gregm>
Source record: 64182

Digikey has them from $6 to $9 each in a variety of packages and suffixes.
The 232's are cheaper, Harris and Maxim both produce them, probably others
do too- and are also available thru Digikey and likely JDR/Jameco also.
The only thing is the 233 doesn't require extra components, whereas the 232
does (only 4 small capacitors). Analog makes some no external component
rs232 drivers, but I don't know a mailorder source.

Gregm

--
To reply, replace nospam with menkesjg. Thanks.

william honecker <bjajh@buffnet.net> wrote in article
<35182039.6C445032@buffnet.net>...
> is there an equivalent to the max233 chip?also, can someone sell me the
> max233 cheap?
> thanx andy
>

3223. seeking: 3 old games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: strytelr@hotmail.noSpAmmmer.com
Message-ID: <6f9t83$3au@nnrp4.farm.idt.net>
Source record: 64183

because of spammers, dont hit reply to respond. email me at jodasi@hotmail.com

i use to own 3 atari games. one was six gun shoot out, another was a game where you played a hero like hercules and went on these cute quests. i think it was callled hercules or damocles, the last was galactic adventures. does anyone remember these? does any one know where i can get them?

email me at jodasi@hotmail.com

3224. SpannerWerks&#65533; &#65533;Jeez, I still have that?!?&#65533; Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@pixelation.com>
Message-ID: <351899BD.F83130FD@pixelation.com>
Source record: 64234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

SpannerWerksï¿½ ï¿½Jeez, I still have that?!?ï¿½ Auction

Just a little auction to clear out the Atari ST & 8 bit debris in my
room.

AUCTION RULES:

1. Standard rules apply. Please mark all bids with the subject line
"Auction" so I can quickly separate them from other emailsï¿½messages so
marked will get first priority!

2. Items will start a Going, Goingx2, Gone phase Friday, April 12th.
At this time, items' status will change after every two-day period
without
a raised bid. If an item fails to attract the assigned minimum bid by
Sunday April 5th, it will be pulled from the auction.

3. Minimum raises in bids are in $1 increments.

4. Updates will be posted every other day to both the newsgroup and the

participants. Please let me know if you wish to be taken off the
mailing list for the auction. I will only confirm bids by email for the
highest
bidder on each item.

5. Only the highest bid will be listed. On tie bids, the first one
received will be registered as the high bid for that item.

6. No lot bids except for the items already listed as lots.

7. Payment must be made by money order or personal check. If you're
bidding on more than one item you may pay for all your items at once.
However, if after two weeks following confirmation of final total I have

not yet received your payment, the items are forfeit and the next
highest bidder will be contacted.

8. Shipping will be by USPS or UPS, whichever is cheaper for you if you
have no preference. Prices do not include shipping.

9. Detail on condition of item available upon request. Let me know if
you have any further questionsï¿½thanks!

The items:

ITEM Min Bid Curr Bid/Bidder

520STm (1 Mb) $10
w/ PS, Mouse &
Astra EasieST
Solderless RAM
Expander (up to 4mb,
512k installed)

SM124 monitor $10
(curving lower
left corner)

SF 354 FDD $5
w/ Cable &PS

SF 354 FDD $5
w/ Cable &PS

IB Drive 5.25ï¿½ FDD $10
w/ integral cable, Manual &PS

Megafile 30 w/ DMA $20
Cable
+ 2 Spare MFM HDDs

Spectre GCR w/ 128k $30
ROMs, v3.0 software,
MAC software, manuals

StereoTek glasses $30
w/ cartridge, manuals,
packaging

CX22 Trackball $2

CX22 Trackball $2

Samsung 2400 bps $3
modem w/ PS

Atari Mega $5
Field Service Manual

Atari 520ST $5
Field Service Manual

Atari 1040ST $5
Field Service Manual

Atari STe $5
Developer Addendum

Atari CDAR504 $5
Developer Reference Manual

WICO Joystick $1
Command Control

Prostick Joystick $1

800XL w/ PS, $5
manuals, packaging,
RF Converter, all in the
original box & plastic wrap
(POWERS UP, BUT NO PICTURE)

Xetec GraphixAT $5
SIO to Parallel converter

Sound & Graphics $1
(Book for 400/800)

Leader Board $1
(Golf Game w/ Box, disk,
manual, dongle)

DOS3 Reference $1
Manual

DOS II Reference $1
Manual

Synfile $1
(Database for 400/800,
w/ manual, disk, binder)

Atari BASIC $1

Master Memory Map $1
(400/800)

Atari 1020 Color $2
Printer/Plotter w/ paper,
PS, manual, 4 dried up pens

Centipede Cartridge $1
CXL4020

Fun With Art Cartridge $1
Epyx

3225. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35189a0a.78513123@news.pressenter.com>
Source record: 64235

On Tue, 24 Mar 1998 15:32:58 -0800, Patrick Mulvey <pmulvey@erols.com>
wrote:

>LSDemon wrote:
>
>>
>>
>> Thomas J. Andrews <tandrews16@delphi.com> wrote in article
>> <hBepA77.tandrews16@delphi.com>...
>>
>> > And as for the argument that you can express yourself more
>> effectively
>> > using HTML because you can use italics, bold, etc., good writers
>> show
>> > emphasis by choosing emphatic words, and avoid the use of italics.
>>
>> Yes, but those are only good writers. Pro writers use HTML
>> effectively.
>>
>> Stop reading this newsgroup in your basement with that old 16K 400.
>>
>> Buy a PC clone and live in the 90's already!
>
>You should think about the people who don't have it as good as you.
>All true Atari users are happy to own one of these fine systems, but
>some users simply cannot afford to buy a PC clone because of other
>obligations to family and the like. To expect others to meet you
>standards
>is callous, considering that the site is MEANT for Atari 8 bit
>discussions.

I can afford and use a PC and STILL don't want to see HTML in news or
mail. It does not belong there.

*** Please make sure responses are also sent via email.

3226. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EqDD6x.Lq1@cix.compulink.co.uk>
Source record: 64236

In article <mile23-ya02408000R2403981957580001@nntp.ix.netcom.com>,
mile23@usa.net (Mile23) wrote:

> You'll note that in the message you quoted, there are two MIME parts, on
> e
> text/plain (aka 'pure ascii'), and text/html. A halfway-decent newsreade
> r
> will recognize that it knows how text/plain works and not text/html, and
> will show you the right one. Likewise, a decent HTML-based newsreader wi
> ll
> post just this sort of multi-part MIME message.
>
> So, beyond the arguement over what sort of formatting markup you should
> post with, even more important is to PROPERLY CONFIGURE YOUR NEWSREADER.

Your missing the point - Newsnet doesn't not use anything other than plain unadulterated ascii. There are standards at work here that you should adhere to. Just because you have a newsreader that can handle html or mime, it doesn't mean you have to use it.

The Internet got to be what it is over the last 20 odd years by sticking to standards. If everyone starts fragmenting with a mix of incompatible message types then the usefulness of what they say will be lost to many people. People access the Internet/Usenet with Unix, PCs, Macs, mainframes, Ataris, Amigas, Apple IIs etc. and you should never lose sight of that. Not every platform has access to every new technology that comes along and in the case of Usenet, why should they?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3227. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EqDD6z.Lqs@cix.compulink.co.uk>
Source record: 64237

In article <JvfJRnA.tandrews16@delphi.com>, tandrews16@delphi.com (Thomas
J. Andrews) wrote:
> Not all "pro writers" use HTML.
Indeed. I've been writing professionally for many years now and I can
safely say that if I submitted copy in anything like HTML I'd be laughed
off the planet.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3228. Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032511563901.GAA06517@ladder03.news.aol.com>
Source record: 64238

The following article appeared in this week's PC Dealer - a PC Trade magazine in the UK ...

HASBRO SELLS ON SENTIMENT

Hasbro is set to start a retro gaming trend following its acquisition of the rights for 75 Atari games from hard disk drive developer JTS for $5 million.

The children's manufacturer has experienced success in the games market with family titles such as Monopoly and Trivial Pursuit. The first game to be released from the portfolio of retro titles will be Centipede. Other classics destined to reappear on the high street will include Missile Command, Breakout, Pong and Asteroids.

Mary Miller, UK marketing director for Hasbro, revealed that the games would appear in both PC and Playstation format. "The main reason was that we launched Frogger in November last year, and it has now sold nearly one million. We realised that this retro thing could be big, so we went for it," said Miller.

However, Ian Hawkins, customer services manager at Electronic Arts, felt the classics may not stand the test of time: "I remember playing a text-based adventure game on the ZX81, which was great at the time, but it could wither in the shadow of new games. People may buy it and play it once for nostalgia. Good luck to it though, it has seen a niche in the market," he said.

Hasbro also acquired the rights for Atari hardware, but stated that it had no plans at present to develop an Atari console.

** Note the fact that Hasbro have bought the rights to 75 games and the Atari hardware ... but what about the Atari name itself? **

David Wyn Davies
Ansawdd Technology
Wales

3229. Auction: Antic/ANALOG/Atari Explorer Magazines/Controllers/Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998032512590000.HAA10941@ladder03.news.aol.com>
Source record: 64239

April Auction - Update 3

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes. Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$12 blitz

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$12 JMouchmini

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes

picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$10 JMouchmino

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

Atari Computer Magazines
A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer Sept./Oct. 1986. -$1.95 min

M102. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

M103. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Super Nintendo
SN1. Super Nintendo System in excellent condition. Includes main unit, power pack, controller, rf cable, and instructions. -$22.95 min
SN2. Super Nintendo Stereo AV Cable -$5.95 min
SN3. Super Nintendo Super-VHS Cable -$8.95 min
SN4. Super Nintendo Super Mario All Stars. Complete in box with instructions. -$13.95 min
SN5. Super Nintendo Controller. Complete in original box. Never used. -$7.95 min
SN6. Super Nintendo Mortal Kombat II Instructions -$.25 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 min
2. Dreadnaught Factor -$1.75 min
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 min

Atari 5200 Manuals
6. Buck Rogers -$.75 min
7. Congo Bongo -$.75 min
8. Frogger -$.75 min
9. Popeye -$.75 min
10. Realsports Football and Home Football Playbook -$.75 min
11. Realsports Tennis -$.75 min
12. Super Cobra -$.75 min

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 djastroboy
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 dgeller
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 dgeller
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 dgeller
24. Video Chess, Atari (small black) -$1.25 dgeller
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
29a. Missile Command, Atari (colored) -$.75 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$1 min

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min
39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 djastroboy

42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. Add $1 to shipping. -$9.95 min
51. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping. -$9.95 min
52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Insts. (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Insts. -$.25 min
55. APX Keyboard Organ Insts. -$.25 min
56. APX Sketchpad Insts. -$.25 min
57. APX Video Math Flashcards Insts. -$.25 min
58. APX Presidents of the United States Insts. -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s of Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX (Atari Program Exchange) Catalog Spring 1982. 68 pages. -$3.95 min
63. APX Catalog Summer 1982. 76 pages. -$3.95 min
64. APX Catalog Fall 1982. 76 pages. -$3.95 min
65. APX Catalog Winter 1982-3. 85 pages. -$3.95 min
66. APX Catalog Spring 1983. 37 pages. -$3.95 min
67. APX Catalog Summer 1983. 38 pages. -$3.95 min
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.25 min
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min
73. Avalon Hill Games and Parts Price List, effective September 15, 1983 -$.50 min

Atari 8-Bit Computer Manuals
74. BC's Quest for Tires, Sierra -$1.95 min
75. Blue Max, Synapse -$1.95 min
76. Capture the Flag, Sirius -$1.95 JMouchmino
77. Centipede, Atari -$1.95 min
78. Clowns and Balloons, Datasoft -$1.95 min
79. Demon Attack, Imagic -$1.95 min

80. Dig Dug, Atari -$1.95 min
81. Final Legacy, Atari -$1.95 min
82. Flight Simulator II Reference Chart -$1.95 min
83. Flip and Flop, First Star -$1.95 min
84. Gorf, Roklan -$1.95 min
85. Gruds in Space, Sirius -$1.95 min
86. Gyruss, Parker Bros. -$1.95 min
87. H.E.R.O., Activision -$1.95 min
88. Hard Hat Mack Command Summary Card, Activision -$1.95 min
89. Joust, Atari -$1.95 min
90. Jumpman Jr. Epyx -$1.95 min
91. Keystone Kapers, Activision -$1.95 min
92. K-razy Antiks -$1.95 min
93. K-razy Kritters -$1.95 min
94. K-razy Shootout -$1.95 min
95. K-Star Patrol -$1.95 min
96. Master of the Lamps, Activision -$1.95 min
97. Megamania, Activision -$1.95 min
99. Monster Maze, Epyx -$1.95 min
100. Mr. Do!, Datasoft -$1.95 min
101. On-Track Racing, Gamestar -$1.95 min
102. Pac-Man, Atari -$1.95 min
103. Pharaoh's Pyramid, Master Control Software -$1.95 min
104. Pool 400, Innovative Design -$1.95 min
105. Rainbow Walker, Synapse -$1.95 min
106. Repton, Sirius (includes iron-on) -$1.95 min
107. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
108. Return of Heracles, Quality Software -$1.95 min
109. Robotron, Atari -$1.95 min
110. Shooting Arcade, Datasoft -$1.95 min
111. Silent Service, Microprose -$1.95 min
112. Snokie, Funsoft -$1.95 min
113. Star Trek 3.5, Adventure International -$1.95 JMouchmino
114. Super Cobra, Parker -$1.95 min
115. Track Attack, Broderbund -$1.95 min
116. Wizard of Wor, Roklan -$1.95 min
117. Zaxxon, Sega -$1.95 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

3230. Re: FA: Antic, ANALOG, 8-bit Manuals, More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: tatata@noway.com
Message-ID: <351a07e2.75220042@207.97.159.250>
Source record: 64240

This guy is insane. If anyone is foolish enough to pay $1.95 min for (just an example) a Master of the Lamps CARD, + 3.95 shipping, it just proves what P.T. Barnum said.

3231. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: tatata@noway.com
Message-ID: <351b0959.75594773@207.97.159.250>
Source record: 64241

On Mon, 23 Mar 1998 18:52:14 -0800, John Schnittker <jschnitt@gte.net>
wrote:

>Dear Atarians,
>How did the old 400's have their ram laid out? I am programming and i
>need to understand whether these 8-bit's ROM gets shadowed in the ram;
>or if it comes BEFORE, or AFTER the system's Ram.

AFTER system ram
the OS Rom is from $D000-$FFFF
$C000-$CFFF was unaddressed space
System Ram ended at $BFFF
Also a lot of low mem was used for stuff

Did the HTML Mapping the Atari ever get finished?

3232. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd57f6$1b231fe0$99c2accf@asharkis.erols.com>
Source record: 64242

Hey, I have a clone, and I _STILL_ feel that HTML does little or nothing
for communication. But then again, advertising doesn't sway me either :)

LSDemon <antispam@nowhere.com> wrote in article
<01bd5722$79cb19a0$996cae98@main>...
Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<hBepA77.tandrews16@delphi.com>...

> And as for the argument that you can express yourself more effectively
> using HTML because you can use italics, bold, etc., good writers show
> emphasis by choosing emphatic words, and avoid the use of italics.

Yes, but those are only good writers. Pro writers use HTML effectively.

Stop reading this newsgroup in your basement with that old 16K 400.

Buy a PC clone and live in the 90's already!

3233. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd57f6$91fa1920$99c2accf@asharkis.erols.com>
Source record: 64243

Well said, Tom!

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<JvfJRnA.tandrews16@delphi.com>...
> "LSDemon" <antispam@nowhere.com> writes:
>
> >Yes, but those are only good writers. Pro writers use HTML effectively.
> >
> >Stop reading this newsgroup in your basement with that old 16K 400.
> >
> >Buy a PC clone and live in the 90's already!
>
> Since it seems to matter so much to you, I'd better set you straight.
> First, I don't read this newsgroup in the basement, not that it matters
> what room in the house I use. For the record, I'm in my living
> room/office. I've never used a 400 (more's the pity - I'd like the
> experience); I use a 320k 130XE.
>
> Not all "pro writers" use HTML. I get paid for much of my writing; just
> made a sale last week in fact to a trade journal for a profession that
uses
> computers, but isn't obsessed with them. That makes me a "pro," doesn't
> it? I don't use HTML. I don't see much particularly compelling about
the
> '90s, either. They're almost over, anyway.
>
> TJ
>
>

3234. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6fb51e$m63@cyber1.servtech.com>
Source record: 64244

In article <1998032407390701.CAA17534@ladder01.news.aol.com>,
GUY1015 <guy1015@aol.com> wrote:
>Check the Thrift shops, I just picked up 5 1050 drives for $5.00 each, all
>work too. While there not new, all I had to do was clean them off and clean
>the heads.

Jeez. You guys (and there seem to be dozens, if not hundreds of you, if I count other forums than just this list) who go out and find "mass quantities" of stuff such as 1050-drives-for-$5.00-each, at "Thrift shops," are really starting to MAKE ME SICK with JEALOUSY!

What the HELL _IS_ a "Thrift shop" in the sense you speak of? The only thing I've seen in the Rochester, NY, area that even BEGINS to fit the description, are the Salvation Army and Volunteers of America stores -- whose stock consists about 99.9% of smelly old clothes, dusty/chipped old dishware, and pieces of old plastic toys. Throw in a few moldy paperback books and a cardboard box full of almost-moldy vinyl LPs (anybody here old enough to own "records"?), and you've pretty much got every "Thrift shop"-like store within three hundred miles, AFAIK. They've NEVER had a SINGLE piece of computer, videogame, or other electronic hardware, in all the years I've been snooping in vain for such. Okay, maybe an occasional Colecovision game cart, but -- jeez.

So. What are the NAMES of the "Thrift shops" YOU are speaking of? What IS a "Thrift shop," precisely? Am I even on the RIGHT TRACK, thinking "Thrift shop" means "Salvation Army/VOA?" If so, why is it that these stores in OTHER parts of the country seem to have a continuous flow of classic computer-and-electronic equipment, while the stores HERE are lucky to have maybe a single Colecovision game cartridge once in a blue moon?

Inquiring/desperate minds want to know!

Chris Chiesa
cfchiesa@servtech.com

3235. Re: Atari 800 needs good home

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Pagan <pagan@not.a.hope>
Message-ID: <5MeiyLAmsRG1EwLr@valeofdreams.demon.co.uk>
Source record: 64245

<SNIP>

If you're in the UK then I'll glady adopt it :)

--
Pagan at vale of dreams dot demon dot co dot uk

"Honour, Commended no longer as Virtue,
Yet Shall be Extolled by light's demise."

Emperor - The Loss and Curse of Reverence

3236. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: "AntiSpam.Jeff.Colbert@mci.com" <db@biscut.com>
Message-ID: <5VaS.167$4b3.98464@news.internetMCI.com>
Source record: 64246

Mazewar was a great game. We used to hook it up on the TV in the day room in the dorm when I was in the USAF. Ballblazer was another favorite, but only for 2.

Jeff
Michael Current wrote in message ...
>Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior,
>Survivor.

3237. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2503981112080001@macmcurrent.library.carleton.edu>
Source record: 64247

In article <1998032511563901.GAA06517@ladder03.news.aol.com>,
ansawdd@aol.com (Ansawdd) wrote:

>** Note the fact that Hasbro have bought the rights to 75 games and the Atari
>hardware ... but what about the Atari name itself? **

It looks like this article was mostly derived from the Wall Street Journal
article, which got several things wrong, including what you ask about.

Hasbro bought EVERYTHING. All Atari intellectual property: the
copyrights, trademarks, and patents, for all Atari-branded products for
the home market ever released.

Other flakey info from the Wall Street Journal article:

WSJ: games bought by Hasbro include Pole Position and Defender.

me: Pole Position was developed by Namco; Defender by Williams. But Atari
may still own exclusive rights to produce home versions.

WSJ: Atari had sold the rights to their classic games to JTS

me: Atari and JTS merged!

WSJ: JTS obtained the Atari properties in the early 1990's

me: the date was 7/31/96. you call that the early 1990's?

WSJ: the dollar figure for the Hasbro acquisition of Atari was undisclosed

me: according to the SEC filing by JTS, which is a public document, the
amount was $5 million.

This part from the UK' PC Dealer article was interesting:

>Hasbro also acquired the rights for Atari hardware, but stated that it had no
>plans at present to develop an Atari console.

I hadn't seen Hasbro mention plans, one way or the other, of doing
anything but rereleasing some old classic Atari game titles.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3238. In-store demo?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: karromde@nyx.nyx.net
Message-ID: <890847920.852030@iris.nyx.net>
Source record: 64248

Does anyone have a ROM image (or a hacked disk version) of the in-store demo?
All I can find is a version that was hacked to add crude sexual jokes.
--
Ken Arromdee |They said it was *daft* to build a space
arromdee@inetnow.net |station in a swamp, but I showed them! It
karromde@nyx.nyx.net |sank unto the swamp. So I built a second
http://www.inetnow.net/~arromdee|space station. That sank into the swamp too.
--------------------------------+My third space station sank into the swamp.
So I built a fourth one. That fell into a time warp and _then_ sank into the
swamp. But the fifth one... stayed up! --Monty Python/Babylon 5

3239. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6fbj5j$j1t$1@gte2.gte.net>
Source record: 64249

Austin Franklin wrote:
>
> John Schnittker <jschnitt@gte.net> wrote in article
> <6f72jijls1@gte2.gte.net>...
> > Dear Atarians,
> > How did the old 400's have their ram laid out? I am programming and i
> > need to understand whether these 8-bit's ROM gets shadowed in the ram;
> > or if it comes BEFORE, or AFTER the system's Ram.
>
> In the original 400 (no weird bank swapping memory board that is) had
> either 16k, 32k, or 48k starting at 0x0000. The BIOS was 10k decoded as
> the top 10k.

Thanks, Austin, I Have read that the first 400's had -only 8k- of ram.
Should i concern myself with these models or are they exceedingly rare?

3240. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6fbjdg$j1t$2@gte2.gte.net>
Source record: 64250

whistler's brother wrote:
>
> On Mon, 23 Mar 1998 18:52:14 -0800, John Schnittker <jschnitt@gte.net>
> wrote:
>
> >Dear Atarians,
> >How did the old 400's have their ram laid out? I am programming and i
> >need to understand whether these 8-bit's ROM gets shadowed in the ram;
> >or if it comes BEFORE, or AFTER the system's Ram.
>
> AFTER system ram
> the OS Rom is from $D000-$FFFF
> $C000-$CFFF was unaddressed space
> System Ram ended at $BFFF
> Also a lot of low mem was used for stuff
>
> Did the HTML Mapping the Atari ever get finished?

If it has, I havent seen it. Thanks for your map, Whistler's brother.
But where would the OS ROM begin in the 8k/16k 400? Would it still start
at $D000?, leaving a huge gap of unaddressed space?

3241. Re: Atari 800 needs good home

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6fbjjr$j1t$3@gte2.gte.net>
Source record: 64251

Pagan wrote:
>
> <SNIP>
>
> If you're in the UK then I'll glady adopt it :)
>

I second that from California! I do have an 800xl but I'm coding a game
and an 800 would be another machine for me to test the 8-bit assembly
code.

3242. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032519282601.OAA23444@ladder01.news.aol.com>
Source record: 64252

>Other flakey info from the Wall Street Journal article:

>WSJ: games bought by Hasbro include Pole Position and Defender.

>me: Pole Position was developed by Namco; Defender by Williams. But Atari
>may still own exclusive rights to produce home versions.

WSJ are probably right here, certainly in the case of Defender. I still remember full page adverts being placed by Atari in Personal Computer World around '83 that promised dire consequences if anyone produced as much as a clone of any of their software. They had an ad for each of the main games they were concerned about ... Defender was one of them.

>WSJ: Atari had sold the rights to their classic games to JTS

>me: Atari and JTS merged!

Uhu. So goes the official story.

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@aol.com

3243. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Al Andalus <erasmus@left.cartridge.slot>
Message-ID: <Pine.GSO.3.96.980325142226.22072A-100000@iglou1>
Source record: 64253

On 25 Mar 1998, christopher f. chiesa (cfchiesa att servtech
dott com) wrote:
-> What IS a "Thrift shop," precisely? Am I even on the RIGHT
-> TRACK, thinking "Thrift shop" means "Salvation Army/VOA?"

I wasn't the original poster but I'll chip in with an answer:
Yes, I think you've got it right. The description you gave
sounded just like all the Goodwill stores I've ever seen!

-> What are the NAMES of the "Thrift shops" YOU are speaking of?

A quick check of the phone book here in Censornati, for example,
shows that VOA has an office in a "poor" neighborhood but it's not
listed as a thrift store. The Salvation Army has three thrift
stores but the biggest and most well-known operation is that of
Goodwill, who have ten thrift stores in this area. Goodwill Indus-
tries employs handicapped people who repair and refurbish donated
items, and I believe they're located all over the country. There
may also be other charitable organizations operating second-hand
type stores, but these are the most famous.

-> [Why] is it that these stores in OTHER parts of the country seem
-> to have a continuous flow of classic computer-and-electronic
-> equipment, while the stores HERE are lucky to have maybe a single
-> Colecovision game cartridge once in a blue moon?

For one thing, bigger cities will likely have more thrift stores
than smaller cities. And stuff like old 8-bit systems will also be
more plentiful at the thrift stores, hamfests, and flea market sec-
tions of computer shows in bigger cities. The Goodwill stores in
Censornati have always had large sections of small home appliances,
including old computer junk. (Pardon me: Make that "junque.")

Over the years, especially in the '90s, we've had plenty of
stories about great finds at these stores. About four years ago
one guy crowed on a local Atari BBS about finding an 8-bit system
of carload size for $15 at one of the Goodwill stores. But prices
are variable; sometimes their asking price for old computer stuff
is higher than the current market level and the stuff sits on
their shelves for a long time.

Perhaps the most important reason old computer stuff would be
absent from such stores is POLICY. I saw a wire service article a
couple of years ago reporting that thrift stores around the country
were generally refusing to accept old computers and were simply
pitching any they got into the dumpster because they're inundated

with this stuff, nobody wants to buy it, and so they consider it
worthless.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

3244. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m27m5i4gjg.fsf@caligula.srv.net>
Source record: 64254
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Patrick Mulvey <pmulvey@erols.com> writes:

> Geoff Oltmans wrote:

> > BTW, in the current Jameco catalog, they list the 65C02 as a CMOS
> >version...but I seem to recall that the Atari Lynx used a 65C02 and
> >it used additional special instructions (in place of the
> >undocumented 6502 instructions). May be two completely different
> >chips.

Yes, the 65C02 is an upgraded 6502 with additional and fairly useful instructions. A subset of these instructions are upwardly compatible with the 65816. There was a version called the 65SC02 that only supported that subset. It was also used in later Apple IIe's and all (iirc) IIc's. Some later Apple II software depends on it.

It is not to be confused with the 6502C used in later Atari 800s and all XLs and XEs, which is a 2 Mhz 6502 with some timing logic built in.

> Undocumented 6502 instructions?Every manufacturer documents the
> instruction set of the microprocessor(s) that they sell. Otherwise
> they would be very difficult to use, and nearly impossible to sell.

Blah, blah, blah. The truth is, illegal (undefined) op codes on most-if-not-all versions of the 6502 do (mostly weird) things, and some of them were used by too-clever programmers to shave cycles for games and demos. They are (iirc) different on different versions of the 6502, and iirc there are some differences within the product cycles of individual versions like the 6510, so using them is really not the best idea if you want other people to use your code. Nonetheless, a number of games and demos rely on them, and good C64 and Atari emulators support them.

Naturally, upgrading your system with a 65C02 will break code that uses these "undocumented" instructions. Also, I think any undefined op codes left on the 65C02 are equivalent to BRK.

It was kind of amusing to sit down with a debugger and try to figure out what the undefined op codes do, though.

Brent

3245. Re: 8bit atari board for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m267l24gdq.fsf@caligula.srv.net>
Source record: 64255

velcro_spy@webtv.net writes:

> The 130 XE has A/V outputs?
>
> vs

Yes, on a 5-pin DIN connector. Luma/Chroma too. See the FAQ.

Brent

3246. Atari Set: Trakball & 13 Games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <35198644.E99A87F2@aol.com>
Source record: 64256
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video,rec.games.video.advocacy,rec.games.video.arcade,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

If anyone is looking to add an Atari trakball and 13 games to their
retro setup or fill in some holes in their collection, follow this link
and pick up this great starter set to add to your Atari 2600 system,
starting at only $1.00 !!!!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=9279084

3247. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2503981627270001@nntp.ix.netcom.com>
Source record: 64257

In article <EqDD6x.Lq1@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk
("Iain Laskey") wrote:

>In article <mile23-ya02408000R2403981957580001@nntp.ix.netcom.com>,
>mile23@usa.net (Mile23) wrote:
[...]
>> post just this sort of multi-part MIME message.
>>
>> So, beyond the arguement over what sort of formatting markup you should
>> post with, even more important is to PROPERLY CONFIGURE YOUR NEWSREADER.
>
>Your missing the point - Newsnet doesn't not use anything other than plain
>unadulterated ascii.

Actually, I get the point very clearly. Some people feel that HTML is just
fine for posting to usenet, because it allows them some other ways to
express themselves (whatever that means), and other people feel that HTML
should *not* be on usenet because it is difficult for some users to read,
given that they don't have HTML-capable newsreaders.

How am I doing so far?

>There are standards at work here that you should
>adhere to. Just because you have a newsreader that can handle html or
>mime, it doesn't mean you have to use it.

Ok, so what you're saying here is: Even if *you personally* had a
newsreader that could handle both MIME and HTML, you probably wouldn't use
it because you don't like HTML?

>The Internet got to be what it is over the last 20 odd years by sticking
>to standards. If everyone starts fragmenting with a mix of incompatible
>message types then the usefulness of what they say will be lost to many
>people. People access the Internet/Usenet with Unix, PCs, Macs,
>mainframes, Ataris, Amigas, Apple IIs etc. and you should never lose sight
>of that. Not every platform has access to every new technology that comes
>along and in the case of Usenet, why should they?

'Every new technology?' Like MIME encoding!?

MIME exists *because* there are a zillion different platforms being used to
do internet stuff. MIME is *exactly the solution* to the problem being
discussed here! THAT'S WHY IT WAS DEVELOPED!

A decent newsreader (a subset to which the Netscape one apparently doesn't
belong) knows about MIME. AND.. web-based newsreaders should be polite
enough to include both a text/plain and text/html version of the item

posted. AND.. if it does that, then you can still read the message even if your newsreader doesn't 'do' MIME, because there will be a text/plain version.

And likewise, you should remember that some people access the net thru WebTV and other sources that might very well only know how to talk HTML. You should never lose sight of that fact. :-)

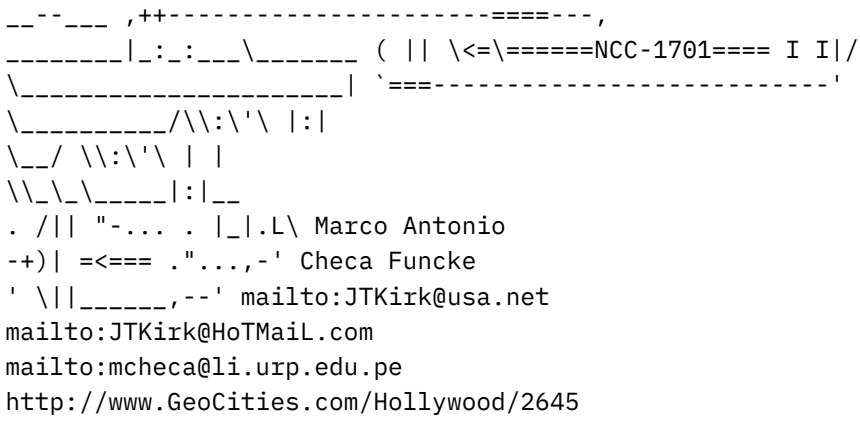
--
Trying to email me without removing 'NOSPAM' from the address will result in Bad Nasty Awful Things.

3248. Re: Cloak & Dagger? Ever released?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <3519A295.5B4F34ED@li.urp.edu.pe>
Source record: 64258

Hmmm... on April they're showing the movie on cable, I'll take a look at
it...

--



mailto:JTKirk@HoTMaiL.com
mailto:mcheca@li.urp.edu.pe
http://www.GeoCities.com/Hollywood/2645

3249. Re: $175 new 1050 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R2503981636030001@nntp.ix.netcom.com>
Source record: 64259

In article <6fb51e$m63@cyber1.servtech.com>, cfchiesa@cyber1.servtech.com
(christopher f. chiesa) wrote:

>In article <1998032407390701.CAA17534@ladder01.news.aol.com>,
>GUY1015 <guy1015@aol.com> wrote:
>>Check the Thrift shops, I just picked up 5 1050 drives for $5.00 each, all
>>work too. While there not new, all I had to do was clean them off and clean
>>the heads.
>
>
>Jeez. You guys (and there seem to be dozens, if not hundreds of you, if
>I count other forums than just this list) who go out and find "mass
>quantities" of stuff such as 1050-drives-for-$5.00-each, at "Thrift
>shops," are really starting to MAKE ME SICK with JEALOUSY!
>
>What the HELL _IS_ a "Thrift shop" in the sense you speak of? The only
>thing I've seen in the Rochester, NY, area that even BEGINS to fit the
>description, are the Salvation Army and Volunteers of America stores --
>whose stock consists about 99.9% of smelly old clothes, dusty/chipped old
>dishware, and pieces of old plastic toys. Throw in a few moldy paperback
>books and a cardboard box full of almost-moldy vinyl LPs (anybody here old
>enough to own "records"?), and you've pretty much got every "Thrift shop"-
>like store within three hundred miles, AFAIK. They've NEVER had a SINGLE
>piece of computer, videogame, or other electronic hardware, in all the
>years I've been snooping in vain for such. Okay, maybe an occasional
>Colecovision game cart, but -- jeez.
>
>So. What are the NAMES of the "Thrift shops" YOU are speaking of? What
>IS a "Thrift shop," precisely? Am I even on the RIGHT TRACK, thinking
>"Thrift shop" means "Salvation Army/VOA?" If so, why is it that these
>stores in OTHER parts of the country seem to have a continuous flow of
>classic computer-and-electronic equipment, while the stores HERE are lucky
>to have maybe a single Colecovision game cartridge once in a blue moon?
>
>Inquiring/desperate minds want to know!
>
>Chris Chiesa
> cfchiesa@servtech.com

Shopping at thrift stores (or 'thrifting') is great fun and hours of amusement.

I found a 1050 drive at Value Village yesterday for $2... Haven't tested it
out yet.

You have a good understanding of what a thrift store is. Old clothes, moldy books and scratched-up records, and all kinds of assorted cultural detritus. Finding what you are looking for at a thrift store is something akin to finding the holy grail; it usually doesn't happen. But its important to remember that the merchandise at these places is in a constant state of flux... You have to keep going back again and again and in the mean time pray real hard that something good will be there.

Look in the yellow pages under thrift stores. Devote a Saturday afternoon to going all over town to every store.. Urban areas are better for thrifting than rural ones.

Pawn shops sometimes have old computer stuff, but the prices are usually ridiculously high, since know one knows what its worth. I've never tried to haggle at a pawn shop...

have fun!

--
Trying to email me without removing 'NOSPAM' from the address will result in Bad Nasty Awful Things.

3250. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6fcc0l$n7l@bgtnsc03.worldnet.att.net>
Source record: 64260

I REALLY hate to add to this discussion, but fully half the posts here whineing about a html post?? surley you must have SOMETHING better to do!! How long has html been around?? How long has MIME been around?? C'Mon guys.. just get with the program...

after all, it's ONLY been about 18 YEARS since the old atari's were produced... should we not have cassette tapes available?? should we still be using 8-tracks?? Yeah they DO have thier place, but agan, this is the information superhighway, not some old podunk dirt road.. and I DON'T make a ton of cash, and Yeah I do have bills.. but a even halfway decent pc used for internet access is VERY cheap nowadays...

Please don't even try to argue with me.. I'm out of the discussion now.... and if I find something that I feel needs to be posted in html, I will.. otherwise, I'll use text.. whichever I feel like at the time..

Now back to the old atari.. I heard someone tell me that the keys worked right on rescue at fractalus on xl-it... has anyone else had this luck??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov (chairman),
jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov (commissioner)
The FTC wants to learn about pyramid schemes: pyramid@ftc.gov, consumerline@ftc.gov
And, the IRS would learn how much you REALLY made SPAMming: net-abuse@nocs.insp.irs.gov

3251. SpannerWerks&#65533; &#65533;Jeez, I still have that?!?&#65533; Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-25 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@pixelation.com>
Message-ID: <3519D3CF.42495779@pixelation.com>
Source record: 64261
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

SpannerWerksï¿½ ï¿½Jeez, I still have that?!?ï¿½ Auction

Just a little auction to clear out the Atari ST & 8 bit debris in my
room.

AUCTION RULES:

1. Standard rules apply. Please mark all bids with the subject line
"Auction" so I can quickly separate them from other emailsï¿½messages so
marked will get first priority!

2. Items will start a Going, Goingx2, Gone phase Friday, April 12th.
At this time, items' status will change after every two-day period
without
a raised bid. If an item fails to attract the assigned minimum bid by
Sunday April 5th, it will be pulled from the auction.

3. Minimum raises in bids are in $1 increments.

4. Updates will be posted every other day to both the newsgroup and the

participants. Please let me know if you wish to be taken off the
mailing list for the auction. I will only confirm bids by email for the
highest
bidder on each item.

5. Only the highest bid will be listed. On tie bids, the first one
received will be registered as the high bid for that item.

6. No lot bids except for the items already listed as lots.

7. Payment must be made by money order or personal check. If you're
bidding on more than one item you may pay for all your items at once.
However, if after two weeks following confirmation of final total I have

not yet received your payment, the items are forfeit and the next
highest bidder will be contacted.

8. Shipping will be by USPS or UPS, whichever is cheaper for you if you
have no preference. Prices do not include shipping. Prices are un US
dollars. International bids OK.

9. Detail on condition of item available upon request. Let me know if
you have any further questionsï¿½thanks!

The items:

ITEM Min Bid Curr Bid/Bidder

520STm (1 Mb) $10
w/ PS, Mouse &
Astra EasieST
Solderless RAM
Expander (up to 4mb,
512k installed)

SM124 monitor $10
(curving lower
left corner)

SF 354 FDD $5
w/ Cable &PS

SF 354 FDD $5
w/ Cable &PS

IB Drive 5.25ï¿½ FDD $10
w/ integral cable, Manual &PS

Megafile 30 w/ DMA $20
Cable
+ 2 Spare MFM HDDs

Spectre GCR w/ 128k $30 Gamberin/$35
ROMs, v3.0 software,
MAC software, manuals

StereoTek glasses $30
w/ cartridge, manuals,
packaging

CX22 Trackball $2

CX22 Trackball $2

Samsung 2400 bps $3
modem w/ PS

Atari Mega $5 Gamberin/$35
Field Service Manual

Atari 520ST $5
Field Service Manual

Atari 1040ST $5
Field Service Manual

Atari STe $5
Developer Addendum

Atari CDAR504 $5
Developer Reference Manual

WICO Joystick $1 Gamberin/$35
Command Control

Prostick Joystick $1

800XL w/ PS, $5
manuals, packaging,
RF Converter, all in the
original box & plastic wrap
(POWERS UP, BUT NO PICTURE)

Xetec GraphixAT $5
SIO to Parallel converter

Sound & Graphics $1
(Book for 400/800)

Leader Board $1
(Golf Game w/ Box, disk,
manual, dongle)

DOS3 Reference $1
Manual

DOS II Reference $1
Manual

Synfile $1
(Database for 400/800,
w/ manual, disk, binder)

Atari BASIC $1

Master Memory Map $1
(400/800)

Atari 1020 Color $2
Printer/Plotter w/ paper,
PS, manual, 4 dried up pens

Centipede Cartridge $1
CXL4020

Fun With Art Cartridge $1
Epyx

3252. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Marko.Makela@hut.fi
Message-ID: <87g1k6idr0.fsf@sranje.tky.hut.fi>
Source record: 64262
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>>>>> "Brent" == Brent Buescher <buesch@srv.net> writes:

Brent> Naturally, upgrading your system with a 65C02 will break code
Brent> that uses these "undocumented" instructions. Also, I think any
Brent> undefined op codes left on the 65C02 are equivalent to BRK.

It will also break code that relies on other undocumented features,
such that read-modify-write instructions write two times (first the
unmodified value, then the modified one), or that the processor cannot
be stopped with RDY=low during write cycles. The Rockwell R65C02 data
sheet thinks that undefined op codes are equivalent to NOP.
--
Marko Mï¿½keliï¿½ <Marko.Makela@HUT.FI>, http://www.hut.fi/home/msmakela/
Helsinki University of Technology, dept. of Computer Science

3253. Hasbro Classic Conversions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032600224801.TAA14431@ladder03.news.aol.com>
Source record: 64263

My mind was drifting somewhat earlier on today to days gone by. Missile Command, Pac Man and all those other delights ... and then came the dark spectre of Hasbro.

Well, what I was actually thinking about was "what on earth are Hasbro going to do with all those classics?"

I haven't seen Frogger on the PSX but I hope they plan on Minterising (new word to add to the English dictionary) the new games they've got their hands on. What about Pac-Man 2000? Another three games in one package ... Pac Man, er, Mrs Pac-Man and Pac-Man 2000.

Pac-Man 2000 could be truly daft. How about powerups instead of power pills, or super power-ups instead of cherries and strawberries. The super power-ups could be collected by either Pac-Man or one of the Ghosts and they would be transformed into something out of a TV show or movie. How about Pac-Man or a Ghost turning into a Shadow Vessel from Babylon 5 ... complete with a rendition of the theme tune while the transformation is in place ... and with the ability to fire a particle weapon that'll take out walls in the maze, or zap the other sprites.

Just because an idea is old, it doesn't mean that it can't be hip and up-to-date.

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@aol.com

3254. New Atari Emulator - Need Info

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032600304100.TAA15887@ladder03.news.aol.com>
Source record: 64264

I'm looking at the possibility of writing my own Atari 8-bit emulator for Windows but was wondering if there are any docs I can download on emulator programming.

I can't see any serious problems apart from Pokey emulation which seems to be giving most other emulator developers problems.

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@compuserve.com

3255. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6fccm0$l9c@examiner.concentric.net>
Source record: 64265
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Brent Buescher <buesch@srv.net> writes:

>Blah, blah, blah. The truth is, illegal (undefined) op codes on
>most-if-not-all versions of the 6502 do (mostly weird) things, and
>some of them were used by too-clever programmers to shave cycles for

IIRC, the undocumented opcodes were NMOS artifacts, and generally act like combinations of instructions (so it looks like two logic paths are getting activated by them).

What would be cool is something like that really is a primitive form of multiprocessing if you think about it, but I guess only a good cycle count could say for sure.

--
Cameron Kaiser
cdkaiser at concentric dot net (it hasn't helped the spam yet though)
*** visit the Spectre Server at www.sserv.com
*** C64 software lives! www.computerworkshops.home.ml.org

3256. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <351a03d5.2787815@news.pressenter.com>
Source record: 64266

On Wed, 25 Mar 1998 16:27:27 -0800, mile23@usa.net (Mile23) wrote:

>In article <EqDD6x.Lq1@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk
>("Iain Laskey") wrote:
>
>>In article <mile23-ya02408000R2403981957580001@nntp.ix.netcom.com>,
>>mile23@usa.net (Mile23) wrote:
>[...]
>>> post just this sort of multi-part MIME message.
>>>
>>> So, beyond the arguement over what sort of formatting markup you should
>>> post with, even more important is to PROPERLY CONFIGURE YOUR NEWSREADER.
>>
>>Your missing the point - Newsnet doesn't not use anything other than plain
>>unadulterated ascii.
>
>Actually, I get the point very clearly. Some people feel that HTML is just
>fine for posting to usenet, because it allows them some other ways to
>express themselves (whatever that means), and other people feel that HTML
>should *not* be on usenet because it is difficult for some users to read,
>given that they don't have HTML-capable newsreaders.
>
>How am I doing so far?

Not accurately. You missed an additional reason why some feel HTML
should not be used on usenet or mail. That reason being because it is
against standard.

>>There are standards at work here that you should
>>adhere to. Just because you have a newsreader that can handle html or
>>mime, it doesn't mean you have to use it.
>
>Ok, so what you're saying here is: Even if *you personally* had a
>newsreader that could handle both MIME and HTML, you probably wouldn't use
>it because you don't like HTML?

Lack of accracy again. There is a distiction between not liking to
use HTML in news or mail and actually not liking HTML. You are
misrepresenting your 'opposition's' argument and then shooting it
down. This is called the staw man tactic.

>>The Internet got to be what it is over the last 20 odd years by sticking
>>to standards. If everyone starts fragmenting with a mix of incompatible
>>message types then the usefulness of what they say will be lost to many
>>people. People access the Internet/Usenet with Unix, PCs, Macs,
>>mainframes, Ataris, Amigas, Apple IIs etc. and you should never lose sight

>>of that. Not every platform has access to every new technology that comes
>>along and in the case of Usenet, why should they?
>
>'Every new technology?' Like MIME encoding!?

New as in not incorporated into the standards specification yet.

>MIME exists *because* there are a zillion different platforms being used to
>do internet stuff. MIME is *exactly the solution* to the problem being
>discussed here! THAT'S WHY IT WAS DEVELOPED!

News allows use of UUENCODING which was also developed for the same
purposes and is supported in the standard. MIME may also be included
but I am unsure of that at this time. Anyway, even so news mandates
that such UUENCODING (or MIME also if it is in fact in the standard)
be done in special BINARY type newsgroups. People with no ability, or
who wish to avoid handling messages with encoding know to stay away
from binaries groups.

>A decent newsreader (a subset to which the Netscape one apparently doesn't
>belong)

Decent in who's opinion? Yours? The standard dictates what is
allowed and what is not. You sir, do not dictate what is allowed
based upon what you believe to be 'decent.' I think HTML is cool, but
I don't want it cluttering up news until it is officially accepted.
Is that so DAMN HARD a concept for you to deal with?

> knows about MIME. AND.. web-based newsreaders should be polite
>enough to include both a text/plain and text/html version of the item

Hmm. 'Should be...' Again, in who's opinion? Yours no doubt. I may
even share that desire (or may not, it isn't relevant anyway) but the
standard is what's relevant. Not your personal preference, or the
preference of Nutscrape or Mickysoft.

>posted. AND.. if it does that, then you can still read the message even if
>your newsreader doesn't 'do' MIME, because there will be a text/plain
>version.

>And likewise, you should remember that some people access the net thru
>WebTV and other sources that might very well only know how to talk HTML.
>You should never lose sight of that fact. :-)

First of all, if WEB-TV isn't compliant with a defined and known
standard, then that's just tough shit for WEB-TV and it's users. In
any event, HTML capable software CAN deal with plain text.

You shouldn't loose sight of those facts.

*** Please make sure responses are also sent via email.

3257. Re: Hasbro Classic Conversions

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <351b0b29.4664446@news.pressenter.com>
Source record: 64267

On 26 Mar 1998 00:22:48 GMT, ansawdd@aol.com (Ansawdd) wrote:

>My mind was drifting somewhat earlier on today to days gone by. Missile
>Command, Pac Man and all those other delights ... and then came the dark
>spectre of Hasbro.
>
>Well, what I was actually thinking about was "what on earth are Hasbro going to
>do with all those classics?"
>
>I haven't seen Frogger on the PSX but I hope they plan on Minterising (new word
>to add to the English dictionary) the new games they've got their hands on.
>What about Pac-Man 2000? Another three games in one package ... Pac Man, er,
>Mrs Pac-Man and Pac-Man 2000.
>
>Pac-Man 2000 could be truly daft. How about powerups instead of power pills, or
>super power-ups instead of cherries and strawberries. The super power-ups could
>be collected by either Pac-Man or one of the Ghosts and they would be
>transformed into something out of a TV show or movie. How about Pac-Man or a
>Ghost turning into a Shadow Vessel from Babylon 5 ... complete with a rendition
>of the theme tune while the transformation is in place ... and with the ability
>to fire a particle weapon that'll take out walls in the maze, or zap the other
>sprites.
>
>Just because an idea is old, it doesn't mean that it can't be hip and
>up-to-date.
>
>David Wyn Davies
>Ansawdd Technology
>Wales
>Ansawdd@aol.com

Don't forget Microsoft's prodocts "Arcade" and "Return to Arcade."
Many of these games are in there.

I play then in Win95.

*** Please make sure responses are also sent via email.

3258. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5894$ed670e00$670f8ea7@login.netins.net>
Source record: 64268

Encouraging to see all the replies. Here is my two cents...

I also used Peek(764) to register whether or not a key was pressed. Remember though, that when you press most keys, the 764 location contains a value associated with that key, but also that the key is still in the buffer, i.e. if you read 764, you can still open #1,4,0,"k:" and get #1,a. This way, you can know whether a key was pressed during a routine without waiting for one, but if you catch a key, you can still get it with the normal value. An example:

```
10 Rem This is freeware, starting now :)
20 Print "Press a key before it is too late, or while I calculate
something..."
30 For a=1 to 10000
40 p=peek(764)
50 if p<255 then pop: goto 70:REM the pop kills off the "next a" (in line
60) from the stack so we don't have to use it
60 next a:goto 80
70 open #1,4,0,"k:":get #1,b:close #1:goto 90
80 print "Ooops, you are too late":goto 100
90 print "The key you pressed is ";chr$(b);"."
100 end
```

And of course, you are screwed if you press Shift or something (since it would then sit at the get statement in line 70 waiting for a *real* key to be pressed.) But in my heyday, I would have had the *umf* to make a few if/then statements to trap out any unwanted lackadaisy keys such as ctrl, shift, etc.
Carl
PS can anyone tell me if I blew syntax above? Thanks

Eric Cron <ericcron@wwa.com> wrote in article
<3516C4FF.644DA283@wwa.com>...
> Just starting to learn Atari BASIC.
> I would like to detect any keypress. Up to now, I have been using INPUT
> A$, and telling the user to press return when I want to give the user a
> chance to see some output before moving on. I don't mind doing it that
> way, but I can't figure out how to get rid of the question mark that
> gets tacked onto my message. I have tried to print a "(ESC CONTROL
> Delete Backspace)" but that doesn't seem to work either. So, is there a
> memory location that I can test to see whether or not a key is being
> pressed? I have Mapping, but before I search, I thought I would ask the
> group. If so, what values will that location contain if a key(any key)
> is being pressed?
> Thanks

> Eric

3259. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5895$4798a780$670f8ea7@login.netins.net>
Source record: 64269

Just asking, but what is the "policy" among Atarians about "copied" stuff?
I called the SPA to ask and they said "Nope - the copyright is good for 70
years." What does everyone else think?

JFulker985 <jfulker985@aol.com> wrote in article
<1998032501385701.UAA27392@ladder01.news.aol.com>...
> tons of software and many many magazines. Some of the software is
original,
> and some is "copied". If anyone has something in particular that you've
been

3260. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5899$29a59540$0e374382@vidar>
Source record: 64270

I think the companies that don't sell stuff anymore, should lose the copyright. I mean, I would love to buy Starfleet I, but I can't. So, I actually think they should give up the copyrights and put all not available for sale on PD. I buy mostly everything I come over, but of course paying $50 for a game 10-15 years old is insane. But, I will pay that for Starfleet I. Anybody got it ?

Carl & Delinda Tenney <delitene@netins.net> wrote in article <01bd5895$4798a780$670f8ea7@login.netins.net>...
> Just asking, but what is the "policy" among Atarians about "copied" stuff?
> I called the SPA to ask and they said "Nope - the copyright is good for 70
> years." What does everyone else think?
>
> JFulker985 <jfulker985@aol.com> wrote in article
> <1998032501385701.UAA27392@ladder01.news.aol.com>...
> > tons of software and many many magazines. Some of the software is
> original,
> > and some is "copied". If anyone has something in particular that you've
> been
>
>

3261. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EqF90L.7H8@cix.compulink.co.uk>
Source record: 64271

In article <mile23-ya02408000R2503981627270001@nntp.ix.netcom.com>,
mile23@usa.net (Mile23) wrote:

> Ok, so what you're saying here is: Even if *you personally* had a
> newsreader that could handle both MIME and HTML, you probably wouldn't u
> se it because you don't like HTML?
No, I'm saying I wouldn't use it because I *shouldn't* use it on Usenet.

> MIME exists *because* there are a zillion different platforms being used
> to do internet stuff. MIME is *exactly the solution* to the problem
> being discussed here! THAT'S WHY IT WAS DEVELOPED!
MIME is all well and good if your ISP supports it. It's a function of both
the reader software and the mail gateway you go through. Many have it but
not all and The Internet has always been based on a lowest common
denominator model.

> A decent newsreader (a subset to which the Netscape one apparently doesn
> 't belong) knows about MIME. AND.. web-based newsreaders should be
> polite enough to include both a text/plain and text/html version of the
> item posted. AND.. if it does that, then you can still read the message
> even if your newsreader doesn't 'do' MIME, because there will be a
> text/plain version.
All well and good but all that extra stuff takes time to download and
costs money. In the US you have free/almost free local calls. Not
elsewhere. In fact in the UK, it is illegal for British Telecom to offer
free local calls - it was a stipulation of privatising the industry an
number of years back. The result is that if I access a lot of Usenet
postings with HTML, I'm spending maybe 3 times as long on the phone at 3
times the cost. Fair? Hardly. And no, saying "sort your dumb country out"
isn't the answer either. Most of the rest of the world doesn't have the US
model for local calls. Wish we did though ;-)

> And likewise, you should remember that some people access the net thru
> WebTV and other sources that might very well only know how to talk HTML.
> You should never lose sight of that fact. :-)
Fair enough but then I'd argue that the WebTV software should post raw
ascii. It's the software's fault, not the user.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3262. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EqF90o.7Hu@cix.compulink.co.uk>
Source record: 64272

In article <6fcc0l$n7l@bgtnsc03.worldnet.att.net>, gareee@worldnet.att.net (GAREEE!) wrote:

> ton of cash, and Yeah I do have bills.. but a even halfway decent pc use
> d for internet access is VERY cheap nowadays...
In the US, maybe. It's very easy to think the rest of the world is an extension of your own experiences. It isn't. The Internet is global and should not be treated as US only. PCs are a lot cheaper in the UK than they were but they're still not cheap. Compaqs are about twice the price here and the average high street shop (where most non-IT literates will go to buy anything) will make you pay £1200 for a P166 or AMD K6 with 2Gb HD and 32Mb of RAM. Thats about $2000 for what you'd pay, what, $600? Other countries and emerging markets will pay even more for stuff. Office 97? That's about $550 equiv. in the UK. AOL access? $30 a month plus about $1.30 an hour phone charge.

> and if I find something that I feel needs to be posted in html, I will..
> otherwise, I'll use text.. whichever I feel like at the time..
Mature. Not. Ooh, stamp your feet Mr tantrum.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3263. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998032612195601.HAA08465@ladder03.news.aol.com>
Source record: 64273

Just a quick note...

I access this newsgroup through America Online and it does NOT support HTML or MIME messages. Just because you have the latest Pentium model and the newest Netscape/Explorer version does not mean that you will access this newsgroup and see the artistic endevours of its posters.

And ASCII is the standard and the RULE in newsgroups and I for one wish people would just post their messages without all the fancy artwork.

Just my two cents.

Al

3264. Re: In-store demo?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <351A497A.4B72FF3B@ix.netcom.com>
Source record: 64274

```
Ken Arromdee wrote:
>
> Does anyone have a ROM image (or a hacked disk version) of the in-store demo?
> All I can find is a version that was hacked to add crude sexual jokes.
> --
> Ken Arromdee |They said it was *daft* to build a space
> arromdee@inetnow.net |station in a swamp, but I showed them! It
> karromde@nyx.nyx.net |sank unto the swamp. So I built a second
> http://www.inetnow.net/~arromdee|space station. That sank into the swamp too.
> --------------------------------+My third space station sank into the swamp.
> So I built a fourth one. That fell into a time warp and _then_ sank into the
> swamp. But the fifth one... stayed up! --Monty Python/Babylon 5

Ken,
I have an original ATARI disk of the original in store demo. I'll see
if I can DCM it and e-mail it to you. It has an odd format to it so I
hope I can DCM it. Give me a few days (maybe Monday or Tuesday). I'll
let you know either way!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

3265. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998032612365001.HAA06480@ladder01.news.aol.com>
Source record: 64275

>I buy mostly everything I come over, but of course paying
>$50 for a game 10-15 years old is insane.

Not trying to start an argument, but when does age dictate price or value?

I see this same line of thinking used when someone puts a price on a "dead" video game system like the Jaguar: "Why should I pay $59 for Zero 5 when the Jaguar is a DEAD system?"

To me, price and value should be determined on whether YOU LIKE the product, not whether it was written 10 years ago or the system it was intended for is no longer supported by the manufacturer.

If the enjoyment is there and you LIKE the title, then its worth the money you spend for it, no matter when it was written or made.

I don't believe age has anything to do with it; I can name many programs that were written 10 to 15 years ago that are worth more in value (at least to me) than some of the stuff being written today.

(getting off soapbox)

Sorry... don't know what came over me.

Back to your regularly scheduled messges.

Al

3266. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd58b9$269169e0$98374382@vidar>
Source record: 64276

> I see this same line of thinking used when someone puts a price on a
"dead"
> video game system like the Jaguar: "Why should I pay $59 for Zero 5 when
the
> Jaguar is a DEAD system?"
But then again, Zero 5 is not such an old game, and it's still available. I
just mean I wouldn't pay $50 for Pole Position, even if I love the game. I
got 2 shrinkwrapped ones and 1 I use. I paid about $5 each or so. That's
fair and even if Atari charged $50 or whatever (I live in Norway, so I
don't know) 15 years ago, that game has been sold for many years for less.
That's what I meant by I'll pay $50 for Starfleet I, because I love the
game and I think it's worth it. I don't think Pac-Man is worth $50, if you
see what I mean. I love Pac-Man too and got it on my shelf for $2 or
something

> To me, price and value should be determined on whether YOU LIKE the
product,
> not whether it was written 10 years ago or the system it was intended for
is no
> longer supported by the manufacturer.
>
> If the enjoyment is there and you LIKE the title, then its worth the
money you
> spend for it, no matter when it was written or made.
>
> I don't believe age has anything to do with it; I can name many programs
that
> were written 10 to 15 years ago that are worth more in value (at least to
me)
> than some of the stuff being written today.
>
> (getting off soapbox)
>
> Sorry... don't know what came over me.
>
> Back to your regularly scheduled messges.
>
> Al
>
>

3267. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: tatata@noway.com
Message-ID: <351a5b1d.4266047@207.97.159.250>
Source record: 64277

On Wed, 25 Mar 1998 12:03:42 -0800, John Schnittker <jschnitt@gte.net>
wrote:

>whistler's brother wrote:
>But where would the OS ROM begin in the 8k/16k 400? Would it still start
>at $D000?, leaving a huge gap of unaddressed space?

Yes, still would. All the vectors to standard system routines are in
the $E000 area, so if it weren't so, all software would have to be
custom compiled with different equates for different memory sizes.

I don't think you need to worry about the 8k 400, it's a safe bet no
one is really using them. I think atari upped it to 16k soon after
production started anyway.

3268. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: tatata@noway.com
Message-ID: <351b5bf1.4478105@207.97.159.250>
Source record: 64278

On 26 Mar 1998 09:04:19 GMT, "Carl & Delinda Tenney"
<delitene@netins.net> wrote:

>Just asking, but what is the "policy" among Atarians about "copied" stuff?
>I called the SPA to ask and they said "Nope - the copyright is good for 70
>years." What does everyone else think?
>
As always, there will be people who don't pirate and are adamant
against it, people who don't pirate but live and let live, and people
who ONLY pirate. I doubt that the companies involved are still caring
about it, since the stuff has been spread far and wide, but it IS
still theft in intellectual property. However, I did it in the 80's
and still do it (for 8 bit atari) and no one has ever bothered me now
nor then.

Wasn't the SPA started by Broderbund?

3269. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6fe01c$oh3$1@nnrp1.dejanews.com>
Source record: 64279

In article <01bd5895$4798a780$670f8ea7@login.netins.net>,
"Carl & Delinda Tenney" <delitene@netins.net> wrote:
>
> Just asking, but what is the "policy" among Atarians about "copied" stuff?
> I called the SPA to ask and they said "Nope - the copyright is good for 70
> years." What does everyone else think?

How many of those companyes still exist??? Just Curious.

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3270. Re: In-store demo?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6fe0mupbk1@nnrp1.dejanews.com>
Source record: 64280

In article <351A497A.4B72FF3B@ix.netcom.com>,
rsely@dhs.state.nj.us wrote:
>
> Ken Arromdee wrote:
> >
> > Does anyone have a ROM image (or a hacked disk version) of the in-store
demo?
> > All I can find is a version that was hacked to add crude sexual jokes.
> > --
> > Ken Arromdee |They said it was *daft* to build a space
> > arromdee@inetnow.net |station in a swamp, but I showed them!
It
> > karromde@nyx.nyx.net |sank unto the swamp. So I built a second
> > http://www.inetnow.net/~arromdee|space station. That sank into the swamp
too.
> > ---------------------------------+My third space station sank into the
swamp.
> > So I built a fourth one. That fell into a time warp and _then_ sank into
the
> > swamp. But the fifth one... stayed up! --Monty Python/Babylon 5
>
> Ken,
> I have an original ATARI disk of the original in store demo. I'll see
> if I can DCM it and e-mail it to you. It has an odd format to it so I
> hope I can DCM it. Give me a few days (maybe Monday or Tuesday). I'll
> let you know either way!
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>

There are a page of Games and Demos, by Sven Gleich, he has made a fantastic
recovering of dozens of demos made for the Atari, i think the demo you are
asking for is in one of those disks, you can find it's URL in the Atari 8-bit
Resort, At this time i've download about 7 Megaimages of just Demos... And a
modified version of the Asskiker, the best demo i've seen in the 8-bit Atari.

Greetings from Mexico

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3271. Wanted: alibaba, return to/of heracles, galactic adventures

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: joelsir@hotmail.com
Message-ID: <6fdu2cmrg1@nnrp1.dejanews.com>
Source record: 64281

Wanted: alibaba, return to/of heracles, galactic adventures

im looking for these 3 atari rpg type games.

can some one help me out here?

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3272. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_890921731@rtfm.mit.edu>
Source record: 64282
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3273. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6fdvh0$7ui$1@gte1.gte.net>
Source record: 64283

> Yes, still would. All the vectors to standard system routines are in
> the $E000 area, so if it weren't so, all software would have to be
> custom compiled with different equates for different memory sizes.
>
> I don't think you need to worry about the 8k 400, it's a safe bet no
> one is really using them. I think atari upped it to 16k soon after
> production started anyway.

Great. Thanks Alot Whistlers Brother. That clears things up for me a
lot.

3274. Romox ECPC Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <6fdvpo$9ot@newsops.execpc.com>
Source record: 64334
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.ti

I am trying to compile a list of all the original (or licensed) games Romox offered for various systems via their Romox Programming Terminal. This unit would burn games into an ECPC (Edge Connector Programmable Cartridge).

I know they offered games for the 2600, Atari 8-bits and TI computer. They possibly also supported the C64 and/or Vic-20.

If you have an ECPC cart in your collection and I don't list it below, please e-mail me the title. If anyone has a catalog or related documentation, please contact me!

Atari 2600

Schnoz-Ola
Topper

Atari 8-bits

Castle's and Keys
Porky's
Topper

TI 99/4A

Schnoz-Ola
Topper

Romox produced several regular titles for the Atari 8-bit, all of which may have possibly been offered at the terminal. They are Ant Eater, Attack at EP-CYG-4, Flapper, Fortune Hunter, Princess and the Frog, Seas Chase, Spark Bugs, Starion, Typo, Whiz Kid.

Romox produced these titles for the TI 99/4A: Anteater, Hen Pecked, Princess and the Frog, Typo, Typo II.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3275. Re: New Atari Emulator - Need Info

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.890930657@math.tu-berlin.de>
Source record: 64335

ansawdd@aol.com (Ansawdd) writes:

>I'm looking at the possibility of writing my own Atari 8-bit emulator for
>Windows but was wondering if there are any docs I can download on emulator
>programming.

>I can't see any serious problems apart from Pokey emulation which seems to be
>giving most other emulator developers problems.

The Atari Emulator v.0.9.2 at my home page comes completely with C sources
and might be a good start for that project.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3276. TRACKBALL

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Phil Costantinou <pcostantinou@icthomasson.com>
Message-ID: <01bd58d7$97b3d540$059c41cf@pconstantinou.isdn.net>
Source record: 64336

I've got an Atari CX22 trackball for sale (with original box and
documentation). Reasonable.
If anyone is interested, please reply or call me at below phone number.

Phil Costantinou
(615) 383-6821

3277. Please Help identify ROMS in XE-GS.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998032616555101.LAA07058@ladder03.news.aol.com>
Source record: 64337

Can anyone tell me which ROMs in the XE-GS are BASIC and Missile Command. :)

I'd like to pull them and replace with my own eproms.

Also..
I would like to get hold of the Hardware/Repair manual for this system, anyone help?

cheers.
WazzdOrf ;-)

3278. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: aaron@lafleur.wfi-inc.com
Message-ID: <slrn6hlaci.2or.aaron@lafleur.wfi-inc.com>
Source record: 64338

On Thu, 26 Mar 1998 13:47:26 GMT, whistler's brother <tatata@noway.com> wrote:
>On 26 Mar 1998 09:04:19 GMT, "Carl & Delinda Tenney"
><delitene@netins.net> wrote:
>
>>Just asking, but what is the "policy" among Atarians about "copied" stuff?
>>I called the SPA to ask and they said "Nope - the copyright is good for 70
>>years." What does everyone else think?

Why do these laws *really* exist? Well, when you have a Federated shelf full of $50 Print Shop's and you duplicate it for free for everyone you know, nobody is buying it and Broderbund is losing customers and money. What money is Broderbund or Epyx or Electronic Arts losing today if we copy their software? Nada! Because these games are not retailed anymore! With the possible exception of Timewise, that occasionally shows up in these 99cent stores for a buck, these products are no longer in competition with the software pirates. Do you think someone is going to file a lawsuit and spend the $$$ to defend a 15 year old product that is worth virtually nothing to them?

The thing we have to be considerate of is the new software coming out, like the emulators, BobTerm, etc. These guys are working on this stuff to try to improve everyone's 8-bit experience and deserve enough respect for that to not copy their stuff.

Caldera did the right thing with CP/M. It's freely available to the public, with a non-commercial license agreement. All this great old software is now available, again, after almost 20 years! Bravo. I case anyone from the original Atari software powerhouses, TAKE A HINT!

My $1.50 worth.

3279. WTT: HUGE Atari XE Game setup for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <351A91D5.5A34@ticon.net>
Source record: 64339
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

a Neo-Geo cart system + some games.

The XE game system is like new in the box and includes
the deck, keyboard and joystick - sorry, no lightgun
or instruction book. Also included is an XF551 disk
drive whic happens to have its book :-)

I have over 100 different game carts for the Atari
800/XE computers plus over 60 different *original*
game disks. Most of the carts and disks include their
original boxes and manuals, some are still shrinked!
Everything is in real nice cosmetic condition and works!

I am looking for a Neo-Geo cart system w/ 2 joysticks,
memory card and some games. Here are some of the games
I would be most interested in:

Baseball Stars II
Burning Fight
Ghost Pilots
King of Monsters II
Last Resort
League Bowling
Magician Lord
Metal Slug
Riding Hero
Sengoku
Sprintmaster
Stakes Hero
Thrash Rally
Top Players Golf

**Please note: These are the games I would like to get
someday. Not what I expect for my 8-bit stuff ;-)

I ask that if you want to do a trade with me, that
your stuff be in the same condition as my stuff.
For those who don't know me, that means - most of
my stuff is in mint shape and is usually complete.

For the particulars of what I am offering, please see
my web page: http://www.ticon.net/~save2600
I have listed alphabetically all of the carts that
I am trading. Just point your mouse to: My Atari 8-Bit
Collection...

Thanks for reading!

-Frank

3280. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <351A9242.B540C6DE@aol.com>
Source record: 64340

Gary,

This is an enthusiasts group, you question as to why is stupid.
Why do people collect stamps, why dig up dinosuar bones, why rebuild a
50's car, why have an Apollo 11 exhibit in the Smithsonian. Its all
about wanting to delve into and enjoy something that people like.
This message group is not titled "Bleeding Edge Technology" therefor
this group is not looking for that.

This is about enjoy, working with and improving upon machines that
were way ahead of their time when they came out and about hacking them
and pushing way past the envelope. If your having a difficult time
understanding that then I'm sorry you live in a 2 dimension realm of
though.

By the way, since you want everyone to abandon their appreciation for
older technology then you'd better run over to the CP/M and S-100 bus
groups from the mid-70's and straighten them out too!!! Sheeeezzzz

Curt
www.atari.nu

3281. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Austin Franklin <dar4kroom@ix.netcom.com>
Message-ID: <01bd58df$846eff20$5f625ecf@drt1>
Source record: 64341

John Schnittker <jschnitt@gte.net> wrote in article
<6fbj5j$j1t$1@gte2.gte.net>...
> Austin Franklin wrote:
> >
> > John Schnittker <jschnitt@gte.net> wrote in article
> > <6f72jijls1@gte2.gte.net>...
> > > Dear Atarians,
> > > How did the old 400's have their ram laid out? I am programming and i
> > > need to understand whether these 8-bit's ROM gets shadowed in the
ram;
> > > or if it comes BEFORE, or AFTER the system's Ram.
> >
> > In the original 400 (no weird bank swapping memory board that is) had
> > either 16k, 32k, or 48k starting at 0x0000. The BIOS was 10k decoded
as
> > the top 10k.
>
> Thanks, Austin, I Have read that the first 400's had -only 8k- of ram.
> Should i concern myself with these models or are they exceedingly rare?

Also, be aware the cartridge (8k or 16k) would preclude the RAM.

I don't know your application, so I can't tell if the 8k systems might give
you problems or not...

Here is the 'official' memory map from their original docs:

0000-1FFF = RAM (minimum required for operation)
2000-7FFF = RAM expansion area
8000-9FFF = Cartridge B, Cartridge A (half of 16k size) or RAM
A000-BFFF = Cartridge A or RAM
C000-CFFF = Unused
D000-D7FF = Hardware I/O decodes
D800-DFFF = Floating Point Package (OS)
E000-FFFF = Resident Operating System ROM

Obviously, the 400 only has one cartridge, and could occupy 8000-BFFF (16k)
or A000-BFFF (8k).

If you need any more specifics, I will look them up for you.

Austin

3282. Re: Please Help identify ROMS in XE-GS.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6fe70d$ir2@freenet-news.carleton.ca>
Source record: 64342

WazzdOrf (wazzdorf@aol.com) writes:
> Can anyone tell me which ROMs in the XE-GS are BASIC and Missile Command. :)
>
> I'd like to pull them and replace with my own eproms.

The XEGS contains a single 256k ROM that is 128k of OS, 8k of missile command,
and 8k of BASIC. There are extra select lines on the 20 pin MMU to switch back
and forth between them.

The device has the same pinout as a 27256 eprom, so it should be easy to
read and replace.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3283. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998032619520001.OAA27828@ladder03.news.aol.com>
Source record: 64343

>>But then again, Zero 5 is not such an old game, and it's still available. I just mean I wouldn't pay $50 for Pole Position, even if I love the game. I got 2 shrinkwrapped ones and 1 I use. I paid about $5 each or so. That's fair and even if Atari charged $50
or whatever (I live in Norway, so I don't know) 15 years ago, that game has been sold for many years for less.

>>That's what I meant by I'll pay $50 for Starfleet I, because I love the game and I think it's worth it. I don't think Pac-Man is worth $50, if you see what I mean. I love Pac-Man too and got it on my shelf for $2 or something

I see your point; honest I do. And I agree with you.

I was just taking issue with the fact that a lot of people are in the mindset that just because something is old its not worth anything (or much). If I had just purchased an 8bit system and came across a copy of Printship at a retail store (there are a few that still support Atari...grin) for $20 I'd buy it. It would be worth it to me. Just because its an old program doesn't it should be in the 99cent bin or given away.

As for Zero 5, you are right in that itsa pretty new release. But you wouldn't believe the amount of people who won't buy it at the $59.00 asking price. They will use the argument that "Hey, its for a dead system and no way should a program for a dead system cost more than a game for the Playstation or Nintendo". Sorry, just because its for a "dead" system, doesn't mean that there aren't costs involved in producing it and distributing it just like there are for Playstation and Nintendo games. The authors of Zero 5 worked on their program just as hard as those that wrote Diddy Kong Racing and deserve just as much compensation.

Sorry, I wasn't coming down on you and if it appeared that way I apologize. We really agree on the subject I believe. After all, you'd pay $50 for a 20 year old game.

Al

3284. Re: SIO2PC built into Atari case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <351aac57.81749684@news.ioa.com>
Source record: 64344

On 21 Mar 1998 09:48:06 -0800, rdell@shell5.ba.best.com (Richard Dell)
wrote:

>In article <3511837d.5485083@news.nowhere.net>,
>tikk <tikk@alt.anonymous.messages> wrote:
>>mile23@usa.net (Mile23) wrote:
>>
>>>In article <350E3862.D2E33087@teleport.com>, dwmoar <dwmoar@teleport.com> wrote:
>>>
>>>>
>>>> Could you please explain to me just how you think that putting a
>>>>SIO2PC inside the 8-bit could have an impact on the SIO port. Personally I do
>>>>not see an occasion where this type of hardware hack could create such a
>>>>conflict. That is less of course you really have blotched up the job at putting
>>>>it in your machine to start with.
>>>>
>>>
>>>I think what's being asked is: If someone puts an SIO2PC device in their
>>>atari, will they safely be able to plug other things into the SIO port *in
>>>addition* to using the SIO2PC port?
>>>
>>>Isn't there some kind of daisy-chaining protocol that needs to happen?
>>
>>Didn't it say in the doc's that the SIO2PC has to be the last item in
>>the chain, not the first? Will have to read the doc's again...
>>
>
>There are a number of SIO devices which have to be the "last one" in the
>chain because, like the SIO2PC cable, there is no male connector
>available for extending the chain. As I recall, the 410 recorder, the
>300 baud modem, from peripherals I have had.
>
>Electrically, if you use one of the deisgns which preserves the
>tri-state or open collector orientation of the SIO bus there is no
>reason why an internal SIO2PC adapter would dis-allow daisy chaining.
>Be aware, some of the barest bones SIO2PC cables do not have these kind
>of high impedence outputs.
>
>--
>Richard Dell
>
>
Thanks, Richard, that's the kind of info I was looking for. I was
uncertain because I didn't know if there was any problem with

directing the SIO output to 2 simultaneous devices. You know, the same kind of problem with hooking up 2 stereo speakers to one speaker jack. It's a impedence problem that has nothing to do with being a bad hack. I wasn't trying to say that it would keep you from being able to daisy-chain; I was just trying to express my concern that my solution might burn out an Atari if you were using real drives at the same time as SIO2PC. My apologies for not being too clear on that.

As long as there is no ELECTRICAL problem with hard-wiring an SIO2PC cable to the inside of the SIO port, I don't see any reason that it shouldn't work. There, is that better?

Steven

3285. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <351ab0a7.82853911@news.ioa.com>
Source record: 64345

On Fri, 20 Mar 1998 17:18:11 -0500, nate downes <ndownes@tiac.net>
wrote:

>Hey, could someone come up with a good use for the 8 bit Atari
>technology? I'm curious how smart everyone is out there, so take this
>as a challenge and come up with the best solution you can do.
>
>Nate

I used mine in college as an alarm system. I ran some wiring up to
the door in my dorm room that was connected to the joystick port, and
when someone opened the door, it broke the connection (which changed
the stick(0) value), which triggered a sample of my very loud roommate
screaming (using the Parrot software). I had this whole BASIC program
setup that would check how many times the door opened during the day,
and at random intervals it would sound off the scream. It used to
scare the crap out of everybody!

Yeah, I know it's not a "good" use for my Atari, but hey, it was
college!

Steven

3286. Paddle Repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <351ac285.87429109@news.ioa.com>
Source record: 64346

I've got two paddles with bad pots in them. Does anybody know how (or have some plans) to replace the pots? What kind do I need?

Anybody got any ideas?

Thanks,
Steven

3287. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <351ab4d0.83918830@news.ioa.com>
Source record: 64347

On 26 Mar 1998 12:36:50 GMT, comdungeon@aol.com (ComDungeon) wrote:

>To me, price and value should be determined on whether YOU LIKE the product,
>not whether it was written 10 years ago or the system it was intended for is no
>longer supported by the manufacturer.
>

In the US, price and value are determined by how many people are still buying a product, in any market, not just computers. It's simple economics: when the demand is high, so is the price. When the demand falls off, vendors drop the price to entice more buyers. When the demand disappears, so does the product. The problem is, software isn't like other products. Since it can be copied (usually very easily), it doesn't really have a lifespan. The medium may fail, but as long as there is a backup, a copy can be made on a new medium. So a 10 year old program isn't like a 10 year old vacuum cleaner. No one thinks twice about junking an old vacuum cleaner to buy a new one, but we'll hang on to software for as long as we can, using any means necessary. Its market value has diminished, but its personal value has not. Personal value does not determine market price, but it can and will determine collectors' price.

Hardware is different. Parts fail, new technologies emerge, faster systems take over. The computer itself is like the vacuum cleaner. We'll update our machines as long as we can, and then when we can go no farther, we'll get rid of them in favor of new hardware. Some will sell, trash, or give away the old systems. Others, like myself, will hang on to it, maybe put it in a back closet. When the nostalgia for the old system occurs, we drag the box out of the closet, hook it up, and then we might want to see what other software is out there. Since it's no longer supported by the original companies, what's left to do?

People who continue to sell software that is no longer officially supported by the original companies do so because there is a collectors' demand for it, not because of its market value. Go to a flea market and look at how many people sell bootleg music tapes. Make a note of some of the titles, then go to your local music store and try to get an "official" copy of the same tape. In some cases, you might be able to, but I would bet that in most cases, the music store doesn't carry it anymore. Why not? Because it has no market value. That doesn't mean it's not copyrighted, so why can the flea market vendor get away with it?

Ok, ok, so you will say, "But the software vendor is selling original titles, not copies!" This may be true, but the software vendor bought the titles from a company that no longer supports them. In any

market, when a company drops official support of a sold product, the vendor is stuck with a finite supply of product, which makes it a collectible. In order to continue to provide the product, the software vendor must either find other sources, who are also stuck with finite product, or the vendor must make illegal copies. Otherwise, when it's gone, it's gone. After 10 years of finite product, how much of it do you really believe is still "original"? And how much of the money being generated from the sale of "original" software do you believe is going into the pockets of the ones who wrote the software? If the original copyright holder is still making money off of the sale of the software today, then copying that software would be an infringement of its copyright. But if the copyright holder cannot make any more money by trying to sell the product, what lawyer do you believe will even want to look at a copyright infringement case, let alone try to argue for it?

Atari 8-bits may have died because of the rampant copying that went on in the '80s. But here in the late '90s people are copying software to keep the systems alive. They are collectibles, and if people want to spend money for them, then there will always be someone willing to sell it to them to make a buck. It doesn't make it legal, but if the original copyright holders don't speak out it's going to continue to happen. And if they don't speak out, then maybe the US public needs to speak out to get the copyright law changed to exclude copyrights on products that are no longer on the market. After all, we, the people of the United States, should be able to decide what is law and what is not.

Whoops, somebody just kicked the soapbox out from under me...
Steven

3288. NEED SWITCH TYPE JOYSTICK(S)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Bob Gately <rgately@dnc.net>
Message-ID: <01bd58fc$84240d40$0cd13ace@techmedia---bob>
Source record: 64348

We are in need of switch-type joysticks.

Our company manufactures products that use this old Atari style joystick. The joysticks have switches inside of them that represent up, down, left, and right movement. The connector should be a DB9 (female). We have used Suncom Tac50 joysticks in the past and we could probably use just about any old Atari or Commodore 64 switch-type joystick.

If you have any information about where to locate these joysticks or have some in new condition that you are willing to sell, please contact me at rgately@dnc.net or 503-684-6006, ext 148.

Thanks

Bob Gately

3289. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <351ad503.92163240@news.ioa.com>
Source record: 64349

On 25 Mar 1998 19:28:26 GMT, ansawdd@aol.com (Ansawdd) wrote:

>>Other flakey info from the Wall Street Journal article:
>
>>WSJ: games bought by Hasbro include Pole Position and Defender.
>
>>me: Pole Position was developed by Namco; Defender by Williams. But Atari
>>may still own exclusive rights to produce home versions.
>
>WSJ are probably right here, certainly in the case of Defender. I still
>remember full page adverts being placed by Atari in Personal Computer World
>around '83 that promised dire consequences if anyone produced as much as a
>clone of any of their software. They had an ad for each of the main games they
>were concerned about ... Defender was one of them.
>

No, Michael is right. Whatever ad you saw must have been for their
LICENSED VERSION of Defender. Williams still owns Defender; in fact,
they released their own emulator a few years ago to play Defender,
Defender 2 (Stargate), Joust, Robotron, Sinistar and Bubbles, using
the original code from the ROM chips (similar to what MAME does).
They released it for the PC under the name "Williams Arcade Classics."

3290. SIO2PC & Atari Peripheral Emulator (A.P.E.) 1.16

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: NOSPAMronwizbot@juno.com
Message-ID: <351ad480.17505615@news.ou.edu>
Source record: 64350

The SIO2PC is just a level converter, BUT: with A.P.E. 1.16 it allows you to use your PC to mount virtual disks (*.ATR, *.PRO, etc) and load from the PC. This saves wear on the Atari Floppy drives.
You can save floppies to *.ATR files on the PC, or vice versa.

I discovered this past weekend that it allows a Print-through from my 130XE through my 386 PC to my Star NX-10 dot matrix printer. This feature was there all along, but now that I know it is there, I can put my ICD P:R:Connection on a shelf or sell it (anyone interested????).

I didn't realize the quality of Steve Tucker's software until I was able to give my kids printouts from the old Atari using the Print-through method. The real beauty of this method is the speed. It uses the maximum SIO bus speed (whatever that is) and spools faster then the P:R:Connection ever did. I guess it also buffers it all in the PC memory to speed up the spooling.

I wonder if Steve likes this free advertizing?

A.P.E. 1.16 and the SIO2PC (schematics or assembled units) can be found at

http://seka.nacs.net/~classics/

Ron

(remove the NOSPAM from my e-mail address if you want to make an offer for the ICD P:R:Connection via e-mail)

3291. TCF Atari Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Joe Kennedy <jsk@home.com>
Message-ID: <6femgnnie1@ha2.rdc1.nj.home.com>
Source record: 64351

Some one posted a notice about hosting an ATARI 8bit meeting at TCF.

Please let me know who you were. I have a few questions.

Email to jsk @home.com

Thanx,
Joe Kennedy

3292. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EqG8Ix.ABu@iglou.com>
Source record: 64352

On 1998-03-25 jschnitt@gte.net said:
>If it has, I havent seen it. Thanks for your map, Whistler's
>brother. But where would the OS ROM begin in the 8k/16k 400? Would
>it still start at $D000?, leaving a huge gap of unaddressed space?
That's right.
Net-Tamer V 1.08X - Test Drive

3293. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980326182238.14787D-100000@fissure.scar.utoronto.ca>
Source record: 64353

On 25 Mar 1998, Ansawdd wrote:

> >Other than that, the 400 and 800 Ataris are the only systems I've seen
> >where you can have four players playing one game. (the game has to support
> >four players). Perhaps someone else can reply about games that use four
> >players.
>
> Now that reminds me - there's no reason why games couldn't be written now to
> take advantage of four players on the XL/XE. I have a joystick splitter cable
> somewher that uses the POT lines on the Atari joystick port to allow two
> joysticks to be hooked up to each port. It's a _very_ simple thing to do.

Even if you can split the joystick cables to have 4 joysticks, how could you read them? location 54017, (I think that was JOystick 3 and 4??) can be changed on the XL/XE line to control bank switching for extended RAM. I guess you could write some custom code to access the two joysticks from one joystick port, but I don't see how you would do it. How would YOU do it?

Alan
University of Toronto
Computer Science, Management and Economics

3294. Re: WTB Blue Max Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980326181745.14787C-100000@fissure.scar.utoronto.ca>
Source record: 64354

On Tue, 24 Mar 1998 rojasdelap@yahoo.com wrote:

> In article <Pine.GSO.3.95.980323211353.9639E-100000@fissure.scar.utoronto.ca>,
> Alan Christie <94chrisv@scar.utoronto.ca> wrote:
> >
> > The Xf551 did die on some of the heavily protected disks. I had about 3
> > or 4 original disks that would die whenever you loaded them on the Xf551
> > (something to do with the RPMs. The copy-protection would record the RPM,
> > 288 RPM for a 1050, and 300RPM for the Xf.. since they dont match up,
> > some protection schemes would make original software useless on the Xf551.
> > I have NEVER heard of the Xf551 killing disks.. (I guess it's the XF's
> > way of saying it doesnt approve of that copy-protection method! heh!)
> >
> > So, you got me there.. the only thing I could think of is, test that game
> > on (a) a 1050 or (b) another XF551 and see what happens? My xf551 has
> > never been modified... it would die on some original disks, but it never
> > killed the disk! Has your XF been hacked?
> >
> Well, the Indus uses a Tandon mech, just like the one on the 1050, at least
> the drives i have has Tandon on them, and as i stated in another post, i have
> troubles formating disks in my xf and trying to read them in the 1050... In
> the other hand i have a couple of protected disks but never have trouble
> loading them in the xf, do you have the titles of the disks that didn't load
> on a xf????

I beleive an original full version of Ball Blazer wouldn't boot properly
on my Xf, as well as some other (not so popular commercial software) But
ANY SS/SD or SS/ED disk formatted on my XF551 could be read by the 1050 no
problem. Unless you are formatting double sided and/or double density,
the 1050 should be able to read it. I know the unmodified Xf551 could nto
format side 2 of most floppy disks, unless it had a 2nd timing hole.

Alan
University of Toronto
Computer Science, Management and Economics

3295. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980326183523.14787F-100000@fissure.scar.utoronto.ca>
Source record: 64355

On Wed, 25 Mar 1998, Jon D. Melbo wrote:
>
> I can afford and use a PC and STILL don't want to see HTML in news or
> mail. It does not belong there.

I agree, HTML DOES NOT belong in the comp.sys.atari.8bit base. And I
beleive HTML should not even be in Usenet groups! (My 2 cents in..)
(and I use a Unix system and a PC system... who uses an Atari 8bit to
read Usenet messages anyway? I used to about 4 years ago..)

Alan
University of Toronto
Computer Science, Management and Economics

3296. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6fer8u$2it@bgtnsc03.worldnet.att.net>
Source record: 64356

I never said not to appreciate the older technology.. I said to just keep up with the times.. and I still have 4 old atari's. and even drag my amiga out every now and then!!

and a REAL simple solution, is VERY easy to implement whoever you are, and costs absolutly nothing!! use a filter!! just filter out the people who's posts offend you!! then there's no additional cost, and you won't haver to constantly bug them... I persoally, have seen some GREAT html posts on other groups, as they can link to a web page, and inclue a picture link, without downloading the whole blamed thing first!!

I 've found some great pics people have sent me that way, and even got a atari atr or two that I couldn't find..

So, in summary, filter out the people who's posts you don't like, and that will also reduce the bandwidth for those international users who have to pay so much for this ability...

Now is that SO hard to do?? And wouldn't that save EVERYONE here alot of time, and trouble?? and it also solves the problem for those that DO want to use it...

I pretty much always use my filters to filter out unfair sellers and such.. and offending posts..just do the same, and get over it!! ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov (chairman),
jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov (commissioner)
The FTC wants to learn about pyramid schemes: pyramid@ftc.gov, consumerline@ftc.gov
And, the IRS would learn how much you REALLY made SPAMming: net-abuse@nocs.insp.irs.gov

Curt Vendel wrote in message <351A9242.B540C6DE@aol.com>...
>Gary,
>
> This is an enthusiasts group, you question as to why is stupid.
>Why do people collect stamps, why dig up dinosuar bones, why rebuild a
>50's car, why have an Apollo 11 exhibit in the Smithsonian. Its all

>about wanting to delve into and enjoy something that people like.
>This message group is not titled "Bleeding Edge Technology" therefor
>this group is not looking for that.
>
> This is about enjoy, working with and improving upon machines that
>were way ahead of their time when they came out and about hacking them
>and pushing way past the envelope. If your having a difficult time
>understanding that then I'm sorry you live in a 2 dimension realm of
>though.
>
> By the way, since you want everyone to abandon their appreciation for
>older technology then you'd better run over to the CP/M and S-100 bus
>groups from the mid-70's and straighten them out too!!! Sheeeezzzz
>
>
>
>Curt
>www.atari.nu
>
>

3297. Re: E.T? Give me a break!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@playstation.sony.com>
Message-ID: <351AF11F.4E67@playstation.sony.com>
Source record: 64357

Bostone1 wrote:
>
> Hey! I liked the game! Bubble gum for the brain!
>
> Bostone1@aol.com

I also enjoyed it (more than the 2600 version)

Not a great game, but not the worst.......

-Brian

opinions are mine not my employers

3298. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2603981740420001@nntp.netgate.net>
Source record: 64358

In article <01bd5895$4798a780$670f8ea7@login.netins.net>, "Carl & Delinda Tenney" <delitene@netins.net> wrote:

> Just asking, but what is the "policy" among Atarians about "copied" stuff?
> I called the SPA to ask and they said "Nope - the copyright is good for 70
> years." What does everyone else think?

Here we go again. This question gets asked a lot in the newsgroups for "commercially obsolete" systems.

Technically, they are right.

Legally, piracy is piracy.

Morally, as long as there are *no* commercial vendors who are selling the original product and there are no plans to re-issue the software, I don't really think piracy is hurting anyone and I'd soften my stance.

As a programmer myself, I have absolutely *no* tolerance for people who pirate software which is still available. That is truly stealing the fruits of one's labors where those labors are still capable of making money for the original programmers. As for copying old 8-bit Atari stuff, or Apple][stuff, or old Commodore 64 stuff...well, it still isn't legal, maybe not completely right, but as long as one can honestly say they would pay for something they want to use if they had a chance to actually buy it, I hardly think it's worth prosecuting.

I recognize that position doesn't exactly comport with the law, but ethically I don't think copying some game disk that hasn't been available commercially for ten years is hurting *anyone* in any real way.

Personally, I wish there was a way to track down all the copyright holders of most once-popular software, create some disk-copying "co-op" which could sell disks and photocopied docs for a reasonable fee (like $10) and give a couple of bucks from each sale to the copyright owners. This would be my ideal solution if it were feasible.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and demand that they respect yours...Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

3299. SpannerWerks&#65533; &#65533;Jeez, I still have that?!?&#65533; Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@pixelation.com>
Message-ID: <351B1F9F.7DAFA4A0@pixelation.com>
Source record: 64359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

SpannerWerksï¿½ ï¿½Jeez, I still have that?!?ï¿½ Auction

Just a little auction to clear out the Atari ST & 8 bit debris in my
room.

AUCTION RULES:

1. Standard rules apply. Please mark all bids with the subject line
"Auction" so I can quickly separate them from other emailsï¿½messages so
marked will get first priority!

2. Items will start a Going, Goingx2, Gone phase Friday, April 12th.
At this time, items' status will change after every two-day period
without
a raised bid. If an item fails to attract the assigned minimum bid by
Sunday April 5th, it will be pulled from the auction.

3. Minimum raises in bids are in $1 increments.

4. Updates will be posted every other day to both the newsgroup and the

participants. Please let me know if you wish to be taken off the
mailing list for the auction. I will only confirm bids by email for the
highest
bidder on each item.

5. Only the highest bid will be listed. On tie bids, the first one
received will be registered as the high bid for that item.

6. No lot bids except for the items already listed as lots.

7. Payment must be made by money order or personal check. If you're
bidding on more than one item you may pay for all your items at once.
However, if after two weeks following confirmation of final total I have

not yet received your payment, the items are forfeit and the next
highest bidder will be contacted.

8. Shipping will be by USPS or UPS, whichever is cheaper for you if you
have no preference. Prices do not include shipping. Prices are un US
dollars. International bids OK.

9. Detail on condition of item available upon request. Let me know if
you have any further questionsï¿½thanks!

The items:

ITEM Min Bid Curr Bid/Bidder

520STm (1 Mb) $10 102063.112/$11
w/ PS, Mouse &
Astra EasieST
Solderless RAM
Expander (up to 4mb,
512k installed)

SM124 monitor $10
(curving lower
left corner)

SF 354 FDD $5
w/ Cable &PS

SF 354 FDD $5
w/ Cable &PS

IB Drive 5.25ï¿½ FDD $10
w/ integral cable, Manual &PS

Megafile 30 w/ DMA $20
Cable
+ 2 Spare MFM HDDs

Spectre GCR w/ 128k $30 Gamberin/$35
ROMs, v3.0 software,
MAC software, manuals

StereoTek glasses $30
w/ cartridge, manuals,
packaging

CX22 Trackball $2

CX22 Trackball $2

Samsung 2400 bps $3
modem w/ PS

Atari Mega $5 Gamberin/$6
Field Service Manual

Atari 520ST $5
Field Service Manual

Atari 1040ST $5
Field Service Manual

Atari STe $5
Developer Addendum

Atari CDAR504 $5
Developer Reference Manual

WICO Joystick $1 Gamberin/$2
Command Control

Prostick Joystick $1

800XL w/ PS, $5
manuals, packaging,
RF Converter, all in the
original box & plastic wrap
(POWERS UP, BUT NO PICTURE)

Xetec GraphixAT $5
SIO to Parallel converter

Sound & Graphics $1
(Book for 400/800)

Leader Board $1
(Golf Game w/ Box, disk,
manual, dongle)

DOS3 Reference $1
Manual

DOS II Reference $1
Manual

Synfile $1
(Database for 400/800,
w/ manual, disk, binder)

Atari BASIC $1

Master Memory Map $1
(400/800)

Atari 1020 Color $2
Printer/Plotter w/ paper,
PS, manual, 4 dried up pens

Centipede Cartridge $1
CXL4020

Fun With Art Cartridge $1
Epyx

3300. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-26 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <6ffd8b$46c$1@newsd-124.bryant.webtv.net>
Source record: 64360

How is copying software that is no longer commercially available any
worse than checking an in-print book out of a Public library and thereby
"cheating" the author and publisher of revenues.
It seems to me to be hypocritical in decrying copying of old software
while having no problem with taking new books out of a library.
My .02 worth.

3301. Re: WTT: HUGE Atari XE Game setup for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <351C05AE.70BF@ticon.net>
Source record: 64284
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

Here I go taling to myself again ;-)

I would like to add that I am NOT willing to sell any of
my 8-bit games seperately at this moment but WOULD entertain
any trade offer for any Atari 2600 games on my want list...

-Frank

3302. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2703981514420001@macmcurrent.library.carleton.edu>
Source record: 64285

In article <6ffd8b$46c$1@newsd-124.bryant.webtv.net>,
harveyklein@webtv.net (harvey klein) wrote:

>How is copying software that is no longer commercially available any
>worse than checking an in-print book out of a Public library and thereby
>"cheating" the author and publisher of revenues.
>It seems to me to be hypocritical in decrying copying of old software
>while having no problem with taking new books out of a library.

The difference is:

Library books are loaned. Every copy was originally purchased from the
publisher.

Pirated software is copied. One copy originally purchased from the
publisher is used to produced unlimited copies for people who don't feel
like paying for it.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3303. F/S XL's/XE's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <351C32E7.A4D3FF53@sisna.com>
Source record: 64286

2 ea 800XL computers power supplies, video cable shipped $25.00 ea

2 ea 130XE computers power supplies, video cable shipped $35.00 ea.

4 ea Atari 1050 Disk drives $20.00 ea shipping is included.

3304. SpannerWerks&#65533; &#65533;Jeez, I still have that?!?&#65533; Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@pixelation.com>
Message-ID: <351C62C1.E0D88C2A@pixelation.com>
Source record: 64287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

SpannerWerksï¿½ ï¿½Jeez, I still have that?!?ï¿½ Auction

Just a little auction to clear out the Atari ST & 8 bit debris in my
room.

AUCTION RULES:

1. Standard rules apply. Please mark all bids with the subject line
"Auction" so I can quickly separate them from other emailsï¿½messages so
marked will get first priority!

2. Items will start a Going, Goingx2, Gone phase Friday, April 12th.
At this time, items' status will change after every two-day period
without
a raised bid. If an item fails to attract the assigned minimum bid by
Sunday April 5th, it will be pulled from the auction.

3. Minimum raises in bids are in $1 increments.

4. Updates will be posted every other day to both the newsgroup and the

participants. Please let me know if you wish to be taken off the
mailing list for the auction. I will only confirm bids by email for the
highest
bidder on each item.

5. Only the highest bid will be listed. On tie bids, the first one
received will be registered as the high bid for that item.

6. No lot bids except for the items already listed as lots.

7. Payment must be made by money order or personal check. If you're
bidding on more than one item you may pay for all your items at once.
However, if after two weeks following confirmation of final total I have

not yet received your payment, the items are forfeit and the next
highest bidder will be contacted.

8. Shipping will be by USPS or UPS, whichever is cheaper for you if you
have no preference. Prices do not include shipping. Prices are un US
dollars. International bids OK.

9. Detail on condition of item available upon request. Let me know if
you have any further questionsï¿½thanks!

The items:

ITEM Min Bid Curr Bid/Bidder

520STm (1 Mb) $10 102063.112/$11
w/ PS, Mouse &
Astra EasieST
Solderless RAM
Expander (up to 4mb,
512k installed)

SM124 monitor $10
(curving lower
left corner)

SF 354 FDD $5
w/ Cable &PS

SF 354 FDD $5
w/ Cable &PS

IB Drive 5.25ï¿½ FDD $10
w/ integral cable, Manual &PS

Megafile 30 w/ DMA $20
Cable
+ 2 Spare MFM HDDs

Spectre GCR w/ 128k $30 Gamberin/$35
ROMs, v3.0 software,
MAC software, manuals

StereoTek glasses $30
w/ cartridge, manuals,
packaging

CX22 Trackball $2

CX22 Trackball $2

Samsung 2400 bps $3
modem w/ PS

Atari Mega $5 Gamberin/$6
Field Service Manual

Atari 520ST $5
Field Service Manual

Atari 1040ST $5
Field Service Manual

Atari STe $5
Developer Addendum

Atari CDAR504 $5
Developer Reference Manual

WICO Joystick $1 Gamberin/$2
Command Control

Prostick Joystick $1

800XL w/ PS, $5
manuals, packaging,
RF Converter, all in the
original box & plastic wrap
(POWERS UP, BUT NO PICTURE)

Xetec GraphixAT $5
SIO to Parallel converter

Sound & Graphics $1
(Book for 400/800)

Leader Board $1
(Golf Game w/ Box, disk,
manual, dongle)

DOS3 Reference $1
Manual

DOS II Reference $1
Manual

Synfile $1
(Database for 400/800,
w/ manual, disk, binder)

Atari BASIC $1

Master Memory Map $1
(400/800)

Atari 1020 Color $2
Printer/Plotter w/ paper,
PS, manual, 4 dried up pens

Centipede Cartridge $1
CXL4020

Fun With Art Cartridge $1
Epyx

3305. WTB: 800XL Peripheral cable!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: deep blue <j-buser@students.uiuc.edu>
Message-ID: <Pine.SOL.3.96.980327212540.15488A-100000@ux9.cso.uiuc.edu>
Source record: 64288

i lost my peripheral cable that i use to hook up my atari 800xl to my
atari 1050 disk drive. does anyone have one for sale? if not could someone
please point me in the direction of a vendor that would carry it?

thanks so much!

jack buser ___ __ __ ___ ___ __
university of illinois / __/__ \/ / / __/ __/__ \--------
electrical engineering / /_/ _/ / /_/ __/ /_/ _/ /-------
colecostudios chi/miami |______/___/___/|______/-------

3306. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JNZpBTo.tandrews16@delphi.com>
Source record: 64289

"Iain Laskey" <ilaskey@cix.compulink.co.uk> writes:

>BUT YOU SHOULDN'T BE USING IT!!! ARGHHHH!!!!!
>

Iain, you might as well give it up. No matter how you try to explain it, there'll always be some people who just don't get it. They'll be the ones who don't realize that a writer is supposed to tailor his message to his prospective readers, not the other way around. Every person who posts a message here is a writer, no matter what the talent, ability, or skill level he posesses. Writers write to be read. All messages here are meant to be read, else why post them?

If a writer wants to limit his readership by using a format he knows many can't use, or don't want to be bothered with, well, I guess that's his choice. I can ignore a limited amount of this stuff; I can be annoyed with a higher level of it and still live with it; and there is a level of it where I will simply leave the newsgroup for a more compatible pursuit.

It just seems to me that a newsgroup dedicated to a Classic Computer ought to retain a format accessable to users of that computer, and that those who choose to continue using that computer shouldn't be condemned for that choice in this one group, at least.

Then again, what do I know? I'm still stuck in the '80s.

TJ

3307. Re: Please Help identify ROMS in XE-GS.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <351C7E9A.78F1D13@teleport.com>
Source record: 64290

Steven J. Tucker wrote:

> WazzdOrf (wazzdorf@aol.com) writes:
> > In article <6fe70d$ir2@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA
> >
> > wrote:
> >>The XEGS contains a single 256k ROM that is 128k of OS, 8k of missile command,
> >> and 8k of BASIC. There are extra select lines on the 20 pin MMU to switch
> > back
> >> and forth between them.
> >>
> >>The device has the same pinout as a 27256 eprom, so it should be easy to
> >> read and replace.
> >
> > Thanks for the quick reply. :) But what's the chip number?
> > +
> > Where's the excess code? 200k is a lot of extra code for an 8bit, comparing the
> > XE-GS with a normal XE ROM there's only minor differences, mainly the ROM
> > checksums used in reset/power-up sequence.
>
> Oops, I meant 128k bit (16kB) ROM. 64k bit (8kB) BASIC and 64k bit (8kB) MC. :)
>
> The part # is C101687
>
> Steve
>

Glad that you cleared that up. I was starting to worry that they had sliped something more into the XEGS. :)

> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3308. Re: 800XL Peripheral cable!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <6fi2vl$6tr$1@guysmiley.blarg.net>
Source record: 64291

You can get an SIO cable and just about any other Atari part at B&C ComputerVisions. Their web site is at:

http://www.myatari.com/

deep blue wrote in message ...
>
>i lost my peripheral cable that i use to hook up my atari 800xl to my
>atari 1050 disk drive. does anyone have one for sale? if not could someone
>please point me in the direction of a vendor that would carry it?
>
>thanks so much!
>
>jack buser ___ __ __ ___ ___ __
>university of illinois / __/__ \/ / / __/ __/__ \--------
>electrical engineering / /_/ _/ / /_/ __/ /_/ _/ /-------
>colecostudios chi/miami |______/___/___/|______/-------
>

3309. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: kenneth@daffy.aatech
Message-ID: <351c1097.29483921@news.aatech.com>
Source record: 64292

On Thu, 26 Mar 1998 18:24:40 -0500, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>On 25 Mar 1998, Ansawdd wrote:

>> >Other than that, the 400 and 800 Ataris are the only systems I've seen
>> >where you can have four players playing one game. (the game has to support
>> >four players). Perhaps someone else can reply about games that use four
>> >players.

>> Now that reminds me - there's no reason why games couldn't be written now to
>> take advantage of four players on the XL/XE. I have a joystick splitter cable
>> somewher that uses the POT lines on the Atari joystick port to allow two
>> joysticks to be hooked up to each port. It's a _very_ simple thing to do.

>Even if you can split the joystick cables to have 4 joysticks, how could
>you read them?

He said it uses the POT lines, I guess for the second joystick, so
he gets one digital joystick and one analog joystick hooked up to
the same port. Though, I think that still leaves only one line for
a trigger, so simple maze games would be doable, but shootem-ups
may not be so practical (unless the idea is that one player runs
away while the other blasts away.)

.... On the multi-player topic, wasn't there a paddle controlled
game on the 8-bits that allowed 8 players to play at once?

>location 54017, (I think that was JOystick 3 and 4??) can
>be changed on the XL/XE line to control bank switching for extended RAM.
>I guess you could write some custom code to access the two joysticks from
>one joystick port, but I don't see how you would do it. How would YOU do
>it?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3310. Re: Paddle Repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6ff0dj$2ke$1@news.dmv.com>
Source record: 64361

Steven Posey (sposey@ioa.com) wrote:
: I've got two paddles with bad pots in them. Does anybody know how (or
: have some plans) to replace the pots? What kind do I need?

: Anybody got any ideas?

: Thanks,
: Steven

Unless you can find exact replacements or a general replacement type with the same style shaft, you might not be able to use the original knobs. But I have a set of Gemini paddle controllers that use 1 megohm linear pots. A generic replacement type like Radio Shack 271-211 might work. Before you replace the pots you might try a contact cleaner spray. It might improve operation unless the pots are just plain worn out.

Steve

3311. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: graybeard@cyberdude.com
Message-ID: <09980226201730.OUI91.graybeard@cyberdude.com>
Source record: 64362

On March 20 1998, nate downes <ndownes@tiac.net> wrote:

> Hey, could someone come up with a good use for the 8 bit Atari
> technology? I'm curious how smart everyone is out there, so take this
> as a challenge and come up with the best solution you can do.

Three sizes of text. Ability to change graphic modes on a single
screen, the ability to scroll text. This is a character generator with
a good basic program.

--
- Ed L. Pulliam graybeard@cyberdude.com
posted 03/26/98 at 20:23

3312. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <1998032703265700.WAA12748@ladder03.news.aol.com>
Source record: 64363

>Just asking, but what is the "policy" among Atarians about "copied" stuff?
>I called the SPA to ask and they said "Nope - the copyright is good for 70
>years." What does everyone else think?

Point taken. I first bought my Atari 800 in 1981. During the years that I used it before relegating it to the closet, I had only original, legal software. This mass of equipment that I obtained came with the pirated programs.

Let me re-phrase my original post to say that I have a multitude of hardware, magazines, and some original software. I also have a lifetime supply of freshly formatted double density 5 1/4 inch floppies which I will keep. I find that with minor modifications, they make servicable frisbees.

JF

3313. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6ffku0$hi3$1@gte2.gte.net>
Source record: 64364

> Here is the 'official' memory map from their original docs:
>
> 0000-1FFF = RAM (minimum required for operation)
> 2000-7FFF = RAM expansion area
> 8000-9FFF = Cartridge B, Cartridge A (half of 16k size) or RAM
> A000-BFFF = Cartridge A or RAM
> C000-CFFF = Unused
> D000-D7FF = Hardware I/O decodes
> D800-DFFF = Floating Point Package (OS)
> E000-FFFF = Resident Operating System ROM
>
> Obviously, the 400 only has one cartridge, and could occupy 8000-BFFF (16k)
> or A000-BFFF (8k).
>
> If you need any more specifics, I will look them up for you.
>
> Austin

Thanks a lot Austin!
that helps me a lot!

3314. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EqH3rA.Bxz@cix.compulink.co.uk>
Source record: 64365

In article <6fer8u$2it@bgtnsc03.worldnet.att.net>, gareee@worldnet.att.net (GAREEE!) wrote:

> So, in summary, filter out the people who's posts you don't like, and th
> at will also reduce the bandwidth for those international users who have
> to pay so much for this ability...
And if your ISP/software doesn't support filters? Why should you have to filter out something that by definition of the standards, shouldn't be there anyway?

> Now is that SO hard to do??
Could be if you don't have the ability..

> And wouldn't that save EVERYONE here alot of
> time, and trouble?? and it also solves the problem for those that DO wan
> t to use it...
BUT YOU SHOULDN'T BE USING IT!!! ARGHHHH!!!!!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3315. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: atari@ehrich.com
Message-ID: <QCLS.1599$tR.5398552@news2.voicenet.com>
Source record: 64366

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) (2)..... $10
Atari 400 Program Recorder (tape deck)..... $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Paddles (3 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $4.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer Leader Board Golf Game (no
box) MatchBoxes MegaFont II
from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)

Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers

$2.50 each (5 for $10) diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) International Hacker

Jingle Disk High Tech Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12

Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (5 for $25)

Atari Artist Basic Language Computing (2)
Demon Attack Donkey Kong
Galaxian Millipede
Music Composer (2) Pacman

Sky Writer
.....
Tape Software for Atari Computers $2.95 each (4 for $9)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 1020 Color Printer Owners Guide

Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

atari@ehrich.com

http://www.voicenet.com/~generic

Also lots of other for sale lists for the following:

PC Amiga Apple Commodore TI VIC20

Video Games Music CD's

Click on the following URL to see the lists:

http://www.voicenet.com/~generic

3316. PC-Xformer 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Thomas Grasel <tgrasel@controlware.de>
Message-ID: <351B831E.29E1@controlware.de>
Source record: 64367

Have anyone expierences with the PC-Xformer 98?
I'm interested to buy it, but works the program much better than the
version 3.6?

Thomas Grasel
email: tgrasel@controlware.de
homepage: http://home.t-online.de/home/tgrasel

3317. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <351B92BA.DB00E07C@ix.netcom.com>
Source record: 64368

Steven Posey wrote:
>
> On Fri, 20 Mar 1998 17:18:11 -0500, nate downes <ndownes@tiac.net>
> wrote:
>
> >Hey, could someone come up with a good use for the 8 bit Atari
> >technology? I'm curious how smart everyone is out there, so take this
> >as a challenge and come up with the best solution you can do.
> >
> >Nate
>
> I used mine in college as an alarm system. I ran some wiring up to
> the door in my dorm room that was connected to the joystick port, and
> when someone opened the door, it broke the connection (which changed
> the stick(0) value), which triggered a sample of my very loud roommate
> screaming (using the Parrot software). I had this whole BASIC program
> setup that would check how many times the door opened during the day,
> and at random intervals it would sound off the scream. It used to
> scare the crap out of everybody!
>
> Yeah, I know it's not a "good" use for my Atari, but hey, it was
> college!
>
> Steven

Steven,
It was useful to you and YOU built it yourself. That's the SOUL of the
Atari 8-bit in action. Simple? Yes. But that's the stuff that makes
using the 8-bit worth having it in the first place. Keep having Atari
fun!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3318. Re: TCF Atari Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <351B9566.16C52DD4@ix.netcom.com>
Source record: 64369

Joe Kennedy wrote:
>
> Some one posted a notice about hosting an ATARI 8bit meeting at TCF.
>
> Please let me know who you were. I have a few questions.
>
> Email to jsk @home.com
>
> Thanx,
> Joe Kennedy

ALL,
TCF (The Trenton Computer Festival) is the oldest US East coast
computer fest. It is also one of the biggest with about 18000 attendees
every year, over 200 vendors and lots of talks/workshops and forums, and
a treiffic flea market.
I will be hosting the Atari 8-bit user forum on Sunday afternoon. Check
it out!!!
For TCF info and directions, check out www.tcf.net.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3319. A/V --> VGA, please, please, help me :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Miroslav Stibor <smsti@hp8.fce.vutbr.cz>
Message-ID: <Pine.HPP.3.91.980327134326.17010A-100000@hp735.fce.vutbr.cz>
Source record: 64370

Hi all /|\ fans!

I'm happy there are people still using "old good" atari.

I would like to connect atari 800 xl to our svga monitor. It doesn't mind if it'll be black/white (monitor isn't color). I prefer this before buing tv box or another monitor.

Please, post some solution how make it...

Thanks a lot.

3320. Re: Copying files to Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998032714263201.JAA08385@ladder01.news.aol.com>
Source record: 64371

If you have the Atari850 module, or better still modify the SIO2PC cable.
It should be possible..

a. If you can use a soldering iron.
b. If you can locate a supplier of miniature-Din connectors.

Then do serial transfer (using Clarisworks) thru printer port on the MAC.

If you need more info then email also.

hope this helps,
WazzdOrf AT aol DOT com

>From: kab@deletethis.hooked.net (Randy Cartwright)
>Date: Thu, 19 Mar 1998 19:55:24 -0800
>
>I have an Atari 800 and would like to transfer files to my Mac to run on
>the Atari emulator. Anyone have any suggestions as to how to transfer the
>files?

3321. Re: Re: Please Help identify ROMS in XE-GS.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998032714263301.JAA11306@ladder03.news.aol.com>
Source record: 64372

In article <6fe70d$ir2@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA

wrote:
>The XEGS contains a single 256k ROM that is 128k of OS, 8k of missile command,
> and 8k of BASIC. There are extra select lines on the 20 pin MMU to switch
back
> and forth between them.
>
>The device has the same pinout as a 27256 eprom, so it should be easy to
> read and replace.

Thanks for the quick reply. :) But what's the chip number?
+
Where's the excess code? 200k is a lot of extra code for an 8bit, comparing the
XE-GS with a normal XE ROM there's only minor differences, mainly the ROM
checksums used in reset/power-up sequence.

Any Ideas? :)

cheers,
WazzdOrf.

3322. Re: Paddle Repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <351bc4d1.153563050@news.ioa.com>
Source record: 64373

On 27 Mar 1998 01:46:27 GMT, swallace@home.dmv.com (Steve Wallace)
wrote:

>Steven Posey (sposey@ioa.com) wrote:
>: I've got two paddles with bad pots in them. Does anybody know how (or
>: have some plans) to replace the pots? What kind do I need?
>
>: Anybody got any ideas?
>
>: Thanks,
>: Steven
>
>Unless you can find exact replacements or a general replacement type
>with the same style shaft, you might not be able to use the original
>knobs. But I have a set of Gemini paddle controllers that use 1 megohm
>linear pots. A generic replacement type like Radio Shack 271-211 might
>work. Before you replace the pots you might try a contact cleaner spray.
>It might improve operation unless the pots are just plain worn out.
>
>Steve
>
Yeah, they're pretty worn. I've tried the spray stuff and they still
return some pretty funky numbers. I have a feeling it will cost less
to find some working used ones than it would to fix these.

Thanks for the info.

Steven
Atari user since December 1981, and one of the first owners of the
official GTIA 800 w/48K RAM (they barely made it to our vendor in time
for Christmas that year).

3323. XEMS will not play bounty bob help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: tom_cody@onospamne.net
Message-ID: <6fggh3$82t$1@usenet36.supernews.com>
Source record: 64374

it has something to do with the fact it has a built in game not a translator problem. I have APE warp os, So I could play the 400/800 and the xl/xe games one one system without loading software. Does anyone know how to disable the missle command game(use a switch to go back and forth) I have been told the game will not run for the same reason it will not run on a system with expanded memory. What ever that may be.

I have a electronics back ground, but have only opened an atari up once so I have no idea what make the atari tick. Besides from a 6502 cpu.

3324. Re: Waiting for keypress

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <351BC5F4.558AD0B2@wwa.com>
Source record: 64375

Thanks everybody for the great replies. I'm proud to say that I have written my first Atari program. Surprise! It's a phonebook. It was great fun. Up to this point I really hadn't done anything that involved writing to disk, but I seem to have done it. Yeah, it's only sequential, and I only use PRINT # and INPUT #, but it gets the job done. I wrote it using Turbobasic 1.5, which, by the way, has INKEY$ to get the last keypress, pretty cool.
I really enjoyed being able to DUMP"E:" also. I doubt I would ever be able to use plain old Atari basic again.

Eric

Carl & Delinda Tenney wrote:

> Encouraging to see all the replies. Here is my two cents...
>
> I also used Peek(764) to register whether or not a key was pressed.
> Remember though, that when you press most keys, the 764 location contains a
> value associated with that key, but also that the key is still in the
> buffer, i.e. if you read 764, you can still open #1,4,0,"k:" and get #1,a.
> This way, you can know whether a key was pressed during a routine without
> waiting for one, but if you catch a key, you can still get it with the
> normal value. An example:
>
> 10 Rem This is freeware, starting now :)
> 20 Print "Press a key before it is too late, or while I calculate
> something..."
> 30 For a=1 to 10000
> 40 p=peek(764)
> 50 if p<255 then pop: goto 70:REM the pop kills off the "next a" (in line
> 60) from the stack so we don't have to use it
> 60 next a:goto 80
> 70 open #1,4,0,"k:":get #1,b:close #1:goto 90
> 80 print "Ooops, you are too late":goto 100
> 90 print "The key you pressed is ";chr$(b);"."
> 100 end
>
> And of course, you are screwed if you press Shift or something (since it
> would then sit at the get statement in line 70 waiting for a *real* key to
> be pressed.) But in my heyday, I would have had the *umf* to make a few
> if/then statements to trap out any unwanted lackadaisy keys such as ctrl,
> shift, etc.
> Carl
> PS can anyone tell me if I blew syntax above? Thanks
>
> Eric Cron <ericcron@wwa.com> wrote in article

> <3516C4FF.644DA283@wwa.com>...
> > Just starting to learn Atari BASIC.
> > I would like to detect any keypress. Up to now, I have been using INPUT
> > A$, and telling the user to press return when I want to give the user a
> > chance to see some output before moving on. I don't mind doing it that
> > way, but I can't figure out how to get rid of the question mark that
> > gets tacked onto my message. I have tried to print a "(ESC CONTROL
> > Delete Backspace)" but that doesn't seem to work either. So, is there a
> > memory location that I can test to see whether or not a key is being
> > pressed? I have Mapping, but before I search, I thought I would ask the
> > group. If so, what values will that location contain if a key(any key)
> > is being pressed?
> > Thanks
> > Eric

3325. Re: A/V --> VGA, please, please, help me :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <351bc5ef.153849168@news.ioa.com>
Source record: 64376

On Fri, 27 Mar 1998 13:52:41 +0100, Miroslav Stibor
<smsti@hp8.fce.vutbr.cz> wrote:

>Hi all /|\ fans!
>
>I'm happy there are people still using "old good" atari.
>
>I would like to connect atari 800 xl to our svga monitor. It doesn't mind if
>it'll be black/white (monitor isn't color). I prefer this before buing tv
>box or another monitor.
>
>Please, post some solution how make it...
>
>Thanks a lot.
>

The only way I know how to do this is to get a TV to PC converter
card, and view the Atari video through your PC. It would probably
cost more to do that than it would to find a good used TV or base-band
video monitor.

SVGA is totally incompatible with the video output of the Atari. Any
solution others may come up with might also be equally as expensive.

I would suggest that you start searching for a Commodore 1701 or 1702
monitor. My 1701 is still running like new after 15 years!

Good luck!
Steven

3326. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <351BC8E1.39C7F5DB@wwa.com>
Source record: 64377

YES! Finally somebody gets it right.

Eric

harvey klein wrote:

> How is copying software that is no longer commercially available any
> worse than checking an in-print book out of a Public library and thereby
> "cheating" the author and publisher of revenues.
> It seems to me to be hypocritical in decrying copying of old software
> while having no problem with taking new books out of a library.
> My .02 worth.

3327. Re: A/V --> VGA, please, please, help me :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Adrian Pickering <adrian@pickering.prestel.co.uk>
Message-ID: <351BC4EC.DF5DD6C8@pickering.prestel.co.uk>
Source record: 64378

Miroslav Stibor wrote:

> Hi all /|\ fans!
>
> I'm happy there are people still using "old good" atari.
>
> I would like to connect atari 800 xl to our svga monitor. It doesn't mind if
> it'll be black/white (monitor isn't color). I prefer this before buing tv
> box or another monitor.
>

Probably easiest to get a TV card for your Amiga/PC whatever is hooked up to the
monitor.

> Please, post some solution how make it...
>
> Thanks a lot.

3328. Re: Re: Please Help identify ROMS in XE-GS.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6fgnfl$3tc@freenet-news.carleton.ca>
Source record: 64379

WazzdOrf (wazzdorf@aol.com) writes:
> In article <6fe70d$ir2@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA
>
> wrote:
>>The XEGS contains a single 256k ROM that is 128k of OS, 8k of missile command,
>> and 8k of BASIC. There are extra select lines on the 20 pin MMU to switch
> back
>> and forth between them.
>>
>>The device has the same pinout as a 27256 eprom, so it should be easy to
>> read and replace.
>
> Thanks for the quick reply. :) But what's the chip number?
> +
> Where's the excess code? 200k is a lot of extra code for an 8bit, comparing the
> XE-GS with a normal XE ROM there's only minor differences, mainly the ROM
> checksums used in reset/power-up sequence.

Oops, I meant 128k bit (16kB) ROM. 64k bit (8kB) BASIC and 64k bit (8kB) MC. :)

The part # is C101687

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3329. Re: Paddle Repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6fgo6o$45e@freenet-news.carleton.ca>
Source record: 64380

Steven Posey (sposey@ioa.com) writes:
> I've got two paddles with bad pots in them. Does anybody know how (or
> have some plans) to replace the pots? What kind do I need?
>
> Anybody got any ideas?

A common fix for dead or 'shakey' paddles is to spray out the pot with
some lubricant like wd-40. Flushes out the dirt and makes them like new. If
the pot is actually bad your better off just getting another set of
paddles, they sell in many of the newsgroups for as little as $1-$2 a pair.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3330. Good and bad traders

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd59ba$3aead6e0$be374382@vidar>
Source record: 64381
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I just started updating a good trader page too. The bad traders are not too many, but one should watch out. It's located on

http://home.sol.no/~olavese/index.htm

and choose bad or good traders from there. Also in the Atari mostly section, there's some pages with stuff for trade. Thanks, take Atarian care and have an Atarian day

3331. LOOKING FOR AN ATARI 2600 BASE/ACCESSORIES

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-27 00:00:00 UTC
From: Scott Langer <tcwshop@uniontel.net>
Message-ID: <351bf76e.0@news11.kcdata.com>
Source record: 64382
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

If you have a working system, contact me.
tcwshop@uniontel.net
scott

Frank Traut wrote in message <351A91D5.5A34@ticon.net>...
>a Neo-Geo cart system + some games.
>
>The XE game system is like new in the box and includes
>the deck, keyboard and joystick - sorry, no lightgun
>or instruction book. Also included is an XF551 disk
>drive whic happens to have its book :-)
>
>I have over 100 different game carts for the Atari
>800/XE computers plus over 60 different *original*
>game disks. Most of the carts and disks include their
>original boxes and manuals, some are still shrinked!
>Everything is in real nice cosmetic condition and works!
>
>I am looking for a Neo-Geo cart system w/ 2 joysticks,
>memory card and some games. Here are some of the games
>I would be most interested in:
>
>Baseball Stars II
>Burning Fight
>Ghost Pilots
>King of Monsters II
>Last Resort
>League Bowling
>Magician Lord
>Metal Slug
>Riding Hero
>Sengoku
>Sprintmaster
>Stakes Hero
>Thrash Rally
>Top Players Golf
>
>**Please note: These are the games I would like to get
>someday. Not what I expect for my 8-bit stuff ;-)
>
>I ask that if you want to do a trade with me, that
>your stuff be in the same condition as my stuff.
>For those who don't know me, that means - most of

>my stuff is in mint shape and is usually complete.
>
>For the particulars of what I am offering, please see
>my web page: http://www.ticon.net/~save2600
>I have listed alphabetically all of the carts that
>I am trading. Just point your mouse to: My Atari 8-Bit
>Collection...
>
>Thanks for reading!
>
> -Frank

3332. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032800392401.TAA28830@ladder01.news.aol.com>
Source record: 64293

>No, Michael is right. Whatever ad you saw must have been for their
>LICENSED VERSION of Defender. Williams still owns Defender; in fact,
>they released their own emulator a few years ago to play Defender,
>Defender 2 (Stargate), Joust, Robotron, Sinistar and Bubbles, using
>the original code from the ROM chips (similar to what MAME does).
>They released it for the PC under the name "Williams Arcade Classics."

For Atari to have so vicously defended their rights to Defender they probably had some kind of major deal with Williams. After all, think about it ... at the time, they were only producing the 2600 and 8-bit versions of the game. Other Defender clones came out for non-Atari systems but I'm pretty sure that NONE were called 'Defender', meaning that Atari had secured sole rights to producing official home versions of the game.

If Hasbro has bought the Atari name and everything that goes with it, Defender will be amongst the titles they've got their mits on unless Williams had a clause with Atari that meant that full rights to home versions passed back to Williams if Atari changed ownership. Since Atari themselves never officially went out of business then such a clause wouldn't have been envoked. If you're not convinced, how about Phoenix and Galaxian? Phoenix was produced for the arcade by Taito (I think), can't remember who did Galaxian but I'm pretty sure it wasn't Atari. Berzerk is another non-Atari title I can think of.

Michael is almost certainly correct with his suggestions. In fact, looking at the posting again, I can see very little difference between what WSJ had to say and what Michael said except perhaps that Michael seemed to be suggesting that WSJ had got it wrong by claiming that Hasbro had bought ALL rights to the two games mentioned.

Anyway, even if Atari had sole rights to the home produced versions of Defender, Williams could conceivably have been walking on thin ice with their Arcade Classics since they would have been treading on Atari's turf. I suspect that had Atari taken them to court for breach of contract it would have made a very interesting contest ... which Atari would probably have lost since Williams went through the back door by writing an emulator that would allow them to sell the games as they were originally written for the arcade.

** But the intricacies of the American legal system is not something I want to go into right now. I have enough trouble grasping the British legal system ***

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@compuserve.com
Ansawdd@aol.com

3333. what modem interfaces r available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: ar210@chebucto.ns.ca
Message-ID: <6fhkim$7qa$1@News.Dal.Ca>
Source record: 64294

Greetings. I need to connect a standard modem to my 130xe. I saw mentioned in the faq the following: 850 Interface Module, P:R:Connection, Multi I/O, Black Box. Will these all do the job adequately? Speed doesn't matter too much, I can settle for 4800 baud if it means a significantly lower price. Also, could anyone tell me where to find any of these?

Thanks in advance.

Brian

--

3334. xegs wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: guy m hayes <mmhayes1@worldnet.att.net>
Message-ID: <6fhtv0$867@bgtnsc02.worldnet.att.net>
Source record: 64295

I am interested in buying an XEGS,preferably from an established mail order

vendor.Any ideas?Please respond to group.Thank you.

3335. XEGS Missile Command in analog trackball mode?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: asl00@eng.amdahl.com
Message-ID: <EqIE2E.FC3@ccc.amdahl.com>
Source record: 64296

I've been playing Missile Command on my XEGS lately and wanted to use my trackball in analog instead of joystick mode. This doesn't seem possible after toggling the options and select buttons. Any suggestions?

The 5200 version with a 5200 trackball (which is intrinsically analog) seems to be the best combo.

TIA.

--
Andrew Lee
<andrew_lee@amdahl.com>

Any opinions expressed above are mine and do not necessarily represent the opinions or policies of Amdahl Corporation.

3336. Re: what modem interfaces r available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5a0f$480c0b00$50374382@vidar>
Source record: 64297

Yes, they will and at 9600 baud at least. My MIO do work at 19200, but only receiving. I haven't tested the MIO high speed handler yet, it might do it at 19200 send too :-) Take Atarian care

Brian M. O'Keefe <ar210@chebucto.ns.ca> wrote in article <6fhkim$7qa$1@News.Dal.Ca>...
> Greetings. I need to connect a standard modem to my 130xe. I saw
> mentioned in the faq the following: 850 Interface Module,
P:R:Connection,
> Multi I/O, Black Box. Will these all do the job adequately? Speed
> doesn't matter too much, I can settle for 4800 baud if it means a
> significantly lower price. Also, could anyone tell me where to find any
> of these?
>
> Thanks in advance.
>
> Brian
>
> --
>

3337. Re: XEGS Missile Command in analog trackball mode?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <351d9b55.16623126@news.pipeline.com>
Source record: 64298

The built-in version of Missile Command in the XEGS is missing the
Control-T function to toggle the true trakball mode on or off. You'll
need to find a cart version.

asl00@eng.amdahl.com (Andrew Lee) wrote:

>I've been playing Missile Command on my XEGS lately and wanted to use my
>trackball in analog instead of joystick mode. This doesn't seem possible
>after toggling the options and select buttons. Any suggestions?
>
>The 5200 version with a 5200 trackball (which is intrinsically analog) seems
>to be the best combo.
>
>TIA.
>
>--
>Andrew Lee
><andrew_lee@amdahl.com>

3338. Re: XEGS Missile Command in analog trackball mode?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998032808044100.DAA05723@ladder01.news.aol.com>
Source record: 64299

jhardie@pipeline.com wrote:

<<The built-in version of Missile Command in the XEGS is missing the Control-T function to toggle the true trakball mode on or off. You'll need to find a cart version.>>

I've played the built in Missile Command on 2 XE systems that I've owned with a track-ball in true analog mode. Are you sure the switch on the back of your track-ball is set to TB (track-ball) and not JS (joystick)?

3339. FS: Atari Programming Books.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: freefall@ece.ucdavis.edu
Message-ID: <6fib1p$dd8$1@mark.ucdavis.edu>
Source record: 64300

The books have been sold, thank you all for your responses.

3340. Philosophy (was HTML and this Newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd5a45$4590c240$5bc2accf@asharkis.erols.com>
Source record: 64301

Wow! This thread can really branch out.

Suppose we all agree (just try that!) that a newsgroup devoted to a classic computer shouldn't necessarily be readable by those who use only that computer. What would that do to those who use only their 8-bits?

Another OHAUG member wrote an e-mail to me yesterday that advocates a mass return to BBSs because they can be accessed by _ANY_ computer. If that doesn't buck the flow, what does?

But think about it. In the same message, the guy talks about hooking up all of the PCs (plural noted) and Ataris (plural noted again) in his house in one grand serial intranet. I can't argue with that; I use SIO2PC and null-modem between my one PC and my one set-up Atari all the time.

Where the ____ are we going?

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<JNZpBTo.tandrews16@delphi.com>...
> "Iain Laskey" <ilaskey@cix.compulink.co.uk> writes:
>
> >BUT YOU SHOULDN'T BE USING IT!!! ARGHHHH!!!!!
> >
>
> Iain, you might as well give it up. No matter how you try to explain it,
> there'll always be some people who just don't get it. They'll be the
ones
> who don't realize that a writer is supposed to tailor his message to his
> prospective readers, not the other way around. Every person who posts a
> message here is a writer, no matter what the talent, ability, or skill
> level he posesses. Writers write to be read. All messages here are
meant
> to be read, else why post them?
>
> If a writer wants to limit his readership by using a format he knows many
> can't use, or don't want to be bothered with, well, I guess that's his
> choice. I can ignore a limited amount of this stuff; I can be annoyed
with
> a higher level of it and still live with it; and there is a level of it
> where I will simply leave the newsgroup for a more compatible pursuit.
>
> It just seems to me that a newsgroup dedicated to a Classic Computer
ought
> to retain a format accessable to users of that computer, and that those
who
> choose to continue using that computer shouldn't be condemned for that

> choice in this one group, at least.
>
> Then again, what do I know? I'm still stuck in the '80s.
>
> TJ
>
>

3341. Auction: Atari 8-Bit Computer Manuals/Magazines/Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998032812422400.HAA22030@ladder03.news.aol.com>
Source record: 64302

April Auction - Update 4

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes. Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$12 blitz

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$12 JMouchmini

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes

picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$10 JMouchmino

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

Atari Computer Magazines
A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer Sept./Oct. 1986. -$1.95 min

M102. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

M103. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Super Nintendo
SN1. Super Nintendo System in excellent condition. Includes main unit, power pack, controller, rf cable, and instructions. -$22.95 min
SN2. Super Nintendo Stereo AV Cable -$5.95 min
SN3. Super Nintendo Super-VHS Cable -$8.95 min
SN4. Super Nintendo Super Mario All Stars. Complete in box with instructions. -$13.95 min
SN5. Super Nintendo Controller. Complete in original box. Never used. -$7.95 min
SN6. Super Nintendo Mortal Kombat II Instructions -$.25 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 min
2. Dreadnaught Factor -$1.75 min
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 min

Atari 5200 Manuals
6. Buck Rogers -$.75 min
7. Congo Bongo -$.75 min
8. Frogger -$.75 min
9. Popeye -$.75 min
10. Realsports Football and Home Football Playbook -$.75 min
11. Realsports Tennis -$.75 min
12. Super Cobra -$.75 min

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 djastroboy
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 dgeller
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 dgeller
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 dgeller
24. Video Chess, Atari (small black) -$1.25 dgeller
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
29a. Missile Command, Atari (colored) -$.75 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$2 spearsk

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min
39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 djastroboy

42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. Add $1 to shipping. -$9.95 min
51. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping. -$9.95 min
52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Insts. (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Insts. -$.25 min
55. APX Keyboard Organ Insts. -$.25 min
56. APX Sketchpad Insts. -$.25 min
57. APX Video Math Flashcards Insts. -$.25 min
58. APX Presidents of the United States Insts. -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s of Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX (Atari Program Exchange) Catalog Spring 1982. 68 pages. -$3.95 min
63. APX Catalog Summer 1982. 76 pages. -$3.95 min
64. APX Catalog Fall 1982. 76 pages. -$3.95 min
65. APX Catalog Winter 1982-3. 85 pages. -$3.95 min
66. APX Catalog Spring 1983. 37 pages. -$3.95 min
67. APX Catalog Summer 1983. 38 pages. -$3.95 min
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.25 min
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min
73. Avalon Hill Games and Parts Price List, effective September 15, 1983 -$.50 min

Atari 8-Bit Computer Manuals
74. BC's Quest for Tires, Sierra -$1.95 min
75. Blue Max, Synapse -$1.95 min
76. Capture the Flag, Sirius -$1.95 JMouchmino
77. Centipede, Atari -$1.95 min
78. Clowns and Balloons, Datasoft -$1.95 min
79. Demon Attack, Imagic -$1.95 min

80. Dig Dug, Atari -$1.95 min
81. Final Legacy, Atari -$1.95 min
82. Flight Simulator II Reference Chart -$1.95 min
83. Flip and Flop, First Star -$1.95 min
84. Gorf, Roklan -$1.95 min
85. Gruds in Space, Sirius -$1.95 min
86. Gyruss, Parker Bros. -$1.95 min
87. H.E.R.O., Activision -$1.95 min
88. Hard Hat Mack Command Summary Card, Activision -$1.95 min
89. Joust, Atari -$1.95 min
90. Jumpman Jr. Epyx -$1.95 min
91. Keystone Kapers, Activision -$1.95 min
92. K-razy Antiks -$1.95 min
93. K-razy Kritters -$1.95 min
94. K-razy Shootout -$1.95 min
95. K-Star Patrol -$1.95 min
96. Master of the Lamps, Activision -$1.95 min
97. Megamania, Activision -$1.95 min
99. Monster Maze, Epyx -$1.95 min
100. Mr. Do!, Datasoft -$1.95 min
101. On-Track Racing, Gamestar -$1.95 min
102. Pac-Man, Atari -$1.95 min
103. Pharaoh's Pyramid, Master Control Software -$1.95 min
104. Pool 400, Innovative Design -$1.95 min
105. Rainbow Walker, Synapse -$1.95 min
106. Repton, Sirius (includes iron-on) -$1.95 min
107. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
108. Return of Heracles, Quality Software -$1.95 min
109. Robotron, Atari -$1.95 min
110. Shooting Arcade, Datasoft -$1.95 min
111. Silent Service, Microprose -$1.95 min
112. Snokie, Funsoft -$1.95 min
113. Star Trek 3.5, Adventure International -$1.95 JMouchmino
114. Super Cobra, Parker -$1.95 min
115. Track Attack, Broderbund -$1.95 min
116. Wizard of Wor, Roklan -$1.95 min
117. Zaxxon, Sega -$1.95 min
118. Pitfall
119. Encounter!, Synapse

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

3342. Re: what modem interfaces r available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <351d16db.0@news.total.net>
Source record: 64303

There also exist plans for a single chip SIO to RS232 converter that will let you run at 9600+. If you're handy with a soldering iron and have a spare SIO cable to sacrifice, it's the way to go.

Brian M. O'Keefe wrote in message <6fhkim$7qa$1@News.Dal.Ca>...
>Greetings. I need to connect a standard modem to my 130xe. I saw
>mentioned in the faq the following: 850 Interface Module, P:R:Connection,
>Multi I/O, Black Box. Will these all do the job adequately? Speed
>doesn't matter too much, I can settle for 4800 baud if it means a
>significantly lower price. Also, could anyone tell me where to find any
>of these?
>
>Thanks in advance.
>
>Brian
>
>--

3343. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5a5f$00b81960$450e8ea7@login.netins.net>
Source record: 64304

That's cool!.

> I used mine in college as an alarm system. I ran some wiring up to
> the door in my dorm room that was connected to the joystick port, and
> when someone opened the door, it broke the connection (which changed
> the stick(0) value), which triggered a sample of my very loud roommate
> screaming (using the Parrot software). I had this whole BASIC program
> setup that would check how many times the door opened during the day,

3344. Re: Where in the world is Mike Hohman of FTE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5a60$19c764a0$450e8ea7@login.netins.net>
Source record: 64305

Who is Mike Hohman?
What is FTE/Fine Tooned Engineering?
I've heard of SpartaDOS but never had it and am wondering what it was good
for...
Any and all replies welcome here...

Jason Hedrick <Jason.Hedrick@DaytonOH.NCR.COM> wrote in article
<01bd55ed$355ded00$69851995@Jason'sPC-cn.DaytonOH.NCR.COM>...
> Hi all,
> Can anybody tell me what the latest news, if any is on Mike Hohman and
> Fine Tooned Engineering? He kinda disappeared on me a few years ago, and
> I'd like to contact him again.
>
> Jason
>

3345. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6fje6ihev1@dartvax.dartmouth.edu>
Source record: 64306

kenneth@daffy.aatech (Kenneth Jennings) writes:
>Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>>On 25 Mar 1998, Ansawdd wrote:

>>> Now that reminds me - there's no reason why games couldn't be written now to
>>> take advantage of four players on the XL/XE. I have a joystick splitter cable
>>> somewher that uses the POT lines on the Atari joystick port to allow two
>>> joysticks to be hooked up to each port. It's a _very_ simple thing to do.

>>Even if you can split the joystick cables to have 4 joysticks, how could
>>you read them?

>He said it uses the POT lines, I guess for the second joystick, so
>he gets one digital joystick and one analog joystick hooked up to
>the same port. Though, I think that still leaves only one line for
>a trigger, so simple maze games would be doable, but shootem-ups
>may not be so practical (unless the idea is that one player runs
>away while the other blasts away.)

The paddle controller returns a value from 0-127, right? That's 7
bits of resolution. There's two of those per port, plus 5 digital
inputs. Hence, it is intheory possible to have 19 independent digital
lines per port. That's enough for 7 digital joysticks on an XL/XE or
15 on a 400/800.

Of course, the circuitry to multiplex 7 digital lines into a single
resistance level would be a bit tricky, and I'm not certain how
precise the Atari is at reading resistance values, so it might not
work that well.

Still, you should be able to hook up 3 joysticks per port. It would
take more than just a splitter cable, and it would require special
software on the Atari end, but it would be fun to do.

Now if you added a restriction that you can't move left and right at
the same time (or up and down), then instead of 5 independent digital
signals, you have one binary signal and 2 tertiary(? base 3) signals.
This could be represented as a value from 0-17. This would allow for,
in theory, upto 30 joysticks on an XL/XE or 58 on a 400/800, though
that assumes you split the signals across multiple ports in some
cases. :)

--PC
--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1998. All right reserved. The
above positions are also held by Newt Gingrich, many foriegn world leaders, and

you who are reading them. Preston bears no responsibility for the content.

3346. Winter Games for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5a7f$c60e1500$aa374382@vidar>
Source record: 64307

Was this ever released ? I saw a demo picture, but have never seen the game anywhere. I am asking, 'cause I found the docs on some site with Atari docs. Anyone know ? Thanks and take Atarian care

3347. Re: xegs wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <351D5405.FDC03E12@teleport.com>
Source record: 64308

Give Bravo Sirerra Computers at try:

http://www.teleport.com/~bensmith
He gets and stock quite a bit of used equipment for boath the ST and the 8-bit lines. You will find both his e-mail address and voice phone number on his home page

guy m hayes wrote:

> I am interested in buying an XEGS,preferably from an established mail order
>
> vendor.Any ideas?Please respond to group.Thank you.

3348. Re: Philosophy (was HTML and this Newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <351D57B0.D3E34073@teleport.com>
Source record: 64309

Alan Sharkis wrote:

> Suppose we all agree (just try that!) that a newsgroup devoted to a classic
> computer shouldn't necessarily be readable by those who use only that
> computer. What would that do to those who use only their 8-bits?
>
> Another OHAUG member wrote an e-mail to me yesterday that advocates a mass
> return to BBSs because they can be accessed by _ANY_ computer. If that
> doesn't buck the flow, what does?
>

I am sure that a mass return to BBS's won't happen in the near future. I still see a need for the BBS per say. I am in the middle of setting mine up again. Actually I am looking forward to it! Some users do not have access or perhaps have no desire to access the net for one reason or the other. There are still many computer users that do not even use modems for that matter. Personally I have not been to thrilled with what I have seen happen on the internet. This does not mean that I think it should be abandoned either. I do beleive that if one is going to use the internet on such a global level that they all need a way to communicate with one another. From the little ol 8-bit to the PC. HTML may surely have a place on the net, but it is not in the newsgroups at this time..... It is hard enough trying to cross language barriers. Hey it is just a though for the time.

Atari*Dave

> > Iain, you might as well give it up. No matter how you try to explain it,
> > there'll always be some people who just don't get it. They'll be the
> ones who don't realize that a writer is supposed to tailor his message to his
>
> > prospective readers, not the other way around. Every person who posts a
> > message here is a writer, no matter what the talent, ability, or skill
> > level he posesses. Writers write to be read. All messages here are
> meant to be read, else why post them?
> >
> > If a writer wants to limit his readership by using a format he knows many
> > can't use, or don't want to be bothered with, well, I guess that's his
> > choice. I can ignore a limited amount of this stuff; I can be annoyed
> with a higher level of it and still live with it; and there is a level of it
> > where I will simply leave the newsgroup for a more compatible pursuit.
> > TJ

3349. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6fjigr$a5e$1@newsd-121.bryant.webtv.net>
Source record: 64310

I have heard a lot about this game....Where can you get it?

3350. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6fjidm$a58$1@newsd-121.bryant.webtv.net>
Source record: 64311

Perhaps make a webtv-like system and include software in rom, like atari writer but with drivers for current printers and have the old games in there....Of course I dont think hasbro has this in mind.

3351. Re: Where in the world is Mike Hohman of FTE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032820192901.PAA19085@ladder01.news.aol.com>
Source record: 64312

>Who is Mike Hohman?
>What is FTE/Fine Tooned Engineering?
>I've heard of SpartaDOS but never had it and am wondering what it was good
>for...
>Any and all replies welcome here...

Mike Hohman is the guy who bought the rights to SpartaDOS and a pile of other ICD stuff. Unfortunately, it seems he got in way over his head with other projects he was working on ... including his MIO II, an IDE hard disk interface. I was one of the suckers who trusted him to come up with the goods and paid him in advance for an MIO II. That was three years ago!

What's really annoying is that he had prototype units working satisfactorily but he kept wanting more time to do an even better job (like adding true 16-bit support ... his original design was only 8-bit and could therefore only access half the full drive capacity). I would have been quite happy with the device as it was, so long as it did the job ... how the hell am I going to fill up a 540Mb drive on an Atari for crissake?

Anyway, it's water under the bridge. I don't really care that much. Even if I did there's nothing I can do about it.

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@aol.com

3352. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032820421801.PAA22404@ladder01.news.aol.com>
Source record: 64313

>>>> Now that reminds me - there's no reason why games couldn't be written now
to
>>>> take advantage of four players on the XL/XE. I have a joystick splitter
cable
>>>> somewher that uses the POT lines on the Atari joystick port to allow two
>>>> joysticks to be hooked up to each port. It's a _very_ simple thing to do.

>>>Even if you can split the joystick cables to have 4 joysticks, how could
>>>you read them?

>>He said it uses the POT lines, I guess for the second joystick, so
>>he gets one digital joystick and one analog joystick hooked up to
>>the same port. Though, I think that still leaves only one line for
>>a trigger, so simple maze games would be doable, but shootem-ups
>>may not be so practical (unless the idea is that one player runs
>>away while the other blasts away.)

>The paddle controller returns a value from 0-127, right? That's 7
>bits of resolution. There's two of those per port, plus 5 digital
>inputs. Hence, it is intheory possible to have 19 independent digital
>lines per port. That's enough for 7 digital joysticks on an XL/XE or
>15 on a 400/800.

>Of course, the circuitry to multiplex 7 digital lines into a single
>resistance level would be a bit tricky, and I'm not certain how
>precise the Atari is at reading resistance values, so it might not
>work that well.

>Still, you should be able to hook up 3 joysticks per port. It would
>take more than just a splitter cable, and it would require special
>software on the Atari end, but it would be fun to do.

>Now if you added a restriction that you can't move left and right at
>the same time (or up and down), then instead of 5 independent digital
>signals, you have one binary signal and 2 tertiary(? base 3) signals.
>This could be represented as a value from 0-17. This would allow for,
>in theory, upto 30 joysticks on an XL/XE or 58 on a 400/800, though
>that assumes you split the signals across multiple ports in some
>cases. :)

We're getting a bit carried away here, aren't we? :)

I did toy around with the idea of adding more joysticks but you hit the nail on
the head with the problem of resistor accuracy. I never actually tested the
unit properly and so I don't know just how far the values will be off. Three
connectors on each port should be feasible but I wouldn't attempt to go further
than 5 or there'd be no room for an acceptible margine of error.

In short, with a joystick splitter designed around resistors, the fewer additional ports used, the easier it will be to write code around the flaws in such a system.

BTW: It's also possible to daisy chain such a device together, but it will require cleverer programming.

If there's enough interest (there seems to be), I'll build a new splitter or two and publish the results and suggested parts list/construction details on the Web. It's better that any splitter cable conforms to one standard for software development purposes.

I'd especially like to hear from any programmers who'd like to be able to support more joysticks. I've still got a couple of multi-player projects on the drawing board from when I had my programmer's club.

I'm no longer going to attempt to write 8-bit software on my own. Too much hassle, too little time.

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@aol.com

3353. 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032820484201.PAA26252@ladder03.news.aol.com>
Source record: 64314

How easy is it to hook up a 65816 and how much quicker is it than a stock 6502, even if running at the same clock speed?

Also, is there a 65816 upgrade available? Did anyone else pick up on the Sweet16 upgrade?

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@aol.com

3354. WTT: Atari Programming/Graphics Tapes for Lego

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.980328163851.543238635B-100000@conrad.appstate.edu>
Source record: 64315

I have three cassettes for the Atari 8-bit that I would like to trade
for Lego. The cassettes are:

Writing Programs 1
Writing Programs 2
Introduction to Graphics

The tapes are in great condition and load well. If you have a Lego set
that you would like to trade, please e-mail with with the set number and
we will arrange to make the trade. Thanks.

ccee88oo
C8O8O8Q8PoOb o8oo
dOB69QO8PdUOpugoO9bD
CgggbU8OU qOp qOdoUOdcb ....
6OuU /p u gcoUodpP ....
\\\// /douUP ... ...
. \\\////. . ...
.. |||/\ . . ..
.. |||\/ ... .
. ||||| . .. Thomas Main ..
...../|||||\..... main@appstate.edu .....

3355. Re: HTML and this Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: rdell@shell5.ba.best.com
Message-ID: <6fk32psnc1@shell5.ba.best.com>
Source record: 64316

In article <mile23-ya02408000R2403981957580001@nntp.ix.netcom.com>,
Mile23 <mile23@usa.net> wrote:
>You'll note that in the message you quoted, there are two MIME parts, one
>text/plain (aka 'pure ascii'), and text/html. A halfway-decent newsreader
>will recognize that it knows how text/plain works and not text/html, and
>will show you the right one. Likewise, a decent HTML-based newsreader will
>post just this sort of multi-part MIME message.
>
>So, beyond the arguement over what sort of formatting markup you should
>post with, even more important is to PROPERLY CONFIGURE YOUR NEWSREADER.
>
>
>In article <EqBz77.L68@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk
>("Iain Laskey") wrote:
>
>>In article <01bd5722$79cb19a0$996cae98@main>, antispam@nowhere.com
>>(LSDemon) wrote:
>>Whether you like it or not, there are *standards* for using the Internet

<quoted html mime postings deleted>

Some news readers cannot be configured to ignore any MIME types, as some
nesreaders have no knowledge whatsoever of MIME encoding. These
newsreaders are quite prevalent in the Unix world, where many people
read and post USENET news, and indeed where USENET news has its roots.

In some cases, there may be external MIME decoders/interpreters which
can be called into play, as external file processing pieces, but this is
an extra step, time consuming and frequently awkward.

The fact of the matter is that USENET news is NOT designed to have any
non-text in normal articles, other than those in binary groups where
postings of UU encoded (or somewhat less common, and not as accepted,
base-64 encoding) is accepted and routine.

--
Richard Dell

3356. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <351DA682.26F1@pacbell.net>
Source record: 64317

Ansawdd wrote:
>
> How easy is it to hook up a 65816 and how much quicker is it than a stock 6502,
> even if running at the same clock speed?
>
> Also, is there a 65816 upgrade available? Did anyone else pick up on the
> Sweet16 upgrade?
>
> David Wyn Davies
> Ansawdd Technology
> Wales
> Ansawdd@aol.com
---
the 65816 runs exactly the same as the 6502 if the clock speed and
software are not changed. otherwise, you could pump up the system some
by re-writing the 8-bit routines in 16-bit codes. none of my Sweet16
upgrades are bulletproof - they either fail with PBI devices or don't
work with an IDE interface or something. they do work OK as just a
drop-in.... this can all be fixed, but it will take some time. I'd
really like to get them running at 4x clock with 512K of linear RAM. you
really wouldn't need any software changes to crank up the system that
way.

Bob

3357. Re: SpannerWerks• •Jeez, I still have that?!?• Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EqJyM9.GMI@suse.modem.stud.uni-hannover.de>
Source record: 64318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <351C62C1.E0D88C2A@pixelation.com>,
Brigitte & Eric McCormack <earthshaker@pixelation.com> writes:

> SpannerWerksï¿½ ï¿½Jeez, I still have that?!?ï¿½ Auction

This is not proper Usenet text. Configure your Netscape properly !

> Just a little auction to clear out the Atari ST & 8 bit debris in my
> room.

Save Usenet from this shit.

> AUCTION RULES:
>
> 1. Standard rules apply. Please mark all bids with the subject line
> "Auction" so I can quickly separate them from other emailsï¿½messages so
> marked will get first priority!

Why do you think you should bore all the Atari world with this nonsense ?

> 4. Updates will be posted every other day to both the newsgroup and the

Heaven forbid !! Please refrain from this. You've posted this four times
now, where once had been appropriate. Any further posting is highly
non-desirable. This newsgroup is *NOT* an auction barn.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

3358. SpannerWerks&#65533; &#65533;Jeez, I still have that?!?&#65533; Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-28 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@pixelation.com>
Message-ID: <351DCEB8.F65742@pixelation.com>
Source record: 64319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

SpannerWerksï¿½ ï¿½Jeez, I still have that?!?ï¿½ Auction

Just a little auction to clear out the Atari ST & 8 bit debris in my
room.

AUCTION RULES:

1. Standard rules apply. Please mark all bids with the subject line
"Auction" so I can quickly separate them from other emailsï¿½messages so
marked will get first priority!

2. Items will start a Going, Goingx2, Gone phase Friday, April 12th.
At this time, items' status will change after every two-day period
without
a raised bid. If an item fails to attract the assigned minimum bid by
Sunday April 5th, it will be pulled from the auction.

3. Minimum raises in bids are in $1 increments.

4. Updates will be posted every other day to both the newsgroup and the

participants. Please let me know if you wish to be taken off the
mailing list for the auction. I will only confirm bids by email for the
highest
bidder on each item.

5. Only the highest bid will be listed. On tie bids, the first one
received will be registered as the high bid for that item.

6. No lot bids except for the items already listed as lots.

7. Payment must be made by money order or personal check. If you're
bidding on more than one item you may pay for all your items at once.
However, if after two weeks following confirmation of final total I have

not yet received your payment, the items are forfeit and the next
highest bidder will be contacted.

8. Shipping will be by USPS or UPS, whichever is cheaper for you if you
have no preference. Prices do not include shipping. Prices are un US
dollars. International bids OK.

9. Detail on condition of item available upon request. Let me know if
you have any further questionsï¿½thanks!

The items:

ITEM Min Bid Curr Bid/Bidder

520STm (1 Mb) $10 102063.112/$11
w/ PS, Mouse &
Astra EasieST
Solderless RAM
Expander (up to 4mb,
512k installed)

SM124 monitor $10
(curving lower
left corner)

SF 354 FDD $5
w/ Cable &PS

SF 354 FDD $5
w/ Cable &PS

IB Drive 5.25ï¿½ FDD $10
w/ integral cable, Manual &PS

Megafile 30 w/ DMA $20
Cable
+ 2 Spare MFM HDDs

Spectre GCR w/ 128k $30 Gamberin/$35
ROMs, v3.0 software,
MAC software, manuals

StereoTek glasses $30
w/ cartridge, manuals,
packaging

CX22 Trackball $2

CX22 Trackball $2

Samsung 2400 bps $3
modem w/ PS

Atari Mega $5 Gamberin/$6
Field Service Manual

Atari 520ST $5
Field Service Manual

Atari 1040ST $5
Field Service Manual

Atari STe $5
Developer Addendum

Atari CDAR504 $5
Developer Reference Manual

WICO Joystick $1 Gamberin/$2
Command Control

Prostick Joystick $1

800XL w/ PS, $5
manuals, packaging,
RF Converter, all in the
original box & plastic wrap
(POWERS UP, BUT NO PICTURE)

Xetec GraphixAT $5
SIO to Parallel converter

Sound & Graphics $1
(Book for 400/800)

Leader Board $1
(Golf Game w/ Box, disk,
manual, dongle)

DOS3 Reference $1
Manual

DOS II Reference $1
Manual

Synfile $1
(Database for 400/800,
w/ manual, disk, binder)

Atari BASIC $1

Master Memory Map $1
(400/800)

Atari 1020 Color $2
Printer/Plotter w/ paper,
PS, manual, 4 dried up pens

Centipede Cartridge $1
CXL4020

Fun With Art Cartridge $1
Epyx

3359. BASIC cartridge & books

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: DRT <dtietsw@home.net>
Message-ID: <351EED79.A7DD283F@home.net>
Source record: 64184

$10 for all. Buyer pays shipping.

Email if interested.

3360. Surfing 8 bit disks/Floppy emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: GMenke <NOSPAM@erols.com>
Message-ID: <01bd5acc$2c6a63c0$64646464@gregm>
Source record: 64320

I just spent the last few hours of so copying my old SD disks to my PC, and surfing them. Man, it brings back memories.

But, ominously, it looks like my 1050 is getting sick- and I still have a bunch more to do!!

Having rolled my own cable and disk emulator software (finally a good use for a PC)- its lots faster than the OEM drives. My question is how fast are the SIO2PC / APE alternatives? Maybe a decent measure is how fast a stock 800 can boot to the DUP menu without basic using them.

Do SIO2PC / APE properly emulate bad sectors, so copy protected disks can still run after being copied?

Also, it seems like Datasoft wrote/sold a lot of software for the Atari line. What ever happened to them?

Thanks,

Gregm

--
To reply, replace nospam with menkesjg. Thanks.

3361. fs:ATARI 400, 835 MODEM, 410 TAPE DRIVE +8 CARTS ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: tom_cody@onospamne.net
Message-ID: <6fkjvf$pc9$1@usenet41.supernews.com>
Source record: 64321

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=9559629

ATARI 400 COMPUTER
835 MODEM
850 INTERFACE (ADDS 25PIN PRINTER PORT AND COMM PORTS)
410 TAPE DRIVE

Carts include:
Basic
Centipede
Pacman
Miner 2049er
Missle Command
Pole Position
Jumpman JR.
Star Trek

TAPE INCLUDED:
EASTERN FRONT
SHAMUS
HANGMAN

WORKS GREAT TESTED TODAY, BUT SOLD AS IS(IT SHOULD
WORK WHEN YOU GET IT, BUT IT IS 20 YEARS OLD AND I CAN
NOT GUARANTEE FOR HOW LONG) NEVER HAD ANY
PROBLEMS WITH IT.POWER SUPPLY AND SWITCH BOX INCLUDED

CLOSING HIGH BID PLUS (YOUR CHOICE OF)SHIPPING.

3362. Re: Ooh!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998032906364001.BAA22969@ladder01.news.aol.com>
Source record: 64322

I dont think Hasbro will re-introduce the 8bit Atari to the world. Im sure you can see the world is 32-64bits at this point. They may do a production run on the classic 8bit at some point, like Radio Shack did on the TRS80 a while back and Stamp the box Classic Edition.. Dont take this message wrong, I've been an 8bit user since 1980 and have a FULL-BLOWEN 3 node LAN system in my livingroom running Star NET BBS in Orlando FL. and I continue to enhance and upgrade the system at a RECORD pace.

It would be nice to see the 8bit return, I just think there are not many 8bit user still around for Hasbro to make money with it.

<Guy Ferrante>

3363. Re: Winter Games for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6qm54OwonhB@ulf.kiel.netsurf.de>
Source record: 64323

On 28 Mar 98, olavese@online.no wrote ...

> Was this ever released ? I saw a demo picture, but have never seen the game
> anywhere. I am asking, 'cause I found the docs on some site with Atari
> docs. Anyone know ? Thanks and take Atarian care
The demo picture is the only thing that has ever been published. Winter Games itself has never been released for the ATARI 8Bit. However, you can get it for the ATARI ST. Some people still confuse ATARI 8Bit with ATARI 16Bit and vice versa, so that's why some people claim they have a copy.

There is no such thing as WINTER GAMES for the ATARI XL/XE! The best game that comes close to it is WINTER OLYMPIAD!

If you would really like to play WG, go and get a C64, ATARI ST or AMIGA emulator and a copy of the game.

CU!

Ulf

3364. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: ansawdd@aol.com
Message-ID: <1998032910432300.FAA07956@ladder01.news.aol.com>
Source record: 64324

>the 65816 runs exactly the same as the 6502 if the clock speed and
>software are not changed. otherwise, you could pump up the system some
>by re-writing the 8-bit routines in 16-bit codes. none of my Sweet16
>upgrades are bulletproof - they either fail with PBI devices or don't
>work with an IDE interface or something. they do work OK as just a
>drop-in.... this can all be fixed, but it will take some time. I'd
>really like to get them running at 4x clock with 512K of linear RAM. you
>really wouldn't need any software changes to crank up the system that
>way.

>Bob

Any chance of you going the whole hog and implementing the enhancements in the relatively near future?

How much does the current Sweet 16 unit cost?

Just thinking ... I remember talk a few years ago of an upgrade to the GTIA chip (I think) that upped the maximum available colours to over 4000. With something like that in place, and a Sweet 16 running alongside it, there could be life in the old Atari yet - plus with the added advantage of backward compatibility. Add more memory, of course and add a stereo pokey upgrade and you have the makings of the first viable sub $200 home computer for quite some time.

All it needs is for some enterprising person to go ahead and reverse engineer the original 8-bit (shouldn't be difficult) if Hasbro decide not to do anything with the hardware.

Anyway, Bob, do you have any idea what the GTIA upgrade was? Wasn't one of yours, was it?

David Wyn Davies
Ansawdd Technology
Wales
Ansawdd@aol.com

3365. Re: Winter Games for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5b02$44a3f560$1f374382@vidar>
Source record: 64325

Don't need to, I got a Falcon, STe and I don't fancy Winter Games alot (I think I have it somewhere too). Just saw the docs for it on an Atari site. Thanks anyway

Ulf Petersen <Ulf.Petersen@KIEL.netsurf.de> wrote in article <6qm54OwonhB@ulf.kiel.netsurf.de>...
> On 28 Mar 98, olavese@online.no wrote ...
>
> > Was this ever released ? I saw a demo picture, but have never seen the game
> > anywhere. I am asking, 'cause I found the docs on some site with Atari
> > docs. Anyone know ? Thanks and take Atarian care
> The demo picture is the only thing that has ever been published. Winter
> Games itself has never been released for the ATARI 8Bit. However, you can
> get it for the ATARI ST. Some people still confuse ATARI 8Bit with ATARI
> 16Bit and vice versa, so that's why some people claim they have a copy.
>
> There is no such thing as WINTER GAMES for the ATARI XL/XE! The best game
> that comes close to it is WINTER OLYMPIAD!
>
> If you would really like to play WG, go and get a C64, ATARI ST or AMIGA
> emulator and a copy of the game.
>
> CU!
>
> Ulf
>
>
>

3366. Re: Philosophy (was HTML and this Newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <351E9A5A.22168BCD@ny.tds.net>
Source record: 64326

I'm for that! I hate the Internet more and more. The whole uncaring feeling I get from it. I am strongly thinking about putting my old BBS back up, just so faithful 8-bitters will have a place to go and call home.

Alan Sharkis wrote:

> Another OHAUG member wrote an e-mail to me yesterday that advocates a mass
> return to BBSs because they can be accessed by _ANY_ computer. If that
> doesn't buck the flow, what does?
>

3367. Re: SIO2PC, APE cables on sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <351EA06C.A0F15C7C@ny.tds.net>
Source record: 64327

I'm interested. Do you have any left? Email me either at the above address or mschoedel@compuserve.com.

webmaster@cbmpan.gdynia.pl wrote:

> Hi,
> I am selling out the last lot of SIO2P cables i made. If anybody interested
> please let me know.
> There will be an auction on ebay but if somebody dont want to deal with
> bidding just contact me directly.
> The price this time is fixed at $15 and that is shipped to anywhere in the
> world.
> So if you need to transfer your files between a PC and a 8bit Atari - dont
> waste your time - this is by far the cheapest and most reliable solution!
>
> AB

3368. Re: Winter Games for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980329133020.1940B-100000@fissure.scar.utoronto.ca>
Source record: 64328

On 28 Mar 1998, Vidar "Hawk" Olavesen wrote:

> Was this ever released ? I saw a demo picture, but have never seen the game
> anywhere. I am asking, 'cause I found the docs on some site with Atari
> docs. Anyone know ? Thanks and take Atarian care

I used to have Winter Olympics/ Winter Olympiad game for the 8bit. It was
4 disks long. i think made by tynesoft. I think it was designed for PAL
systems, because it was crash a lot of my machine. The game looked "cool"
but really wasn't very playable at all. Most sport games on the Atari
8bit fell short of expectations. (Anyone care to argue this point?) With
the exception of maybe One on One basketball and Leaderboard Golf, Atari
8bit sport games stunk.. (from what I have seen)

A "WINTER GAMES" game I beleive was released for other platforms, not the
8bit. But the previous game I mentioned is as close as you will get.

Alan
University of Toronto
Computer Science, Management and Economics

3369. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980329134152.1940C-100000@fissure.scar.utoronto.ca>
Source record: 64329

On Fri, 27 Mar 1998, Kenneth Jennings wrote:

> >> Now that reminds me - there's no reason why games couldn't be written now to
> >> take advantage of four players on the XL/XE. I have a joystick splitter cable
> >> somewher that uses the POT lines on the Atari joystick port to allow two
> >> joysticks to be hooked up to each port. It's a _very_ simple thing to do.
> >
> >Even if you can split the joystick cables to have 4 joysticks, how could
> >you read them?
> >
> He said it uses the POT lines, I guess for the second joystick, so
> he gets one digital joystick and one analog joystick hooked up to
> the same port. Though, I think that still leaves only one line for
> a trigger, so simple maze games would be doable, but shootem-ups
> may not be so practical (unless the idea is that one player runs
> away while the other blasts away.)
>
> .... On the multi-player topic, wasn't there a paddle controlled
> game on the 8-bits that allowed 8 players to play at once?

I think CHICKEN! used 4 players.. not necessarily at once though. And it
was a paddle game. I think there is a FAQ on 4 player joystick/paddle
games. I would like to know all the over the modem games for the 8bit
that are out. To my knowledge, I am just familar with cross-town
crazy-eights and a simple basic game where you calculate trajectories and
try to blow up the other guys castle..

> >location 54017, (I think that was JOystick 3 and 4??) can
> >be changed on the XL/XE line to control bank switching for extended RAM.
> >I guess you could write some custom code to access the two joysticks from
> >one joystick port, but I don't see how you would do it. How would YOU do
> >it?

Some other e-mails later (which I never bothered to quote, because my
e-mail system does not allow you to quote messages that are larger than
what you type. (I know sounds silly, but I guess there is a logical
reason behind that.. (1) save space and (2) discourage mass-quoting,
chain e-mails...), mentioned that you could conceivable have more than 4
joysticks hooked up, depending on the 8bit resistance tolerance.
Everything in theory looks good, but until some concrete hardware hack and
appropriate software is written, it's only theory!

3370. Sio port

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: probb26666@aol.com
Message-ID: <1998032920021400.PAA12773@ladder03.news.aol.com>
Source record: 64330

Hi,

I haven't posted here before but I have a question. So far my xe gs has been turned into a lumbering wood platform with a plastic garbage can body. I also have mounted a radio shack mobile armatron on top of it. The armatron is the type which is easy to interface to a computer. I decided that I want to connect it to the computer as a serial device because the joy stick ports are being used. How can I do that? Can I just use a shift register and l-print the necessary ascii characters? I don't know how the daisy chaining is handled or what the computer expects. I read brief article on it somewhere but I'm not conversant in technobable :-) If I need to I can connect the arm to a microcontroller, possibly the hc11, and use it to communicate with the computer.

Please reply via e-mail as well.

Thanks,

Patrick Robbins
Probb26666@usa.net

3371. Re: WTT: HUGE Atari XE Game setup for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <351EA814.3E53CB20@buffnet.net>
Source record: 64331
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

i'd be willing to trade some 2600 games for the xf551 drive only. i
have the rest of the package. thanx, andy

Frank Traut wrote:
>
> a Neo-Geo cart system + some games.
>
> The XE game system is like new in the box and includes
> the deck, keyboard and joystick - sorry, no lightgun
> or instruction book. Also included is an XF551 disk
> drive whic happens to have its book :-)
>
> I have over 100 different game carts for the Atari
> 800/XE computers plus over 60 different *original*
> game disks. Most of the carts and disks include their
> original boxes and manuals, some are still shrinked!
> Everything is in real nice cosmetic condition and works!
>
> I am looking for a Neo-Geo cart system w/ 2 joysticks,
> memory card and some games. Here are some of the games
> I would be most interested in:
>
> Baseball Stars II
> Burning Fight
> Ghost Pilots
> King of Monsters II
> Last Resort
> League Bowling
> Magician Lord
> Metal Slug
> Riding Hero
> Sengoku
> Sprintmaster
> Stakes Hero
> Thrash Rally
> Top Players Golf
>
> **Please note: These are the games I would like to get
> someday. Not what I expect for my 8-bit stuff ;-)
>
> I ask that if you want to do a trade with me, that
> your stuff be in the same condition as my stuff.
> For those who don't know me, that means - most of

> my stuff is in mint shape and is usually complete.
>
> For the particulars of what I am offering, please see
> my web page: http://www.ticon.net/~save2600
> I have listed alphabetically all of the carts that
> I am trading. Just point your mouse to: My Atari 8-Bit
> Collection...
>
> Thanks for reading!
>
> -Frank

3372. Re: Sio port

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998032923031001.SAA10521@ladder03.news.aol.com>
Source record: 64332

>Patrick Robbins
>Probb26666@usa.net
>wrote:
>The armatron is the type which is easy to interface to a computer.
>I decided that I want to connect it to the computer as a serial device
>because the joy stick ports are being used. How can I do that?
>Can I just use a shift register and l-print
>the necessary ascii characters?

You might get away with sending serial data using the peripheral
MOTOR control line. This is only possible if you no longer use cassettes.
Alternatively, if you don't use any intelligent devices such as Disk or 850
serial i/f.
but you use cassette then the peripheral command line would be available.

bit 3 of Port A control @ $D302 for Cassette Motor
bit 3 of Port B control @ $D303 Command Line

Based on what you intend to do, I would urge you to opt for the Motor control
line, because it has a capacitor protecting the PIA chip.
Alternatively, get hold of an 850box you can then use the parallel printer
connector.

Good Luck! :-)
WazzdOrf@aol dot com

/|\ Atari user since 1982

3373. Re : Winter Games for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-29 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998032923341701.SAA12591@ladder01.news.aol.com>
Source record: 64333

There are several Winter Games clones for the Atari 8-bit:
- Winter Olympiad '88 made by Tynesoft with good graphics and great music; I think it was released in the US as Winter Challenge
- Winter Olympics, also released by Tynesoft, is an earlier version of the above title
- Winter Events by Anco, a pretty decent game.

Winter Games was announced twice for the Atari.
Once by Epyx (it should've been released along with Summer Games II, which didn't make it either) and once by Atari in cartridge format for the XEGS; it's really strange because I have a picture of an XEGS with a TV set running Winter Games!
Maybe there's a beta version somewhere...

3374. SpannerWerks&#65533; &#65533;Jeez, I still have that?!?&#65533; Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@pixelation.com>
Message-ID: <351F26FC.883D4F7F@pixelation.com>
Source record: 64185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

SpannerWerksï¿½ ï¿½Jeez, I still have that?!?ï¿½ Auction

Just a little auction to clear out the Atari ST & 8 bit debris in my room.

AUCTION RULES:

1. Standard rules apply. Please mark all bids with the subject line
"Auction" so I can quickly separate them from other emailsï¿½messages so
marked will get first priority!

2. Items will start a Going, Goingx2, Gone phase Friday, April 12th.
At this time, items' status will change after every two-day period without a
raised bid. If an item fails to attract the assigned minimum bid by Sunday
April 5th, it will be pulled from the auction.

3. Minimum raises in bids are in $1 increments.

4. Updates will be posted every tuesday and thursday to both the newsgroup
and the participants. Please let me know if you wish to be taken off the
mailing list for the auction. I will only confirm bids by email for the
highest bidder on each item.

5. Only the highest bid will be listed. On tie bids, the first one
received will be registered as the high bid for that item.

6. No lot bids except for the items already listed as lots.

7. Payment must be made by money order or personal check. If you're
bidding on more than one item you may pay for all your items at once.
However, if after two weeks following confirmation of final total I have not
yet received your payment, the items are forfeit and the next
highest bidder will be contacted.

8. Shipping will be by USPS or UPS, whichever is cheaper for you if you have
no preference. Prices do not include shipping. Prices are un US dollars.
International bids OK.

9. Detail on condition of item available upon request. Let me know if
you have any further questionsï¿½thanks!

The items:

ITEM Min Bid Curr Bid/Bidder

520STm (1 Mb) $10 BP/$15
w/ PS, Mouse &
Astra EasieST
Solderless RAM

Expander (up to 4mb,
512k installed)

SM124 monitor $10
(curving lower
left corner)

SF 354 FDD $5 BP/$5
w/ Cable &PS

SF 354 FDD $5 BP/$5
w/ Cable &PS

IB Drive 5.25ï¿½ FDD $10 BP/$10
w/ integral cable, Manual &PS

Megafile 30 w/ DMA $20
Cable
+ 2 Spare MFM HDDs

Spectre GCR w/ 128k $30 Gamberin/$35
ROMs, v3.0 software,
MAC software, manuals

StereoTek glasses $30
w/ cartridge, manuals,
packaging

CX22 Trackball $2 BP/$2

CX22 Trackball $2 BP/$2

Samsung 2400 bps $3
modem w/ PS

Atari Mega $5 BP/$7
Field Service Manual

Atari 520ST $5 BP/$5
Field Service Manual

Atari 1040ST $5 BP/$5
Field Service Manual

Atari STe $5 BP/$5
Developer Addendum

Atari CDAR504 $5
Developer Reference Manual

WICO Joystick $1 BP/$3
Command Control

Prostick Joystick $1 BP/$1

800XL w/ PS, $5
manuals, packaging,
RF Converter, all in the
original box & plastic wrap
(POWERS UP, BUT NO PICTURE)

Xetec GraphixAT $5
SIO to Parallel converter

Sound & Graphics $1
(Book for 400/800)

Leader Board $1
(Golf Game w/ Box, disk,
manual, dongle)

DOS3 Reference $1
Manual

DOS II Reference $1
Manual

Synfile $1
(Database for 400/800,
w/ manual, disk, binder)

Atari BASIC $1

Master Memory Map $1
(400/800)

Atari 1020 Color $2
Printer/Plotter w/ paper,
PS, manual, 4 dried up pens

Centipede Cartridge $1
CXL4020

Fun With Art Cartridge $1
Epyx

3375. Re: what modem interfaces r available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: stronae@rice.edu
Message-ID: <6fn9jjgvo2@joe.rice.edu>
Source record: 64186

David A. Paterson (davepat@total.net) bequeathed:
: There also exist plans for a single chip SIO to RS232 converter that will
: let you run at 9600+. If you're handy with a soldering iron and have a
: spare SIO cable to sacrifice, it's the way to go.

Where would these plans exist? I am very interested in connecting my
external 14.4 to my Atari. Please e-mail back, as I don't follow newsgroup
postings often...

Thanks,
Kenneth

3376. eBay: Atari 800 and Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <23659.otter@oz.net>
Source record: 64187
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

The following is up for auction on eBay, with less than 12 hours to go:

Atari 800 with 1050 Disk Drive, Power Supplies, SIO cable, System
Disk, and 3 Cartridges:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=9445132

-- Otter

3377. Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6fntpk$hr3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 64188

Howdy folks

Would it be possible to connect the BlackBox with the Classic Atari via fiberoptics?

CU Mathy Van Nisselroy

3378. WTD: Sea Dragon for Atari 800 on diskette

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: chandero@NOSPAMgoes.com
Message-ID: <09980230071106.OUI53.chandero@NOSPAMgoes.com>
Source record: 64189

Would like to buy Sea Dragon and ApplePanic games on diskette for the
Atari 800.

We lost our copies and want to play this game again.

Please respond to us via email at chandero@goes.com

Thanks for any help.

Bob Blaney
Chandero Systems INc.

!^NavFont02F00C50007MGHHGC61A37

--
Bob Blaney - email to chandero@goes.com
posted 03/30/98 at 07:14 from Long Valley NJ U.S.A.
Using: OUI 1.8 Beta 9
Remove NOSPAM before sending e-mail

3379. Auction: Atari Computer Magazines/Manuals/Disks/More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998033012501900.HAA11261@ladder03.news.aol.com>
Source record: 64190

April Auction - Update 5

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes. Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$12 blitz

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$12 JMouchmini

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes

picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$10 JMouchmino

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

Atari Computer Magazines
A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer Sept./Oct. 1986. -$1.95 min

M102. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

M103. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Super Nintendo
SN1. Super Nintendo System in excellent condition. Includes main unit, power pack, controller, rf cable, and instructions. -$22.95 min
SN2. Super Nintendo Stereo AV Cable -$5.95 min
SN3. Super Nintendo Super-VHS Cable -$8.95 min
SN4. Super Nintendo Super Mario All Stars. Complete in box with instructions. -$13.95 min
SN5. Super Nintendo Controller. Complete in original box. Never used. -$7.95 min
SN6. Super Nintendo Mortal Kombat II Instructions -$.25 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 diehardgatorfan
2. Dreadnaught Factor -$1.75 diehardgatorfan
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 diehardgatorfan

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 diehardgatorfan

Atari 5200 Manuals
6. Buck Rogers -$.75 diehardgatorfan
7. Congo Bongo -$.75 diehardgatorfan
8. Frogger -$.75 diehardgatorfan
9. Popeye -$.75 diehardgatorfan
10. Realsports Football and Home Football Playbook -$.75 diehardgatorfan
11. Realsports Tennis -$.75 diehardgatorfan
12. Super Cobra -$.75 diehardgatorfan

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 djastroboy
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 dgeller
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 dgeller
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 dgeller
24. Video Chess, Atari (small black) -$1.25 dgeller
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
29a. Missile Command, Atari (colored) -$.75 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$2 spearsk

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min
39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 djastroboy

42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. Add $1 to shipping. -$9.95 min
51. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping. -$9.95 min
52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Insts. (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Insts. -$.25 min
55. APX Keyboard Organ Insts. -$.25 min
56. APX Sketchpad Insts. -$.25 min
57. APX Video Math Flashcards Insts. -$.25 min
58. APX Presidents of the United States Insts. -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s of Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX (Atari Program Exchange) Catalog Spring 1982. 68 pages. -$3.95 min
63. APX Catalog Summer 1982. 76 pages. -$3.95 sydtech
64. APX Catalog Fall 1982. 76 pages. -$3.95 sydtech
65. APX Catalog Winter 1982-3. 85 pages. -$3.95 sydtech
66. APX Catalog Spring 1983. 37 pages. -$3.95 sydtech
67. APX Catalog Summer 1983. 38 pages. -$3.95 sydtech
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.25 min
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min
73. Avalon Hill Games and Parts Price List, effective September 15, 1983 -$.50 min

Atari 8-Bit Computer Manuals
74. BC's Quest for Tires, Sierra -$1.95 min
75. Blue Max, Synapse -$1.95 min
76. Capture the Flag, Sirius -$1.95 JMouchmino
77. Centipede, Atari -$1.95 min
78. Clowns and Balloons, Datasoft -$1.95 min
79. Demon Attack, Imagic -$1.95 min

80. Dig Dug, Atari -$1.95 min
81. Final Legacy, Atari -$1.95 min
82. Flight Simulator II Reference Chart -$1.95 min
83. Flip and Flop, First Star -$1.95 min
84. Gorf, Roklan -$1.95 min
85. Gruds in Space, Sirius -$1.95 min
86. Gyruss, Parker Bros. -$1.95 min
87. H.E.R.O., Activision -$1.95 min
88. Hard Hat Mack Command Summary Card, Activision -$1.95 min
89. Joust, Atari -$1.95 min
90. Jumpman Jr. Epyx -$1.95 min
91. Keystone Kapers, Activision -$1.95 min
92. K-razy Antiks -$1.95 min
93. K-razy Kritters -$1.95 min
94. K-razy Shootout -$1.95 min
95. K-Star Patrol -$1.95 min
96. Master of the Lamps, Activision -$1.95 min
97. Megamania, Activision -$1.95 min
99. Monster Maze, Epyx -$1.95 min
100. Mr. Do!, Datasoft -$1.95 min
101. On-Track Racing, Gamestar -$1.95 min
102. Pac-Man, Atari -$1.95 min
103. Pharaoh's Pyramid, Master Control Software -$1.95 min
104. Pool 400, Innovative Design -$1.95 min
105. Rainbow Walker, Synapse -$1.95 min
106. Repton, Sirius (includes iron-on) -$1.95 min
107. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
108. Return of Heracles, Quality Software -$1.95 min
109. Robotron, Atari -$1.95 min
110. Shooting Arcade, Datasoft -$1.95 min
111. Silent Service, Microprose -$1.95 min
112. Snokie, Funsoft -$1.95 min
113. Star Trek 3.5, Adventure International -$1.95 JMouchmino
114. Super Cobra, Parker -$1.95 min
115. Track Attack, Broderbund -$1.95 min
116. Wizard of Wor, Roklan -$1.95 min
117. Zaxxon, Sega -$1.95 min
118. Pitfall
119. Encounter!, Synapse

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

3380. Re: Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <351F97AE.D89FA53E@ix.netcom.com>
Source record: 64191

```
Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> Would it be possible to connect the BlackBox with the Classic Atari via fiberoptics?
>
> CU Mathy Van Nisselroy

Mathy,
Sure! That's a rather simple interface. The timing and data may be a
bit more difficult to deal with though. Basically, you need a
laser-diode for transmit and a photo transistor for receive (fited with
the appropriate connectors (ST or SC)), joystick connector, a couple of
resistors and some programming to read/write to the joystick port. The
BB is nice, but certainly NOT neseccary for this to work. It's a simple
bi-directional serial interface. One JS pin rot read, one JS pin to
write, one each JS pin for +5VDC and Gnd.
Like I said, the programming to match the other end is going to be the
hard part. Clocking fast enough to move data around.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

3381. Re: Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6fo5v4$m2l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 64192

In article <351F97AE.D89FA53E@ix.netcom.com>, Robert S Ely <rely@ix.netcom.com> says:
>
>Mathy Van Nisselroy wrote:
>>
>> Howdy folks
>>
>> Would it be possible to connect the BlackBox with the Classic Atari via fiberoptics?
>>
>> CU Mathy Van Nisselroy
>
>Mathy,
> Sure! That's a rather simple interface. The timing and data may be a
>bit more difficult to deal with though. Basically, you need a
>laser-diode for transmit and a photo transistor for receive (fited with
>the appropriate connectors (ST or SC)), joystick connector, a couple of
>resistors and some programming to read/write to the joystick port. The
>BB is nice, but certainly NOT neseccary for this to work. It's a simple
>bi-directional serial interface. One JS pin rot read, one JS pin to
>write, one each JS pin for +5VDC and Gnd.
> Like I said, the programming to match the other end is going to be the
>hard part. Clocking fast enough to move data around.
>
>--
>Robert S Ely --- Communications Systems Technician

Howdy Robert

Either I'm not understanding you, or you're not understanding me, but...
What the joystick gotta do with this?

What I'd like to see (somebody else develope, cause I don't know enough about
electronics) is a way to disconnect the BlackBox from the computer, while still
being able to use the two together (while "unconnected").

I've thought about IR and Radio waves, but that's to much error prone (to many
outside influences). So I thought light via fiberglas would be cool.

The XE has 34 pins on the Cartridge port and 14 on the ECI (we need both for
PBI devices such as the BlackBox). We don't need to send power and ground over
the wire. With the right light source, you wouldn't need one fibre per signal.

BTW it could be done with flatcable and ordinary electrons, but I've experienced
firsthand how "reliable" flatcable can be. NO THANKS!

And with a few glasfibres, the link would (and should) still be flexible.

CU Mathy Van Nisselroy

3382. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <351fcd4d.2796170@news.ioa.com>
Source record: 64193

On 28 Mar 1998 00:39:24 GMT, ansawdd@aol.com (Ansawdd) wrote:

>Anyway, even if Atari had sole rights to the home produced versions of
>Defender, Williams could conceivably have been walking on thin ice with their
>Arcade Classics since they would have been treading on Atari's turf. I suspect
>that had Atari taken them to court for breach of contract it would have made a
>very interesting contest ... which Atari would probably have lost since
>Williams went through the back door by writing an emulator that would allow
>them to sell the games as they were originally written for the arcade.
>

I think we're arguing the same side of the issue...

I agree with you that Atari probably bought the sole rights to produce home versions, but I don't think Williams was on thin ice with the emulator. Buying rights for home versions usually means being allowed to write new code for the home system, and even though the new code may differ in form and function, they can still use the official game name. WAC used the original code of the games, and the only new code written was for the emulator; hence, you're talking about a new "OS," not a new version. Yes, it's something of a "back door," but you have to remember that in the US, the copyright is held by the original writer, or the comany that hired the writer. Therefore, since Atari was licensing their version, Williams was fully within their right to release their own home version. Maybe you're right that the British system is different. Unfortunately, it's these differences that keep us questioning things like this :-(

The end result is, of course, that Hasbro SHOULD be able to create new home versions for all of the titles mentioned, which is good for all of us. Hopefully, when today's youngsters start playing new versions of these classic games, they'll realize that great graphics and great sound don't necessarily make a great GAME -- something us 8-bitters have known for a very long time!

3383. For Trade: Atari ST ext. Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: dougkalley@aol.com
Message-ID: <1998033017283301.MAA09647@ladder03.news.aol.com>
Source record: 64194

I have an Atari external hard drive I no longer need for the ST series and would like to trade it for 8bit equipment. Email responses if interested.

dougk

3384. Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96.980330093128.15782A-100000@becker2.u.washington.edu>
Source record: 64195

Yesterday at the local Goodwill, I found a Magnavox composite monitor for $25. I'd been thinking about benching the old TV but $25 for something that I had no idea if it worked or not seemed a bit steep. I finally decided to take the risk. What I didn't know was that it was "green-tagged" and all green tagged items were on sale for 99 cents! 99 cents for a monitor! SWEET!

However, all that glitters is not gold. I hooked it up to my 800xl and it worked fine, the first time. Ever since the first time the monitor has no sound. Cracking open the case I can see that the speaker looks fine but the solder connections for the audio plug look broken. I'm guessing that plugging and unplugging the cable was enought to break it. It looks like I might be able to re-solder the connection, but I'm curious about alternatives.

I see from the FAQ that pin 3 on the 5-pin din plug is "audio out". What do I need to do to hook that up to a pair of external speakers? Do I need to amplify the signal or can I just run a wire from pin 3 to a speaker?

Thanks!

3385. FS: Misc Hardware/software (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6fopka$2b@bgtnsc02.worldnet.att.net>
Source record: 64196

Time to clean out some of the 8-bit stuff to make room for some 'new toys':

Atari 130XE Computer System $25.00
Sanyo DMC-5500 Composite Video Monitor w/video cable $35.00
Atari 800 Computer $15.00
Atari CX85 Numeric Keypad $ 5.00
Atari Light Pen w/Atarigraphics $ 5.00
Atari 1020 Color Pen Plotter $10.00

The Monkey Wrench II $ 3.00
The "Pill" (allows backing up cartridges to disk) $2.00
Qix (game cartridge) $ 2.00
Centipede (game cartridge) $ 2.00
Defender (game cartridge) $ 2.00
AtariWriter (cartridge) $ 5.00

That'll do it for now -- I'll try to dig out list some more things when I
get around to it (probably when I get something new and need more
desk/shelf space ;-).

Sheldon
s.winick@worldnet.att.net

3386. FREE Printer Atari SMM804

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Jim Devenport <jdport@concentric.net>
Message-ID: <351FFA2A.45EC@concentric.net>
Source record: 64197

... You pay the shipping, that is. This unit lacks the plexiglas cover
and the paper advance knob is cracked and the ribbon likely is dried up
but it worked the last time I tried it.
I am in NM zip 87035.
Jim Devenport

3387. WTB XE Games system (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <6fovm0$1vk$2@roch.zetnet.co.uk>
Source record: 64198

I'm looking for a cheap XEGS in the UK, must have external keyboard.
email details and asking price if you have one FS.

regards, Steve

/**\
* stevegreen@zetnet.co.uk * Tel01258817841 * Dorset ENGLAND * FALCON030 *
**/

3388. Web page fading away....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: rfunk@peri.acs.ohio-state.edu
Message-ID: <slrn6i00bo.n0j.rfunk@nyssa.acs.ohio-state.edu>
Source record: 64199

As many of you may have noticed already, I have not been maintaining my Atari web page (or any of the others) in quite a while. For a long time I have mostly ignored requests to update or add information or links. These days I spend all day in front of a computer at work, and have very little desire to do computer work in my spare time (and when I do, it tends to be more fruitful to hack Linux than the Ataris).

So I plan to take down the Atari page in a few months, probably in June (after I finally graduate). So I suggest that somebody grab anything of interest and put it up somewhere else (I may be able to help with a transfer).
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Also, if you're anywhere near Columbus, OH, let me know if you might be interested in some cheap (more likely free) hardware (a couple 800XLs, a 400, maybe a 1050, maybe other odds and ends). My apartment is too small to keep so much stuff I never use, and it's time for me to admit that I'm not going to use it. (I'll hang on to a 1200xl and a 1050 though.)

--
============== R o b F u n k ==============|========> funk+@osu.edu <========
"...his hands were doing what they liked to | rfunk@peri.acs.ohio-state.edu
do best -- replacing men like himself with | rfunk@marvin.uts.ohio-state.edu
machines." -Vonnegut, "Player Piano" |http://er4www.eng.ohio-state.edu/~funkr

3389. Re: Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <3520220C.C40085C2@teleport.com>
Source record: 64200

Why? Just what would be the point of doing such a thing? Would it even be worth the waste of your money? My inquire mind would like to know!

Mathy Van Nisselroy wrote:

> Howdy folks
>
> Would it be possible to connect the BlackBox with the Classic Atari via fiberoptics?
>
> CU Mathy Van Nisselroy

3390. Re: 1050 drive mods

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <352023DD.AA67D07A@teleport.com>
Source record: 64201

Anthony,
For the money that you would have to spend to do such a feat, you would be better off going out and just buying a XF 551 drive that can already do just what you are asking. But than again these are just my thoughts..... Have a great Atari Day!

Atari*Dave
The Hardware Man

Anthony Rudzki wrote:

> Does anyone have a source for modifications to the 1050 that could
> enable it to be 1. double density and 2. DS DD.
>
> I realize 2. would require a drive change, but internally, what would it
> need?
>
> thanks.
>
> tony

3391. Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: "Someone on the Internet." <user@qe2-hsc.ns.ca>
Message-ID: <6fpb30kct1@nntp3.uunet.ca>
Source record: 64202

```
--
x-no-archive: yes

Remember these magazines? Remember the programs they included for you to
type out?
Does anyone know of where you can get these (already typed)? Also does
anyone know what happened to all the cool programs people must of sent into
these mags for possible publication? The editors must have kept an archive
somewhere.

Please reply to the group thanks.
```

3392. Re: Re : Winter Games for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6fph4licd1@newsd-122.bryant.webtv.net>
Source record: 64203

There was a 2600 version, which really was pushing the evelope for that system, with multiple events and music and stuff.

vs

3393. Re: Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2iuov5uqi.fsf@caligula.srv.net>
Source record: 64204

Linda Shippert <loo@u.washington.edu> writes:

> I see from the FAQ that pin 3 on the 5-pin din plug is "audio out". What
> do I need to do to hook that up to a pair of external speakers? Do I need
> to amplify the signal or can I just run a wire from pin 3 to a speaker?

Best to get a Y-connector and hook it up to a stereo. A boom box with
an external input will work as well or better than typical powered
"computer speakers" for about the same price.

Brent

3394. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2k99b5v64.fsf@caligula.srv.net>
Source record: 64205

stevenposey@usa.net (Steven Posey) writes:

> The end result is, of course, that Hasbro SHOULD be able to create new
> home versions for all of the titles mentioned, which is good for all
> of us. Hopefully, when today's youngsters start playing new versions
> of these classic games, they'll realize that great graphics and great
> sound don't necessarily make a great GAME -- something us 8-bitters
> have known for a very long time!

Are you implying, with your bare face hanging out, that classic 8-bit
games don't have great graphics and sound? :)

Brent

3395. 8bit + (APE+TCPIP)=Internet capable atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: *rlcolli*@ibm.net
Message-ID: <qnFI1kimRZ9c092yn@ibm.net>
Source record: 64206

Here's an idea I had:
Using APE and TCP/IP on an IBM, put the 8-bit on the internet. If nothing else, have the R: device emulate telnet. You boot up Bobterm on the 8-bit, set it to use APE as the r: device, put the IP or name address to dial, and your Atari is on the Internet!! Is this feasable?

It should then be possible to create modem games for the 8-bit that work over the internet. The programming would be the same as a modem game, and the IBM would handle the TCP/IP junk.

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins *rlcolli*@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

3396. For sale list (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-30 00:00:00 UTC
From: Mike Blenkiron <hamster@globalnet.co.uk>
Message-ID: <6fqdgpmob1@heliodor.xara.net>
Source record: 64207

```
Atari 8-bit hardware & software items for sale.
Please contact hamster@globalnet.co.uk for complete list.
```

3397. Trade: 800xl, 1050, & 850 for Mac printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: malyszka@dreamscape.com
Message-ID: <35213ebb.135630484@news.dreamscape.com>
Source record: 64034

Looking for a Mac printer. I have power supplies for all of these.
They all work.

...b

3398. joysticks 2-way?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998033120021301.PAA14522@ladder03.news.aol.com>
Source record: 64035

Until I got on the internet I haven't known anyone else with an Atari computer. I've messed around with the joysticks before and it looked to me like one pin was +5V and you just hook it to one of the other pins for left/right or whatever. How can the atari send data out through the joystick ports and how could you do it in BASIC?

3399. Re: Here's a project for Hasbro....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35216160.55392272@news.pressenter.com>
Source record: 64036

On 31 Mar 1998 18:51:34 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
>: In article <VAxE1kimR95Y092yn@ibm.net>, *rlcolli*@ibm.net (Ryan 'Gozar'
>: Collins) wrote:
>
>: > I would like to see the 8bit design put into one chip, like that Basic
>: > Stamp that is made for projects. Include the entire chipset and 128K
>: > and sell it for $30.
>: Pity then that the schematics are long gone...
>
>
>NOOOOOOOOOOOOOOOOOOOOOOOOOOO!!!!!!!!!!

That's the word anyway.... sheesh what a shame. All the designs for
the custom Atari ICs went to the bit bucket. Nothing like reformiting
mass storage without at least backing up those designs to tape or
something. What a waste. Without those designs, it is HIGHLY
unlikely that anyone would take the time or make the effort to
reinvent ot reverse engineer those chips. Besides that, not just any
Tom, Dick, or Hairy is even capable of that type of project or has
access to the sophisticated equipment needed to accomplish such tasks.

In other words, when it comes to those CUSTOM Atari ICs, I think we're
all sadly up the creek. :(

Jon

*** Please make sure responses are also sent via email.

3400. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: "Someone on the Internet." <user@qe2-hsc.ns.ca>
Message-ID: <6fs622fua1@nntp3.uunet.ca>
Source record: 64037

```
--
x-no-archive: yes

Thanks for the reply.

Hopefully the Anolog ones will turn up. I always thought they were the
better mag..

Mike Jewison wrote in message <6fr2eq$67p@falcon.ccs.uwo.ca>...
```

3401. Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3521B958.4CDEF46E@sisna.com>
Source record: 64038

Atari Logo with manual $6.00 shipping included

Atariwriter with manual $6.00 shipping included

Atari 850 Interface comes with Power supply and Printer cable $25.00
shipping included, guranteed for 30 days.

reply e-mail..

bob

3402. Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3521BA73.7CCD6BD6@sisna.com>
Source record: 64039

I have a lot of 10 cartridges open to offers on the lot of 10 will not seperate.

Starraiders, Missle Command, Asteroids, QIX, Fraction Fever, Pengo, Alphabet Zoo, Kinderkomp, Delta Drawing, Centipede, no documentation but if I come across docs before shipped will include, (doubtfull?), make reasonalble offer on all 10 shipped.

bob

3403. XEGS Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3521BB39.7665B2FA@sisna.com>
Source record: 64040

Donkey Kong, Bughunt, Flight Simulator II, Ace of Aces, These carts sold originally in excess of $39.95 each +, Price $40.00 shipping included no documentation..

bob

3404. EXEs A through I

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Paul Welbourn <donnahw@ix.netcom.com>
Message-ID: <6fsee6$519@sjx-ixn9.ix.netcom.com>
Source record: 64041

With the recent version 0.9.0 build of David Firth's Atari 8bit emulator, I have decided to undertake the task of re-verifying the compatibility of the mass of binaries and bootdisks available in Yogi's archive. This posting includes my findings for those binaries located in the A-I directory. Hopefully I will be able to get on to the remainder soon.

One note that I can make straight off the bat is that David Firth's emulator, due to its ongoing development, now seems to offer better overall emulation than XL-it! by Markus Gietzen, in terms of compatibility (i.e. greater number of programs supported), colours, scrolling, and collision detection. However, I still encountered a number of binaries for which XL-it! behaves the better of the two.

In testing, I first converted each binary to atr format using Ken Sider's MAKEATR utility. I started each test emulating the 130XE model, working my way through 800XL, and finally to 800 emulation if the program refused to boot. For the record, I am using the MS-DOS versions of both emulators, running under Win95.

The following list contains those binaries which best worked, or would only work, under the old Atari 800 emulation.

AstroGrover
ATLANTIS
Blackhawks
Checkers2
CIMEXREX
COMBAT
DancingFeets
DARKSTAR
DemonAttack
DesignersPencil
DigDug5200
DreadnaughtFactor
DucksAhoy
Fastgammon
FinalFlight
GalacticAvenger
GhostEncounters
GhostHunter
IncredibleLaboratory

This next list contains those binaries which did not appear to work correctly with either emulator, using any configuration. When examining the integrity of these files using Sidney Cadot's BIN utility, I found that most of them were corrupt in some way. If anybody has any new, working versions

of the binaries then please either email them to me, or upload them to
Yogi's archive. Also, any updates or revisions to the list would be greatly
appreciated.

Airstrike
ALLEYCAT
AMAZED
ANDROID
ANTEATER
AstroDroid
ASTRONIX
AxisAssassin
BallisticInterceptor
Billiards
Blackjack
BountyBobStrikesBack (loads up fine with David Firth's emulator, but does
not respond to directional controls)
BURGERS
BurtsBrewBiz (I know this works fine in the megaimage available on the net)
CandyFactory
Cannibals
CaptainStickysGold
CaptureTheFlagSirius
CaptureTheFlagSirius2
CarnivalMassacre
CASINO
CastleAttack
CHICKEN
CHIMERA
CHISELER
ChoensTower
ColossalCave
CopterChase
CrisisMountain
CrosswordMagic
CrystalRaider
DARTS
DavidsMidnightMagic
DEIMOS
DespatchRider
DestinationUnknown
DontShootThatWord
DoomWorld
DROGAWOJ
ElectricianTitle
Elektraglide (the bootdisk version does work, though)
Eliminator
EUREKA
FortApocalypse_DV
FrogsandFlies

GalaxyDefender
Ghostbusters (the bootdisk version works)
GhostbustersVoice
Gladiator
HardHatMack
HenrysHouse (again, this works in the megaimage)
SRALA

3405. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <p-eJCoH.tandrews16@delphi.com>
Source record: 64042

"Someone on the Internet." <user@qe2-hsc.ns.ca> writes:

>Does anyone know of where you can get these (already typed)? Also does
>anyone know what happened to all the cool programs people must of sent into
>these mags for possible publication? The editors must have kept an archive
>somewhere.
>

I know where one Antic program can be found, anyway. I know I have a copy of the August 89 Feature Application, Customer List Manager, around here someplace. I even have a copy of the text of the article, as it was originally submitted, not the edited version that was published. I did sign a contract selling all rights to Antic Publishing "in perpetuity". I have a copy of that around here somewhere, too.

However, it's been some time since I thought that contract had any teeth left. If someone has a need for this information, let me know and I'll see what I can do.

When I left Genie they had an excellent collection of Antic and Compute! disks in their Atari8 library, along with a very good collection of Analog disks. Though a mere shadow of its former glory, Genie is still in operation. That might be a good place to look.

TJ

3406. Error 130?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Brett Gaskill <bgaskill@niu.edu>
Message-ID: <6fsgm2$4m5@corn.cso.niu.edu>
Source record: 64043

Does anyone remember what an error 130 is? I keep getting this error when trying to load a large (257 sector) basic file on every emulator I've tried.

3407. FA:Systems,Carts,Powersupplys,Misc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <3521D239.443B@ccnet.com>
Source record: 64044
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.cbm,comp.sys.atari.8bit

I have a bunch of stuff on EBay for sale.Here is a list of some of the
stuff.

Atari 2600 carts

Coconuts by Telesys
Demon Attack by Imagic in Box
Black Jack in Box
Pitfall 2 by Activision
Video Checkers in Box

Power Supplys + Cables

Atari for the 1050 floppy drive
Atari for the 800???
Commodore for the C64 and Vic-20
Commodore for the C64 and Vic-20 by Recoton
Atari SIO cable
ALL Tested and work

Atari 5200 system in the Box with 17 games
Atari 2600 system with 31 games + extras

4 Magnavox Odyssey 2 game carts

Go To the Link below or to http://www.ebay.com and search under sellers
jandc@ccnet.com

http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=jandc@ccnet.com

3408. More Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <3521DF03.2814@ccnet.com>
Source record: 64045
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.cbm,comp.sys.atari.8bit

```
Here is some more stuff i have on http://www.ebay.com
Do a search under sellers 4jays@ccnet.com
or at
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=4jays@ccnet.com

JVC X'EYE System-A Sega CD and Genesis in one
Atari Super Pong Mint in Box-Like New
Unisonic Olympian 2600 Pong Game
Atari 2600 System in the Box with 47 games
Odyssey 2 System with 13 games most in Box
Commodore Vic-20 System with 8k ram cart and 2 game carts
Atari Touch Tablet Complete for 8-bit computers

Atari 2600 carts
----------------
wizard of wars
spiderman
strawberry shortcake
empire strikes back
Indy 500 in Flip top Box
Combat in Flip top Box
Surrond in Box
Street Racer in Box
Missle Command in Box

Vic-20 game carts
-----------------
Ms.Pac-Man by Atarisoft
Demon Attack by Imagic
16k Memory expansion cart

Colecovision Powersupply-Tested

Epyx Fast Load cart for C64

Nintendo Nes stuff
------------------
Advantage joystick
4 joystick adaptor
Adventure Island game cart by Hudson
```

3409. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Perry Powder <microtac@sprint.ca>
Message-ID: <3521DDA0.23641BDA@sprint.ca>
Source record: 64046

>Remember these magazines? Remember the programs they included for
you to
>type out?
>Does anyone know of where you can get these (already typed)? Also does

>anyone know what happened to all the cool programs people must of sent
into
>these mags for possible publication? The editors must have kept an
archive
>somewhere.

>Please reply to the group thanks.

I found this site. It's not complete but he's working on it.
http://www.atarimagazines.com/

3410. Sio port

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: probb26666@aol.com
Message-ID: <1998033101234001.UAA21080@ladder03.news.aol.com>
Source record: 64208

Okay, here I am again. Due to my vast lack of knowledge about newsgroups, I have no idea why my message from yesterday is now gone.

Anyhow, the thing I am building does have wheels and is motorized. That's why I said "lumbering wood platform" (pun not originally intended). The H-bridge motor driver plugs into one of the joystick ports. The arm has three motors so I need six outputs to control all of the motors.

I want to use the clock out, serial data out, clock in, and serial data in pins on the sio port to communicate with the arm. I don't think I need any kind of printer or rs232 interface, I don't how it would work with tha arm and I don't want one because there is limited space. I believe I can use an 68hc11 microcontroller, which has built in serial ports, to communicate with the computer, but I don't know what communication protocols are used. I expect that words like "handshaking" and the like will come up.

Please respond via e-mail as well.

Thanks,

Patrick Robbins
Probb26666@usa.net

3411. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <35205225.200886389@news.pacbell.net>
Source record: 64209

With reagrds to Atari buying the rights to games like Defender, let's not forget that there's really no such thing as a business contract "for perpetuity". Atari may have bought those rights, but my guess is that it was for a specific period of time. In many cases, an option has an escape clause that if the licensee does not use the license in X time the rights lapse.

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

3412. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: graybeard@cyberdude.com
Message-ID: <09980230185354.OUI77.graybeard@cyberdude.com>
Source record: 64210

On March 30 1998, "Someone on the Internet." <user@qe2-hsc.ns.ca> wrote:

> Does anyone know of where you can get these (already typed)? Also
> does anyone know what happened to all the cool programs people must of
> sent into these mags for possible publication? The editors must
have > kept an archive somewhere.

Antic sold a disk edition subscription, with the featured programs, and
a few bonus programs. I've got several years of them, but due to being
unsure of the copyright status, I can not share them.

--
- Ed L. Pulliam graybeard@cyberdude.com
posted 03/30/98 at 22:55

3413. WTB: Fort Apocalypse (cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998033106420101.BAA11547@ladder01.news.aol.com>
Source record: 64211

I'm looking for Synapse Software's Fort Apocalypse on cartridge for the Atari 8 bit computers. If anybody is willing to sell it, please contact me.

3414. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <35209176.217097846@news.pacbell.net>
Source record: 64212

On Mon, 30 Mar 1998 19:49:51 -0400, "Someone on the Internet."
<user@qe2-hsc.ns.ca> wrote:

>--
>x-no-archive: yes
>
>Remember these magazines? Remember the programs they included for you to
>type out?

The ANALOG disk contents used to be in the Atari SIG on the Delphi
network. If Delphi still exists, the SIG may still be there.

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

3415. Re: XEGS Missile Command in analog trackball mode?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35209ca7.5027510@news.pressenter.com>
Source record: 64213

On Sat, 28 Mar 1998 03:08:38 GMT, asl00@eng.amdahl.com (Andrew Lee)
wrote:

>I've been playing Missile Command on my XEGS lately and wanted to use my
>trackball in analog instead of joystick mode. This doesn't seem possible
>after toggling the options and select buttons. Any suggestions?
>
>The 5200 version with a 5200 trackball (which is intrinsically analog) seems
>to be the best combo.
>
>TIA.

I think on the Atari 8-bit computer version you hit the "T" key to set
the game to use the Trackball in trackball mode. Of course you need
to then set your trackball to trackball mode not joystick mode.

*** Please make sure responses are also sent via email.

3416. Re: Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3522a0dc.6104091@news.pressenter.com>
Source record: 64214

On 30 Mar 1998 10:56:52 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>Would it be possible to connect the BlackBox with the Classic Atari via fiberoptics?

WHY????

*** Please make sure responses are also sent via email.

3417. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BXWKKgN.rldetlefsen@delphi.com>
Source record: 64215

Alan Christie <94chrisv@scar.utoronto.ca> writes:

>Even if you can split the joystick cables to have 4 joysticks, how could
>you read them? location 54017, (I think that was JOystick 3 and 4??) can
>be changed on the XL/XE line to control bank switching for extended RAM.
>I guess you could write some custom code to access the two joysticks from
>one joystick port, but I don't see how you would do it. How would YOU do
>it?

Actually, location 54016 controls ports a& B(stick 0& 1). By connecting the sticks to port a, in parallel, and using port b to select which gnd is active, you could actually have 16 sticks online at one time(multiplexing). But, most commercial games could never be hacked to patch it to read the stick ports this way. It would be a lot easier to use a 400 or 800 for four players. Thats what I do for Dandy Dungeon(written by John Palevich, sold through Antic). I have a version that loads the levels into a ramdisk if available on any 400/800 /XL/XE with at least 64K. And I have another version with new levels.
Rick D.

3418. Re: Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3523a185.6273363@news.pressenter.com>
Source record: 64216

On 30 Mar 1998 13:16:20 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>In article <351F97AE.D89FA53E@ix.netcom.com>, Robert S Ely <rely@ix.netcom.com> says:
>>
>>Mathy Van Nisselroy wrote:
>>>
>>> Howdy folks
>>>
>>> Would it be possible to connect the BlackBox with the Classic Atari via fiberoptics?
>>>
>>> CU Mathy Van Nisselroy
>>
>>Mathy,
>> Sure! That's a rather simple interface. The timing and data may be a
>>bit more difficult to deal with though. Basically, you need a
>>laser-diode for transmit and a photo transistor for receive (fited with
>>the appropriate connectors (ST or SC)), joystick connector, a couple of
>>resistors and some programming to read/write to the joystick port. The
>>BB is nice, but certainly NOT neseccary for this to work. It's a simple
>>bi-directional serial interface. One JS pin rot read, one JS pin to
>>write, one each JS pin for +5VDC and Gnd.
>> Like I said, the programming to match the other end is going to be the
>>hard part. Clocking fast enough to move data around.
>>
>>--
>>Robert S Ely --- Communications Systems Technician
>
>Howdy Robert
>
>Either I'm not understanding you, or you're not understanding me, but...
>What the joystick gotta do with this?
>
>What I'd like to see (somebody else develope, cause I don't know enough about
>electronics) is a way to disconnect the BlackBox from the computer, while still
>being able to use the two together (while "unconnected").
>
>I've thought about IR and Radio waves, but that's to much error prone (to many
>outside influences). So I thought light via fiberglas would be cool.
>
>The XE has 34 pins on the Cartridge port and 14 on the ECI (we need both for
>PBI devices such as the BlackBox). We don't need to send power and ground over
>the wire. With the right light source, you wouldn't need one fibre per signal.
>

>BTW it could be done with flatcable and ordinary electrons, but I've experienced
>firsthand how "reliable" flatcable can be. NO THANKS!
>
>And with a few glasfibres, the link would (and should) still be flexible.
>
>CU Mathy Van Nisselroy

Why not make a copper wired cable, just not a FLAT one? Make
connectors on one end of it for your computer, the other end with a
connector for the BB. The main part of the cable would be multi
conductor, well sheilded cable of a suitable gauge to handle the
length you need to make it. Such sheilded cable is much more reliable
than flat and may be reliable enough. Trying to go a fiber optic rout
to me is like trying to get an 8-bit Atari set up in your car as the
computer controler for running the engine, instead of using the one
that comes with the car. It just seems waaaayyy too hard for too
little advantage. Just my opinion.

*** Please make sure responses are also sent via email.

3419. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5c80$71472860$19374382@vidar>
Source record: 64217

Try the Antic page : http://www.atarimagazines.com/

Someone on the Internet. <user@qe2-hsc.ns.ca> wrote in article
<6fpb30kct1@nntp3.uunet.ca>...
> --
> x-no-archive: yes
>
> Remember these magazines? Remember the programs they included for you
to
> type out?
> Does anyone know of where you can get these (already typed)? Also does
> anyone know what happened to all the cool programs people must of sent
into
> these mags for possible publication? The editors must have kept an
archive
> somewhere.
>
> Please reply to the group thanks.
>
>
>
>
>
>
>

3420. Re: XEGS Missile Command in analog trackball mode? - Works

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3520DE5D.4900BA9E@erols.comX>
Source record: 64218

I just plugged my Trackball into my XEGS and it worked fine. You need to press CTRL+T (The screen should refresh itself really quickly). Make sure you set the switch on the back of the trackball to TB and off you go.

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Jon D. Melbo wrote:

> On Sat, 28 Mar 1998 03:08:38 GMT, asl00@eng.amdahl.com (Andrew Lee)
> wrote:
>
> >I've been playing Missile Command on my XEGS lately and wanted to use my
> >trackball in analog instead of joystick mode. This doesn't seem possible
> >after toggling the options and select buttons. Any suggestions?
> >
> >The 5200 version with a 5200 trackball (which is intrinsically analog) seems
> >to be the best combo.
> >
> >TIA.
>
> I think on the Atari 8-bit computer version you hit the "T" key to set
> the game to use the Trackball in trackball mode. Of course you need
> to then set your trackball to trackball mode not joystick mode.
>
> *** Please make sure responses are also sent via email.

3421. Re: Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3520E669.4FF9B48@ix.netcom.com>
Source record: 64219

Mathy Van Nisselroy wrote:
>

>
> Howdy Robert
>
> Either I'm not understanding you, or you're not understanding me, but...
> What the joystick gotta do with this?
>
> What I'd like to see (somebody else develope, cause I don't know enough about
> electronics) is a way to disconnect the BlackBox from the computer, while still
> being able to use the two together (while "unconnected").
>
> I've thought about IR and Radio waves, but that's to much error prone (to many
> outside influences). So I thought light via fiberglas would be cool.
>
> The XE has 34 pins on the Cartridge port and 14 on the ECI (we need both for
> PBI devices such as the BlackBox). We don't need to send power and ground over
> the wire. With the right light source, you wouldn't need one fibre per signal.
>
> BTW it could be done with flatcable and ordinary electrons, but I've experienced
> firsthand how "reliable" flatcable can be. NO THANKS!
>
> And with a few glasfibres, the link would (and should) still be flexible.
>
> CU Mathy Van Nisselroy

Mathy,
You're right. I did misunderstand your request. This one's a bit beyond
me, but I'd think that it should be able to be done. I suppose it would
take a frequency or time division mux/demux to FO at both ends for full
bi-directional communications for all those signals. I understand the
theory, but to design such a beast... well... uh...
Sounds like an interesting project. Something like this could also be
used with the MI/O.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3422. Re: Blackbox and fiberoptics

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3520E74A.8C58A7A6@ix.netcom.com>
Source record: 64220

```
Jon D. Melbo wrote:
>
> On 30 Mar 1998 10:56:52 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
> Van Nisselroy) wrote:
>
> >Howdy folks
> >
> >Would it be possible to connect the BlackBox with the Classic Atari via fiberoptics?
>
> WHY????
>
> *** Please make sure responses are also sent via email.

Jon,
Why NOT? This is an Atari 8-bit... Experimenter's dream! I'd like to
see someone take this on, just to prove that it can be done.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

3423. Extended SIO floppy commands?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.891348674@math.tu-berlin.de>
Source record: 64221

Hi folks!

Does anybody have a list of non-standard SIO floppy commands and their usage for "enhanced" 1050s or the XF drive? I'm planning to add these to the atari emulator (Davids emulator, 0.9.3) and need some background information for that job.

The current emulation includes the following set:

W write with verify
P write w/o verify
R read block
S status
! format single density
" format enhanced density

and, still a bit beta:

N,O "815" configuration block read/write

but, looking at the command the spartados sends, this list is uncomplete.

And, probably another topic of interest: The plain 1050, too, responds to more commands than just the first set above. I tried all commands from 0 to 255 and found some additional seeking or head control commands, even another format command seems to be present. Does anybody have an idea what these are used for?

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3424. Re: Sio port

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3520E9BB.BFEC065D@ix.netcom.com>
Source record: 64222

PRobb26666 wrote:
>
> Okay, here I am again. Due to my vast lack of knowledge about newsgroups, I
> have no idea why my message from yesterday is now gone.
>
> Anyhow, the thing I am building does have wheels and is motorized. That's why
> I said "lumbering wood platform" (pun not originally intended). The H-bridge
> motor driver plugs into one of the joystick ports. The arm has three motors so
> I need six outputs to control all of the motors.
>
> I want to use the clock out, serial data out, clock in, and serial data in pins
> on the sio port to communicate with the arm. I don't think I need any kind of
> printer or rs232 interface, I don't how it would work with tha arm and I don't
> want one because there is limited space. I believe I can use an 68hc11
> microcontroller, which has built in serial ports, to communicate with the
> computer, but I don't know what communication protocols are used. I expect
> that words like "handshaking" and the like will come up.
>
> Please respond via e-mail as well.
>
> Thanks,
>
> Patrick Robbins
> Probb26666@usa.net

Patrick,
Actually, you might be better off with the joystick ports. There is
more control for them. besides, there is more documentation for device
control for the JS ports. Using these pins you can have full
bi-directional communications with very little interfacing.
Does this arm require RS232 or can you just connect/control these
motors directly?
There is a very excellent book on interfacing projects with the Atari
8-bit called "Your Atari Comes Alive" by Richard Leinecker and David
Burd. It is available from B&C Computervisions www.myatari.com . This
book will describe everything you should need to interface your 8-bit to
this device. You might also want to get a copy of "Mapping the Atari" by
Ian Chadwick. This too should be available from B&C.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3425. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6fr492$r10$1@nnrp1.dejanews.com>
Source record: 64223

In article <6fpb30kct1@nntp3.uunet.ca>,
"Someone on the Internet." <user@qe2-hsc.ns.ca> wrote:
>
> --
> x-no-archive: yes
>
> Remember these magazines? Remember the programs they included for you to
> type out?
> Does anyone know of where you can get these (already typed)? Also does
> anyone know what happened to all the cool programs people must of sent into
> these mags for possible publication? The editors must have kept an archive
> somewhere.
>
> Please reply to the group thanks.
>

There's a site in www.atarimagazines.com that has all the disks for
Antic mag, in zip format or individual programs, Analog, is in the same
site, you just got to find it, is arc compressed.

Javier.
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3426. FA - INTELLIVISION SYSTEM CHANGER - LIKE NEW! - ends 4/3

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6fr27prgt1@usenet54.supernews.com>
Source record: 64224

Play ATARI 2600 games on your Intelevision System....

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=9663953

3427. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: mjewison@irus.rri.on.ca
Message-ID: <6fr2eq$67p@falcon.ccs.uwo.ca>
Source record: 64225

In article <6fpb30kct1@nntp3.uunet.ca>, "Someone on the Internet." <user@qe2-hsc.ns.ca>
writes:
|> --
|> x-no-archive: yes
|>
|> Remember these magazines? Remember the programs they included for you to
|> type out?
|> Does anyone know of where you can get these (already typed)? Also does
|> anyone know what happened to all the cool programs people must of sent into
|> these mags for possible publication? The editors must have kept an archive
|> somewhere.
|>
|> Please reply to the group thanks.
|>

Kevin Savetz is spearheading a project to archive all issues of Antic as
HTML files. He has received permission from the former publisher of Antic
for this effort, so everything's aboveboard. Many of the type-in programs
found in Antic are available at the Web site, www.atarimagazines.com.

I'm not sure if he's attempting to get permission from LFP (or whoever holds
the Analog copyright) to do the same with Analog. Kevin, are you out there?

- Mike Jewison
mjewison@irus.rri.on.ca

3428. Re: Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Eqp1x5.9ty@iglou.com>
Source record: 64226

On 1998-03-30 loo@u.washington.edu said:
>What do I need to do to hook that up to a pair of external
>speakers? Do I need to amplify the signal or can I just run a wire
>from pin 3 to a speaker?
You will need an amplifier, but with luck you might find a stereo at that
same Goodwill store.

Net-Tamer V 1.08X - Test Drive

3429. Re: Extended SIO floppy commands?

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Mar31193648@co.umist.ac.uk>
Source record: 64227

In article <thor.891348674@math.tu-berlin.de> thor@math.tu-berlin.de (Thomas Richter) writes:
> Does anybody have a list of non-standard SIO floppy commands and their usage
[snip]
> The current emulation includes the following set:
> W write with verify
> P write w/o verify
> R read block
> S status
> ! format single density
> " format enhanced density
> N,O "815" configuration block read/write
>
> but, looking at the command the spartados sends, this list is uncomplete.
>
> And, probably another topic of interest: The plain 1050, too, responds to more
> commands than just the first set above. I tried all commands from 0 to 255
> and found some additional seeking or head control commands, even another
> format command seems to be present. Does anybody have an idea what these are
> used for?

I'd also be interested in this info for inclusion in my ramdisk program. You've listed above all the ones I know about (and that my ramdisk currently supports), but if there are any others then I'd sure like to know about them. I also added 3 new commands that my ramdisk recognises (A,B and C, IIRC) which are specific to it and you wouldn't be interested in for the emulator, but if they clash with anything else then I'd be interested in knowing.

Out of interest, do you have a list of the other commands recognised by the plain 1050?

--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html - Atari 8bit links page &
Ramdrive 1.0 ramdisk for XL/XE's

3430. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6frda4eus2@hades.csu.net>
Source record: 64228

Steven Posey (sposey@ioa.com) wrote:
: On 25 Mar 1998 19:28:26 GMT, ansawdd@aol.com (Ansawdd) wrote:

: No, Michael is right. Whatever ad you saw must have been for their
: LICENSED VERSION of Defender. Williams still owns Defender; in fact,
: they released their own emulator a few years ago to play Defender,
: Defender 2 (Stargate), Joust, Robotron, Sinistar and Bubbles, using
: the original code from the ROM chips (similar to what MAME does).
: They released it for the PC under the name "Williams Arcade Classics."

And for the PlayStation! :) (It was the first PS game...err, games,
I bought. I got it for Sinistar. :))

-bill!

3431. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6frd2ceus1@hades.csu.net>
Source record: 64229

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: In article <35109A32.DA8@pacbell.net>, rwoolley@pacbell.net (Bob Woolley)
: wrote:

: > an award?? i don't see any 1200XL in there..... can't be worth an award!

: Give me a break, they never sold them in the UK!

Boy, something must be wrong with the UK! No 1200XL's!? :)

-bill!

3432. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6frdjheus3@hades.csu.net>
Source record: 64230

Ansawdd (ansawdd@aol.com) wrote:

: Williams went through the back door by writing an emulator that would allow
: them to sell the games as they were originally written for the arcade.

Just FYI, another company wrote the emulator, and came to Williams one
day to demo it and see if they liked it. They did. :)

BTW, if Hasbro wants a >NEW< Missile Command, I've got one! :)

http://zippy.sonoma.edu/kendrick/nbs/unix/x/icbm3d/

:)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3433. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6frdqkeus4@hades.csu.net>
Source record: 64231

Brent Buescher (buesch@srv.net) wrote:
: stevenposey@usa.net (Steven Posey) writes:

: > of these classic games, they'll realize that great graphics and great
: > sound don't necessarily make a great GAME -- something us 8-bitters
: > have known for a very long time!

: Are you implying, with your bare face hanging out, that classic 8-bit
: games don't have great graphics and sound? :)

Umm... I THINK what he's saying is that most of the European games
(all with AWESOME graphics and sounds... compared to, say, c.1982 Pac Man)
are kind of not very good games. ;)

While MY games (with CRAPPY graphics and sounds) are excellent fun. :)

I am, of course, kidding.

;)

-bill!

3434. Re: Possibilities for the 8 bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6frckf$2t7$1@dartvax.dartmouth.edu>
Source record: 64232

In <BXWKKgN.rldetlefsen@delphi.com> rldetlefsen@delphi.com writes:
> But, most
>commercial games could never be hacked to patch it to read the stick ports this
>way.

If they use the shadowed copy of the stick values, you could just hack
the OS to set them up appropriately for 4 joysticks. For that, I
would lean towards using a resistor/POT hack to send the signals for
the extra pair of joysticks through the paddle inputs.

--PC
--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

3435. Re: Here's a project for Hasbro....

Newsgroup: comp.sys.atari.8bit
Date: 1998-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6frdvmeus5@hades.csu.net>
Source record: 64233

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: In article <VAxE1kimR95Y092yn@ibm.net>, *rlcolli*@ibm.net (Ryan 'Gozar'
: Collins) wrote:

: > I would like to see the 8bit design put into one chip, like that Basic
: > Stamp that is made for projects. Include the entire chipset and 128K
: > and sell it for $30.
: Pity then that the schematics are long gone...

NOOOOOOOOOOOOOOOOOOOOOOOOOOO!!!!!!!!!!

-bill!

3436. Re: Trade: 800xl, 1050, & 850 for Mac printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998040100055901.TAA22722@ladder03.news.aol.com>
Source record: 64047

eeeeeeeeeeewwwwwwww - MACs
why trade nice Atari stuff for a MAC printer? :)

3437. Re: xegs wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6fs5lg$1t1$3@news.dmv.com>
Source record: 64048

guy m hayes (mmhayes1@worldnet.att.net) wrote:
: I am interested in buying an XEGS,preferably from an established mail order

: vendor.Any ideas?Please respond to group.Thank you.

My posts probably seem like a broken record (know what those were?) Try
B&C ComputerVisions at 408-986-9960 with on-line catalog at
http://www.myatari.com. XEGS used to be listed with or without
accessories ($49.95/$99.95).

Steve

3438. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6fs64b$1t1$4@news.dmv.com>
Source record: 64049

Maurice Molyneaux (NOSPAMmauricem@bigfoot.com) wrote:
: On Mon, 30 Mar 1998 19:49:51 -0400, "Someone on the Internet."
: <user@qe2-hsc.ns.ca> wrote:

: >--
: >x-no-archive: yes
: >
: >Remember these magazines? Remember the programs they included for you to
: >type out?

: The ANALOG disk contents used to be in the Atari SIG on the Delphi
: network. If Delphi still exists, the SIG may still be there.

: --Maurice

: mauricem@spambigfoot.com
: http://members.tripod.com/~Molyneaux

Delphi does indeed still exist and still has a database of Atari programs
(for how long who knows) including many from Analog, Antic, Byte, Compute,
et al.

Steve

3439. Re: what modem interfaces r available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6fs6m4$1t1$5@news.dmv.com>
Source record: 64050

Steve Wallace (swallace@home.dmv.com) wrote:
: Brian M. O'Keefe (ar210@chebucto.ns.ca) wrote:
: : Greetings. I need to connect a standard modem to my 130xe. I saw
: : mentioned in the faq the following: 850 Interface Module, P:R:Connection,
: : Multi I/O, Black Box. Will these all do the job adequately? Speed
: : doesn't matter too much, I can settle for 4800 baud if it means a
: : significantly lower price. Also, could anyone tell me where to find any
: : of these?

: : Thanks in advance.

: : Brian

: : --

: The only place
: I know of that might have them is B & C ComputerVisions 408-986-9968 or
: http://www.myatari.com and they're about $75 reconditioned.

Oops! That's the fax telephone number. Voice is 408-986-9960. Sorry
'bout that.

Steve

3440. fs: 500+ ATARI 2600 and 50 ATARI 5200 games on CD on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: tom_cody@onospamne.net
Message-ID: <6fs87q$9q$3@usenet40.supernews.com>
Source record: 64051

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=9814445

535 ATARI 2600 games on one cd for use with a computer with windows 95
or DOS, ALSO an added plus this disk contains 50 games for the ATARI 5200

Comes with emulators for both ATARI 2600 and ATARI 5200

If these 10 sell I will sell MORE

PLEASE NOTE THAT THIS CD IS BEING SOLD AS A BACKUP
CD TO PROTECT YOUR ORIGINAL ATARI CARTRIGES (but you dont need an
original atari or the carts to use the cd on your computer :), this is
just something legal
I have to advise you of.)Good Luck!

On 03/31/98 at 13:44:49 PDT, seller added the following information:

forgot, please add 1.50 for shipping

3441. 1050's FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6fsava$ce4$1@mohawk.hwcn.org>
Source record: 64052

I have a few 1050 Stock disk drives for the Atari 8 bit for sale. I am asking $25 plus shipping. Please respond in Email

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3442. Re: Extended SIO floppy commands?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.891421350@math.tu-berlin.de>
Source record: 64053

Hi Raphael!

rje@co.umist.ac.uk (Raphael James Espino) writes:

>In article <thor.891348674@math.tu-berlin.de> thor@math.tu-berlin.de (Thomas Richter)
writes:
>> Does anybody have a list of non-standard SIO floppy commands and their usage
>[snip]
>> The current emulation includes the following set:
>> W write with verify
>> P write w/o verify
>> R read block
>> S status
>> ! format single density
>> " format enhanced density
>> N,O "815" configuration block read/write
>>
>> but, looking at the command the spartados sends, this list is uncomplete.
>>
>> And, probably another topic of interest: The plain 1050, too, responds to more
>> commands than just the first set above. I tried all commands from 0 to 255
>> and found some additional seeking or head control commands, even another
>> format command seems to be present. Does anybody have an idea what these are
>> used for?

>I'd also be interested in this info for inclusion in my ramdisk
>program. You've listed above all the ones I know about (and that my
>ramdisk currently supports), but if there are any others then I'd sure
>like to know about them. I also added 3 new commands that my ramdisk
>recognises (A,B and C, IIRC) which are specific to it and you wouldn't
>be interested in for the emulator, but if they clash with anything
>else then I'd be interested in knowing.

>Out of interest, do you have a list of the other commands recognised
>by the plain 1050?

Unfortunately, no. This "experiment" is certain years ago, and I don't remember
the details, I didn't wrote them down. All I can say is that none of these
commands have been used by any dos ever, and for most commands I've had no idea
what they did. Some of them seemed to re-position the drive head, others
sounded like "format commands", but left the disk in an unusable state, neither
ED nor SD. Probably some hidden partial "DD" support? No, actually, I've no
idea, really.

As for your RAM drive: I guess it's O.K. to take the risk and use these
undocumented commands, as I know not a single program that makes any use of

these.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3443. Re: joysticks 2-way?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.891421819@math.tu-berlin.de>
Source record: 64054

Howdy!

teej213360@aol.com (Teej213360) writes:

>Until I got on the internet I haven't known anyone else with an Atari computer.
>I've messed around with the joysticks before and it looked to me like one pin
>was +5V and you just hook it to one of the other pins for left/right or
>whatever. How can the atari send data out through the joystick ports and how
>could you do it in BASIC?

That needs a lot of peeks & pokes and reprogramming the PIA chip which serves
the joysticks (and the "MMU" for the XL/XE series).

You need the following addresses:

$d300: PIA port A I/O or data direction register.
Port A is connected to the joysticks 0 and 1, the lower nibble for
joystick 0, the upper nibble for #1. I don't remember the assignment
of bits to the directions, but that should be easy to find out.

The function of this address depends on:
Whether the bit 2 of the PACTRL ($d302) register is set or not.
If set, this addresses the I/O port: Reading this register gives
the states on the joystick pins, writing them sets the PIA-A
output buffer. Wether the buffer state appears on the pins or
not depends on the data direction register, i.e. whether these pins
are programmed as input or output.

If bit 2 of PACTRL is cleared, this address addresses the port a
data direction register. One bit in this register corresponds to
one bit in the PORTA register. If the corresponding bit in the
DDR is cleared, the bit of PORTA is an input, if set, it's an output.

$d301: PIA port B, or PIA port B DDR, depending on bit 2 of the PBCTRL.
Better don't touch this, because it's used for the MMU control of
the XL/XEs.

$d302: PIA port A control register. Only thing you need to know is the bit
#2. If set, $d300 is the Port A I/O register. If cleared, $d300 is
the port A ddr.

$d303: PIA port B control register. Don't touch.

Hope everything is right here, I wrote that from my memory...

Thus, to program the PIA pins as outputs:

o) Remove all joysticks to avoid shortcuts (-;

o) Clear bit 2 of $d302.

o) poke $ff into $d300

o) Set bit 2 of $d302.

o) Write desired bit pattern into $d300.

o) Done.

As I said, I hope I remembered all bits and addresses correctly, it's been
a while...

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3444. Auction: Less Than 1 Week Left - Atari 8-Bit Magazines/Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998040112295201.HAA15889@ladder01.news.aol.com>
Source record: 64055

April Auction - Update 7

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes. Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$12 blitz

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$12 JMouchmini

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes

picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$10 JMouchmino

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

Atari Computer Magazines
A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer Sept./Oct. 1986. -$1.95 min

M102. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

M103. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Super Nintendo
SN1. Super Nintendo System in excellent condition. Includes main unit, power pack, controller, rf cable, and instructions. -$22.95 min
SN2. Super Nintendo Stereo AV Cable -$5.95 matthew_stroup
SN3. Super Nintendo Super-VHS Cable -$8.95 matthew_stroup
SN4. Super Nintendo Super Mario All Stars. Complete in box with instructions. -$13.95 matthew_stroup
SN5. Super Nintendo Controller. Complete in original box. Never used. -$7.95 min
SN6. Super Nintendo Mortal Kombat II Instructions -$.25 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 diehardgatorfan
2. Dreadnaught Factor -$1.75 diehardgatorfan
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 diehardgatorfan

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 diehardgatorfan

Atari 5200 Manuals
6. Buck Rogers -$.75 diehardgatorfan
7. Congo Bongo -$.75 diehardgatorfan
8. Frogger -$.75 diehardgatorfan
9. Popeye -$.75 diehardgatorfan
10. Realsports Football and Home Football Playbook -$.75 diehardgatorfan
11. Realsports Tennis -$.75 diehardgatorfan
12. Super Cobra -$.75 diehardgatorfan

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 djastroboy
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 dgeller
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 dgeller
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 dgeller
24. Video Chess, Atari (small black) -$1.25 dgeller
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
29a. Missile Command, Atari (colored) -$.75 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$2 spearsk

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min
39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 djastroboy

42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. Add $1 to shipping. -$9.95 min
51. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping. -$9.95 min
52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Insts. (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Insts. -$.25 min
55. APX Keyboard Organ Insts. -$.25 min
56. APX Sketchpad Insts. -$.25 min
57. APX Video Math Flashcards Insts. -$.25 min
58. APX Presidents of the United States Insts. -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s of Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX (Atari Program Exchange) Catalog Spring 1982. 68 pages. -$3.95 sydtech
63. APX Catalog Summer 1982. 76 pages. -$3.95 sydtech
64. APX Catalog Fall 1982. 76 pages. -$3.95 sydtech
65. APX Catalog Winter 1982-3. 85 pages. -$3.95 sydtech
66. APX Catalog Spring 1983. 37 pages. -$3.95 sydtech
67. APX Catalog Summer 1983. 38 pages. -$3.95 sydtech
67a. APX Catalog Fall 1983. 72 pages. -$3.95 min
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.25 min
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min
73. Avalon Hill Games and Parts Price List, effective September 15, 1983 -$.50 min

Atari 8-Bit Computer Manuals
74. BC's Quest for Tires, Sierra -$1.95 min
75. Blue Max, Synapse -$1.95 min
76. Capture the Flag, Sirius -$1.95 JMouchmino
77. Centipede, Atari -$1.95 min
78. Clowns and Balloons, Datasoft -$1.95 min

79. Demon Attack, Imagic -$1.95 min
80. Dig Dug, Atari -$1.95 min
81. Final Legacy, Atari -$1.95 min
82. Flight Simulator II Reference Chart -$1.95 min
83. Flip and Flop, First Star -$1.95 min
84. Gorf, Roklan -$1.95 min
85. Gruds in Space, Sirius -$1.95 min
86. Gyruss, Parker Bros. -$1.95 min
87. H.E.R.O., Activision -$1.95 min
88. Hard Hat Mack Command Summary Card, Activision -$1.95 min
89. Joust, Atari -$1.95 min
90. Jumpman Jr. Epyx -$1.95 min
91. Keystone Kapers, Activision -$1.95 min
92. K-razy Antiks -$1.95 min
93. K-razy Kritters -$1.95 min
94. K-razy Shootout -$1.95 min
95. K-Star Patrol -$1.95 min
96. Master of the Lamps, Activision -$1.95 min
97. Megamania, Activision -$1.95 min
99. Monster Maze, Epyx -$1.95 min
100. Mr. Do!, Datasoft -$1.95 min
101. On-Track Racing, Gamestar -$1.95 min
102. Pac-Man, Atari -$1.95 min
103. Pharaoh's Pyramid, Master Control Software -$1.95 min
104. Pool 400, Innovative Design -$1.95 min
105. Rainbow Walker, Synapse -$1.95 min
106. Repton, Sirius (includes iron-on) -$1.95 min
107. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
108. Return of Heracles, Quality Software -$1.95 min
109. Robotron, Atari -$1.95 min
110. Shooting Arcade, Datasoft -$1.95 min
111. Silent Service, Microprose -$1.95 min
112. Snokie, Funsoft -$1.95 min
113. Star Trek 3.5, Adventure International -$1.95 JMouchmino
114. Super Cobra, Parker -$1.95 min
115. Track Attack, Broderbund -$1.95 min
116. Wizard of Wor, Roklan -$1.95 min
117. Zaxxon, Sega -$1.95 min
118. Pitfall
119. Encounter!, Synapse

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

3445. Re: Error 130?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3522400E.8904788D@ix.netcom.com>
Source record: 64056

Brett Gaskill wrote:
>
> Does anyone remember what an error 130 is? I keep getting this error when
> trying to load a large (257 sector) basic file on every emulator I've tried.

Brett,
This means unknown device. Is your program looking for some device that
would normally be attached to a real 8-bit system that isn't mounted for
the emulator?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3446. Re: Extended SIO floppy commands?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Apr1200451@co.umist.ac.uk>
Source record: 64057

In article <thor.891421350@math.tu-berlin.de> thor@math.tu-berlin.de (Thomas Richter) writes:
>
> rje@co.umist.ac.uk (Raphael James Espino) writes:
>
> >In article <thor.891348674@math.tu-berlin.de> thor@math.tu-berlin.de (Thomas Richter) writes:
> >> Does anybody have a list of non-standard SIO floppy commands and their usage

> >I'd also be interested in this info for inclusion in my ramdisk
> >program. You've listed above all the ones I know about (and that my
> >ramdisk currently supports), but if there are any others then I'd sure
> >like to know about them. I also added 3 new commands that my ramdisk
> >recognises (A,B and C, IIRC) which are specific to it
>
> As for your RAM drive: I guess it's O.K. to take the risk and use these
> undocumented commands, as I know not a single program that makes any use of
> these.

Actually I have got a get out clause even if they do clash with
something else, as it is possible to redefine the ramdisk specific
SIO commands from the the configuration file (along with a lot of
other things). But that causes another set of problems, since
anything written to make use of these Ramdrive commands wouldn't work
if they get changed to something else. Still as far as I know there
aren't any programs that use the Ramdrive SIO commands.

Thanks,

--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html - Atari 8bit links page &
Ramdrive 1.0 ramdisk for XL/XE's

3447. New atari page

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3522999F.4EC4154D@wwa.com>
Source record: 64058

http://miso.wwa.com/~ericcron/atari8.htm

Only thing there is atari hardware manual in tiff format. 4 megs.

Eric

3448. WANTED: Info on Koala graphics format

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.891459168@manatee>
Source record: 64059

Does anyone have info explaining the graphics
format of Atari 8-bit pics saved in the compressed
koala format? Or, even better, would be C code
to convert the data to a PC graphics format.

I have some old pics which my brother and I drew
which I'd like to convert into GIFs.

Thanks.

Mario

```
************************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
************************************************************
```

3449. Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Victor Savage <victorsavage@yahoo.com>
Message-ID: <01bd5dbf$845f0b80$571270d1@vcontact>
Source record: 64060

Is there such a program available as an Atari 8-bit emulator for the PC?
If so, where can one find it and are there games available to run on it?

I just tried the Sinclair ZX81 emulator and it is great! The Atari was my
second, third and fourth computer! It would be fun to see it again.

Vic

victorsavage@yahoo.com

3450. Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Victor Savage <victorsavage@yahoo.com>
Message-ID: <01bd5dc0$aaf30840$571270d1@vcontact>
Source record: 64061

Whoops!

I answered my own question!

http://members.aol.com/upetersen/atari.htm

Vic

3451. Re: Error 130?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980401175931.1799C-100000@fissure.scar.utoronto.ca>
Source record: 64062

On Tue, 31 Mar 1998, Brett Gaskill wrote:

> Does anyone remember what an error 130 is? I keep getting this error when
> trying to load a large (257 sector) basic file on every emulator I've tried.

If memory serves me correct, error 130 is device non-existant. Usually,
you get that if you try to access a device that *guess what* doesn't
exist! Such as printing to P: when you don't have a printer.

But since you are getting it in an emulator, that is a little trickier. I
would say that large basic file may be corrupted. Have you tried Xlit
0.20?

Alan
University of Toronto
Computer Science, Management and Economics

3452. New Atari User, Issue 83, March/April 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0104981950240001@refdesk.library.carleton.edu>
Source record: 64063

Arrived in my mail today!

Page 6 Publishing's
NEW ATARI USER
'The Magazine for the Dedicated Atari User'
ISSN No. 0958-7705

Contents
Issue 83 - March/April 1998

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Computer Intelligence - You Atari begins to learn for itself / Ann O'Driscoll
Past, Present and Future - Another look at Atari history / Richard Gore
Magic Squares - It all adds up! Secrets revealed / David Sargeant
Journey Into Cyberspace - An Atari exclusive Web site / John S. Davison

PROGRAMMING
Objet D'Art - More programming techniques for advanced users / Joel Goodwin
Recursion - A technique for Turbo programming / David Sargeant

REGULARS
Editorial / Les Ellingham
News
Mailbag
Disk Bonus - MITE / Jason Kendall
The Tipster / James Mathrick
Classic PD Zone / Austin Hillman
The Accessory Shop and PD Library
Contact

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual,
10th Anniversary Demo, Mini Office II, Transdisk IV
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3453. Re: WANTED: Info on Koala graphics format

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <6fv0pd$onk@bgtnsc02.worldnet.att.net>
Source record: 64064

```
Mario D'Alessio wrote:
>
> Does anyone have info explaining the graphics
> format of Atari 8-bit pics saved in the compressed
> koala format? Or, even better, would be C code
> to convert the data to a PC graphics format.

Just search the archives for my GIFENCODE program (runs on the Atari).

Jeff Potter
```

3454. Re: 1050 drive mods

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35230EEB.5FED@pacbell.net>
Source record: 64065

Anthony Rudzki wrote:
>
> Does anyone have a source for modifications to the 1050 that could
> enable it to be 1. double density and 2. DS DD.
>
> I realize 2. would require a drive change, but internally, what would it
> need?
>
> thanks.
>
> tony
---
actually, I was fooling around last year and did manage to mechanically
mount a TEAC 360K drive in a 1050 case. It just needs a little trimming.
Sticks out just a tad, but looks OK, really.

if you use a new, new 360K TEAC, the current drain won't be too bad.
other change needed would be to replace the 2793 controller with a 2797
chip, which supports a DS drive.

oh, and a lot of programming......

I'll do the hardware if you do the software!!

Bob

3455. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <6fv82bbnc1@guysmiley.blarg.net>
Source record: 64066

Give me a break. Don't blame your screw ups on the OS.

Vidar "Hawk" Olavesen wrote in message <01bd454e$4d91ac40$41374382@vidar>...
>This does not happen to my system. I used the same copier and transfered
>.ATR's to my 1050 without any troubles. The troubles I have are things that
>can be avoided, in other words, Winpuke 95. That's doing stupid things if I
>run other programs, it sometimes crashes totally too. But, I think that's
>the buggy 95's fault. I am about to send money for registration and can't
>wait to see if the high speed mode works! Take Atarian care. BTW : Does
>anybody know what programs are best for making .ATR's (copying .BIN files
>into .ATR files) Thanks
>
>Alan Sharkis <asharkis@erols.com> wrote in article
><01bd452e$2d273bc0$52c2accf@asharkis.erols.com>...
>>
>>
>> Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article
>> <6dbaddgi1@news01.deltanet.com>...
>> <SNIP!>
>>
>> You know, I'm not going to knock APE. Stephen Tucker did a fine job with
>> it. But even he can't straighten out a problem that I've been having
>with
>> it.
>>
>> Suppose I save my club's newsletter disk as a couple of .ATRs on my PC,
>and
>> then I want to copy them back to a real Atari drive (XF-551 or 1050)
>> thirty-five or more times. I try using MyCopyR, the J option in DOS 2.5
>--
>> anything. The .ATR transfers to the Atari correctly, but when it's time
>to
>> save to the floppy, the serial bus seems to overrun the drive and the
>> process halts. I don't have that problem when I run SIO2PC software.
>>
>> I've tried slowing APE down by using stupid mode, going to single speed,
>> playing with other settings. Nothing helps.
>>
>> My clone is a Pentium 100 and the SIO2PC is on COM 2 with my modem on COM
>> 1. The mouse operates off a card at an entirely different IRQ.
>>
>> The Atari system consists of a 320K enhanced 130XE with the Puff US-OS+
>> upgrade, a switched Quintopus, two 1050s and an XF-551, a P: R: (which is
>> switched off when the SIO2PC is operating), an early SIO2PC 2-chip

>> interface with no diode (built by Nick Kennedy), an XEtech Graphic AT
>> printer interface, and a Wizztronics MidiMax interface.
>>
>> Has anyone else run into something like this?
>>
>>

3456. Atari Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-01 00:00:00 UTC
From: GENERIC <generic@bellatlantic.net>
Message-ID: <3522763A.78ED@bellatlantic.net>
Source record: 64067

I have lots of Atari 8 Bit items for sale on my home page at:

http://www.voicenet.com/~generic

Come take a look and let me know what you think.

Gene

3457. Re: Error 130?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6fusl2$cn0$1@news.dmv.com>
Source record: 64068

Brett Gaskill (bgaskill@niu.edu) wrote:
: Does anyone remember what an error 130 is? I keep getting this error when
: trying to load a large (257 sector) basic file on every emulator I've tried.

Error 130 is Nonexistend Device. Are you specifying a drive to load from?
(Example: LOAD "Dn:FILENAME.EXT" [RETURN] where n=drive number 1 to 4.
Drive 1 is the default and doesn't have to be specified (D: and D1: are
the same thing). If you're trying to load from D2 through D4 you might
have to configure your DOS for the highest number of drives you're using.

Steve

3458. help obtaining dos

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Trevor Hughes <trevor@pdg.co.za>
Message-ID: <01bd5e10$7fdb2d40$290aa8c0@monk.pdg.co.za>
Source record: 64069

I have acquired an 800xl and 1050 drive and a printer too.

Problem is - no disks with the DOS

How do I get a copy of dos. I have done much looking on the net and found refernces to anadisk. Can it for mat a 1050 disk and dump the DOS onto it.

If so can anybody help - how do i do it and where do i get the DOS on the Net.

Or maybe somewould be able to mail me a disk with DOS - I would pay for mailing costs and cost of disk quite happily.

Thanks

Trevor Hughes
Cape Town, South Africa

3459. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5e19$9568ab20$16374382@vidar>
Source record: 64070

What exactly is my screwups ? It works fine under DOS. So what the f**k is my screwup ? Let me know and I'll correct it and stand corrected. But it's still 95's fault. It's unstable and not very good.

Richard Forester <forester@blarg.net> wrote in article
<6fv82bbnc1@guysmiley.blarg.net>...
> Give me a break. Don't blame your screw ups on the OS.
>
> Vidar "Hawk" Olavesen wrote in message
<01bd454e$4d91ac40$41374382@vidar>...
> >This does not happen to my system. I used the same copier and transfered
> >.ATR's to my 1050 without any troubles. The troubles I have are things
that
> >can be avoided, in other words, Winpuke 95. That's doing stupid things
if I
> >run other programs, it sometimes crashes totally too. But, I think
that's
> >the buggy 95's fault. I am about to send money for registration and
can't
> >wait to see if the high speed mode works! Take Atarian care. BTW : Does
> >anybody know what programs are best for making .ATR's (copying .BIN
files
> >into .ATR files) Thanks
> >
> >Alan Sharkis <asharkis@erols.com> wrote in article
> ><01bd452e$2d273bc0$52c2accf@asharkis.erols.com>...
> >>
> >>
> >> Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article
> >> <6dbaddgi1@news01.deltanet.com>...
> >> <SNIP!>
> >>
> >> You know, I'm not going to knock APE. Stephen Tucker did a fine job
with
> >> it. But even he can't straighten out a problem that I've been having
> >with
> >> it.
> >>
> >> Suppose I save my club's newsletter disk as a couple of .ATRs on my
PC,
> >and
> >> then I want to copy them back to a real Atari drive (XF-551 or 1050)
> >> thirty-five or more times. I try using MyCopyR, the J option in DOS
2.5

> >--
> >> anything. The .ATR transfers to the Atari correctly, but when it's
time
> >to
> >> save to the floppy, the serial bus seems to overrun the drive and the
> >> process halts. I don't have that problem when I run SIO2PC software.
> >>
> >> I've tried slowing APE down by using stupid mode, going to single
speed,
> >> playing with other settings. Nothing helps.
> >>
> >> My clone is a Pentium 100 and the SIO2PC is on COM 2 with my modem on
COM
> >> 1. The mouse operates off a card at an entirely different IRQ.
> >>
> >> The Atari system consists of a 320K enhanced 130XE with the Puff
US-OS+
> >> upgrade, a switched Quintopus, two 1050s and an XF-551, a P: R: (which
is
> >> switched off when the SIO2PC is operating), an early SIO2PC 2-chip
> >> interface with no diode (built by Nick Kennedy), an XEtech Graphic AT
> >> printer interface, and a Wizztronics MidiMax interface.
> >>
> >> Has anyone else run into something like this?
> >>
> >>
>
>
>

3460. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd5e34$e1fff400$7ac2accf@asharkis.erols.com>
Source record: 64071

It's about time I chimed in here, since I wrote the original message that started this.

When I run SIO2PC or A.P.E., it's from DOS 6.22 on the PC. Win '95 never enters the picture. I have both on the PC, but I run the DOS 6.22 from a hidden C: bootup partition that I can switch to upon restart. So, you guys can argue all you want about Windows '95 and it doesn't help me at all.

I've tried just about everything short of replacing my SIO2PC interface and/or serial cable. I've connected my Atari floppy directly to the computer, bypassing the Quintopus. I've changed with the settings in A.P.E. one by one. The problem occurs when A.P.E. is running and not when the SIO2PC software is running and as far as I know nobody else has the problem of data overrunning the Atari floppy drive during a write.

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bd5e19$9568ab20$16374382@vidar>...
> What exactly is my screwups ? It works fine under DOS. So what the f**k
is
> my screwup ? Let me know and I'll correct it and stand corrected. But
it's
> still 95's fault. It's unstable and not very good.
>
> Richard Forester <forester@blarg.net> wrote in article
> <6fv82bbnc1@guysmiley.blarg.net>...
> > Give me a break. Don't blame your screw ups on the OS.
> >
> > Vidar "Hawk" Olavesen wrote in message
> <01bd454e$4d91ac40$41374382@vidar>...
> > >This does not happen to my system. I used the same copier and
transfered
> > >.ATR's to my 1050 without any troubles. The troubles I have are things
> that
> > >can be avoided, in other words, Winpuke 95. That's doing stupid things
> if I
> > >run other programs, it sometimes crashes totally too. But, I think
> that's
> > >the buggy 95's fault. I am about to send money for registration and
> can't
> > >wait to see if the high speed mode works! Take Atarian care. BTW :
Does
> > >anybody know what programs are best for making .ATR's (copying .BIN
> files
> > >into .ATR files) Thanks
> > >

> > >Alan Sharkis <asharkis@erols.com> wrote in article
> > ><01bd452e$2d273bc0$52c2accf@asharkis.erols.com>...
> > >>
> > >>
> > >> Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article
> > >> <6dbaddgi1@news01.deltanet.com>...
> > >> <SNIP!>
> > >>
> > >> You know, I'm not going to knock APE. Stephen Tucker did a fine job
> with
> > >> it. But even he can't straighten out a problem that I've been
having
> > >with
> > >> it.
> > >>
> > >> Suppose I save my club's newsletter disk as a couple of .ATRs on my
> PC,
> > >and
> > >> then I want to copy them back to a real Atari drive (XF-551 or 1050)
> > >> thirty-five or more times. I try using MyCopyR, the J option in DOS
> 2.5
> > >>--
> > >> anything. The .ATR transfers to the Atari correctly, but when it's
> time
> > >to
> > >> save to the floppy, the serial bus seems to overrun the drive and
the
> > >> process halts. I don't have that problem when I run SIO2PC
software.
> > >>
> > >> I've tried slowing APE down by using stupid mode, going to single
> speed,
> > >> playing with other settings. Nothing helps.
> > >>
> > >> My clone is a Pentium 100 and the SIO2PC is on COM 2 with my modem
on
> COM
> > >> 1. The mouse operates off a card at an entirely different IRQ.
> > >>
> > >> The Atari system consists of a 320K enhanced 130XE with the Puff
> US-OS+
> > >> upgrade, a switched Quintopus, two 1050s and an XF-551, a P: R:
(which
> is
> > >> switched off when the SIO2PC is operating), an early SIO2PC 2-chip
> > >> interface with no diode (built by Nick Kennedy), an XEtech Graphic
AT
> > >> printer interface, and a Wizztronics MidiMax interface.
> > >>
> > >> Has anyone else run into something like this?

> > >>
> > >>
> >
> >
> >
>

3461. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5e4d$aa347820$ec0c8ea7@login.netins.net>
Source record: 64072

Not to start a strain of messages on Windows 95, but I wanted to add my opinion here. Windows 95 works great until you load software into it. If you format a system and put Win95 on it and don't load other software, and don't go on the Net, you could play Solitaire until doomsday and it would be quite stable. The problem with Windows 95 is, to make it compatible with old DOS programs and old Windows 3.x programs, it has to "let it all hang out" with its options, controls, and vulnerabilities. Software programs come along and conflict with 95, conflict with each other, conflict with your hardware, etc. 95 is the easy target to blame because it is touted as easy to use. If anyone chooses to reply to this, that's fine; I won't re-reply. My opinion stands in this message. Thanks for reading it.

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bd5e19$9568ab20$16374382@vidar>...
> What exactly is my screwups ? It works fine under DOS. But it's
> still 95's fault. It's unstable and not very good.

3462. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5e4e$7c6b2aa0$ec0c8ea7@login.netins.net>
Source record: 64073

I was once a subscriber to Antic and don't have any of the mags anymore, but they had a special subscription that came with a support diskette - with typed in programs, source code, games, etc. They packed both sides of the diskette with nice stuff. I have a few (not wanting to part with though) - you might seek some of them out. Does anyone out there have some that they don't want anymore?

Perry Powder <microtac@sprint.ca> wrote in article
<3521DDA0.23641BDA@sprint.ca>...
Remember these magazines? Remember the programs they included for
you to type out? Does anyone know of where you can get these (already
typed)? Also does
anyone know what happened to all the cool programs people must of sent
into these mags for possible publication? The editors must have kept an
archive somewhere.

3463. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5e52$2a08f040$ec0c8ea7@login.netins.net>
Source record: 64074

Also, the next time you go to your library, there is (or should be) a posting indicating that copying material from a book at a library is OK if it is done for research. So if you reproduce a book's material for profit, that's still illegal; but you can copy for free for research and that is legal.

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-2703981514420001@macmcurrent.library.carleton.edu>...
> In article <6ffd8b$46c$1@newsd-124.bryant.webtv.net>,
> harveyklein@webtv.net (harvey klein) wrote:
>
> >How is copying software that is no longer commercially available any
> >worse than checking an in-print book out of a Public library and thereby
> >"cheating" the author and publisher of revenues.
> >It seems to me to be hypocritical in decrying copying of old software
> >while having no problem with taking new books out of a library.

3464. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5e52$612229c0$ec0c8ea7@login.netins.net>
Source record: 64075

Further, I have called the Software Publishing Alliance (or whatever
they're called) and asked them. Their legal advice? Copyrights for
software are good for 70 years and only expire if they are not renewed.

> In article <6ffd8b$46c$1@newsd-124.bryant.webtv.net>,
> harveyklein@webtv.net (harvey klein) wrote:
>
> >How is copying software that is no longer commercially available any
> >worse than checking an in-print book out of a Public library and thereby
> >"cheating" the author and publisher of revenues.
> >It seems to me to be hypocritical in decrying copying of old software
> >while having no problem with taking new books out of a library.

3465. Re: lots of Atari 8 bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5e53$e51cac40$ec0c8ea7@login.netins.net>
Source record: 64076

Not sure who started the SPA but I know Microsoft has their hand in it. Perhaps it would make more sense to people reading my message if I indicated that, because of religious beliefs, I have to obey laws. There was a time that I did not, and I'm trying to make sure that either 1) my Atari stuff is legal now, or 2) that I make it legal, or 3) get rid of it. The easiest way I can figure to make a pirated program legal is to buy a legit copy of it (even if it doesn't work) and then the pirated copy is just a backup and therefore legal. Yep, I'm looking for everyone's 2 cents (or $1.50) on this. Thanks!

whistler's brother <tatata@noway.com> wrote in article <351b5bf1.4478105@207.97.159.250>...
> As always, there will be people who don't pirate and are adamant
> against it, people who don't pirate but live and let live, and people
> who ONLY pirate. I doubt that the companies involved are still caring
> about it, since the stuff has been spread far and wide, but it IS
> still theft in intellectual property. However, I did it in the 80's
> and still do it (for 8 bit atari) and no one has ever bothered me now
> nor then.
> Wasn't the SPA started by Broderbund?

3466. DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd5e54$2e0cda60$ec0c8ea7@login.netins.net>
Source record: 64077

I have seen Atari DOS version 2.6, and the main screen says "Made for the Atari 800" (or something like that.) Has anyone else ever seen this, and can anyone tell me about it? I'd like to try to hunt down an original disk if possible (even if it doesn't work).

3467. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5e5b$173ab440$38374382@vidar>
Source record: 64078

Does it say 2.6f ? I think I have that too. With sector copy, drive speed
check and some radix convert stuff on the menu!

Carl & Delinda Tenney <delitene@netins.net> wrote in article
<01bd5e54$2e0cda60$ec0c8ea7@login.netins.net>...
> I have seen Atari DOS version 2.6, and the main screen says "Made for the
> Atari 800" (or something like that.) Has anyone else ever seen this, and
> can anyone tell me about it? I'd like to try to hunt down an original
disk
> if possible (even if it doesn't work).
>
>

3468. WTB : 130XE PAL (800XL's interesting too, preferably upgraded)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5e5c$7030f220$38374382@vidar>
Source record: 64079

I would like offers on 130XE's/800XL's 256K or more. They must be PAL.
Extras might be interesting too. Like drives, software or whatever is
interesting.

Thanks a lot.

3469. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980402123503.12861C-100000@moose.erie.net>
Source record: 64080

I used DOS 2.6 for quite a while. It's a modified version of DOS
2.0 and was never an official Atari product.

On 2 Apr 1998, Vidar "Hawk" Olavesen wrote:

> Does it say 2.6f ? I think I have that too. With sector copy, drive speed
> check and some radix convert stuff on the menu!
>
> Carl & Delinda Tenney <delitene@netins.net> wrote in article
> <01bd5e54$2e0cda60$ec0c8ea7@login.netins.net>...
> > I have seen Atari DOS version 2.6, and the main screen says "Made for the
> > Atari 800" (or something like that.) Has anyone else ever seen this, and
> > can anyone tell me about it? I'd like to try to hunt down an original
> disk
> > if possible (even if it doesn't work).
> >
> >
>
>

3470. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-3iTdPyI353Xo@DRACO>
Source record: 64081

On Thu, 2 Apr 1998 09:28:07, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

> What exactly is my screwups ? It works fine under DOS. So what the f**k is
> my screwup ? Let me know and I'll correct it and stand corrected. But it's
> still 95's fault. It's unstable and not very good.
>
> Richard Forester <forester@blarg.net> wrote in article
> <6fv82bbnc1@guysmiley.blarg.net>...
> > Give me a break. Don't blame your screw ups on the OS.
> >
> > Vidar "Hawk" Olavesen wrote in message
> <01bd454e$4d91ac40$41374382@vidar>...
> > >This does not happen to my system. I used the same copier and transfered
> > >.ATR's to my 1050 without any troubles. The troubles I have are things
> that
> > >can be avoided, in other words, Winpuke 95. That's doing stupid things
> if I
> > >run other programs, it sometimes crashes totally too. But, I think
> that's
> > >the buggy 95's fault. I am about to send money for registration and
> can't
> > >wait to see if the high speed mode works! Take Atarian care. BTW : Does
> > >anybody know what programs are best for making .ATR's (copying .BIN
> files
> > >into .ATR files) Thanks
> > >
> > >Alan Sharkis <asharkis@erols.com> wrote in article
> > ><01bd452e$2d273bc0$52c2accf@asharkis.erols.com>...
> > >>
> > >>
> > >> Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article
> > >> <6dbaddgi1@news01.deltanet.com>...
> > >> <SNIP!>
> > >>
> > >> You know, I'm not going to knock APE. Stephen Tucker did a fine job
> with
> > >> it. But even he can't straighten out a problem that I've been having
> > >>with
> > >> it.
> > >>
> > >> Suppose I save my club's newsletter disk as a couple of .ATRs on my
> PC,
> > >and

> > >> then I want to copy them back to a real Atari drive (XF-551 or 1050)
> > >> thirty-five or more times. I try using MyCopyR, the J option in DOS
> 2.5
> > >--
> > >> anything. The .ATR transfers to the Atari correctly, but when it's
> time
> > >to
> > >> save to the floppy, the serial bus seems to overrun the drive and the
> > >> process halts. I don't have that problem when I run SIO2PC software.
> > >>
> > >> I've tried slowing APE down by using stupid mode, going to single
> speed,
> > >> playing with other settings. Nothing helps.
> > >>
> > >> My clone is a Pentium 100 and the SIO2PC is on COM 2 with my modem on
> COM
> > >> 1. The mouse operates off a card at an entirely different IRQ.
> > >>
> > >> The Atari system consists of a 320K enhanced 130XE with the Puff
> US-OS+
> > >> upgrade, a switched Quintopus, two 1050s and an XF-551, a P: R: (which
> is
> > >> switched off when the SIO2PC is operating), an early SIO2PC 2-chip
> > >> interface with no diode (built by Nick Kennedy), an XEtech Graphic AT
> > >> printer interface, and a Wizztronics MidiMax interface.
> > >>
> > >> Has anyone else run into something like this?
> > >>
> > >>
> >
> >
> >

do not worry, it IS NOT your fault! you are quite correct in your
assumtion that win95 is at fault. how could it be anything else when
3/4 of win95 packages bought were returned because it didn't work.
dont let anyone tell you any different. Win95 = world's most prolific
virus!

Ken

3471. Eprom Burner

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6g0js2$m63$1@mohawk.hwcn.org>
Source record: 64082

I recently got an Eprom burner from an Abbuc Exec member.....thanks Joost!

Anyhow, I have been having some trouble with the burner giving me an
"Error 82" when trying to read the Eprom. I was wondering if anyone here
has an Atari 8 bit Eprom Burner from Germany produced by a guy named
"David Ralf"? (Off the top of my head, I may have to the name wrong)
And, if so, do you know what "Error 82" is?

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3472. atari demos - help

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: el <xcapak@fi.muni.cz>
Message-ID: <3524098D.BA6FF95F@fi.muni.cz>
Source record: 64083

i'm newbie in atari demos, so I'm trying to find some atari xl demos.
please help me.

Libor Capak
xcapak@fi.muni.cz
http://www.fi.muni.cz/~xcapak/

3473. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35241400.155100747@news.pressenter.com>
Source record: 64084

On 2 Apr 1998 15:40:02 GMT, "Carl & Delinda Tenney"
<delitene@netins.net> wrote:

>Not to start a strain of messages on Windows 95, but I wanted to add my
>opinion here. Windows 95 works great until you load software into it. If
>you format a system and put Win95 on it and don't load other software, and
>don't go on the Net, you could play Solitaire until doomsday and it would
>be quite stable. The problem with Windows 95 is, to make it compatible
>with old DOS programs and old Windows 3.x programs, it has to "let it all
>hang out" with its options, controls, and vulnerabilities. Software
>programs come along and conflict with 95, conflict with each other,
>conflict with your hardware, etc. 95 is the easy target to blame because
>it is touted as easy to use. If anyone chooses to reply to this, that's
>fine; I won't re-reply. My opinion stands in this message. Thanks for
>reading it.
>
>Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
><01bd5e19$9568ab20$16374382@vidar>...
>> What exactly is my screwups ? It works fine under DOS. But it's
>> still 95's fault. It's unstable and not very good.

I can play that game just fine on my Atari 800XL. I expect more out
of mega bytes and mega operating systems.

*** Please make sure responses are also sent via email.

3474. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998040223354200.SAA16150@ladder01.news.aol.com>
Source record: 64085

Win 95 is kind of buggy. Word processors can even cause "An error occured in your application" messages to come up. One time it locked up while I was installing it and I ended up with: 11 cross-linked files, lost clusters in 13 chains, and 37 invalid directory entrees!

3475. the MAC printer for Atari stuff deal

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998040223385100.SAA19321@ladder03.news.aol.com>
Source record: 64086

Actually my brother has a MAC printer he is willing to trade for some Atari stuff.

3476. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6g1h5v$ajh@bgtnsc02.worldnet.att.net>
Source record: 64087

Dennis McGuire wrote in message ...
>
> I used DOS 2.6 for quite a while. It's a modified version of DOS
>2.0 and was never an official Atari product.

(but it was my MOST used dos!! ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
Homepage (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Food for spambots - the FCC Board wants your SPAM: rhundt@fcc.gov
(chairman),
jquello@fcc.gov (commissioner), sness@fcc.gov (commissioner), rchong@fcc.gov
(commissioner)
The FTC wants to learn about pyramid schemes: pyramid@ftc.gov,
consumerline@ftc.gov
And, the IRS would learn how much you REALLY made SPAMming:
net-abuse@nocs.insp.irs.gov

3477. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <6g1hi0$j0i$1@guysmiley.blarg.net>
Source record: 64088

Ken and "Vidar":

Anyone can make up stories as to why things don't work. It's easy to just blame the OS when you don't know what your doing. I'm not saying Win95 is fabulous. I'm not even saying it's great. But I use it all day, at work, at home and NEVER have the kind of problems you are claiming to have. Further, where the heck did you get the completely baseless story about 3/4 of all shipments being sent back?

>do not worry, it IS NOT your fault! you are quite correct in your
>assumtion that win95 is at fault. how could it be anything else when
>3/4 of win95 packages bought were returned because it didn't work.
>dont let anyone tell you any different. Win95 = world's most prolific
>virus!
>
>Ken
>

3478. 5200 Power Supply Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-02 00:00:00 UTC
From: Chris <room101@nospam.com>
Message-ID: <6g1lmfnrg1@winter.news.erols.com>
Source record: 64089

Hi there.

Picked up an old 4 port 5200 with no controllers or power supply. From what I've been able to deduce, having disassembled the unit, it accepts power through the video out cable, reminiscent of remote powered TV amplifiers. I found a source that claims 11.5VDC at 1.95A. Okay, that is doable, but what polarity and how should I interface it with the video cable? As I don't have the fancy RF switchbox, should I instead add a jack to the 5200 and isolate the video out from the power supply? I think that's the better (safer) route. Let me know if you've done this.

Chris

3479. Re: Re: Sio port

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998040302253701.VAA17477@ladder01.news.aol.com>
Source record: 64090

In article <3520E9BB.BFEC065D@ix.netcom.com>,
Robert wrote:
>Does this arm require RS232 or can you just connect/control these
>motors directly?

Did you actually read all of PRobb26666's message?
He says "I believe I can use an 68hc11 microcontroller, which has built in
serial ports, to communicate with" ...Doh!

There was a series of articles in Antic circa 1985, on hooking up the
armatron. It involved using stepper motors (I think) and nylon wire hooked up
to the miniature controls. But it was in no-way an electrical
arm. Only mechanical, plastic gears and one very noisy mechanism.

Using the joystick ports is the easy option. But Patrick won't say how
the arm will be controlled from the serial chip.
Six outputs? Don't you mean 3 control plus 3(tied) 0 volt. 4 wires
Basically we're groping in the dark.

Serial Output Data (8 bits) @ $D20D is transferred to the serial shift
register, when a full byte of serial data 'has been' transmitted.
Usually written in response to a serial data out IRQ and Bit 4
of IRQST @ $D20E is 1
Pokey timers (audio channels) have to be setup in the correct sequence,
otherwise it can cause a spurious interrupt and lock the system.
Put simply,
Get the Hardware Reference Manual. :-)

WazzdOrf AT aol DOT com <die spammers!>
Atari owner since 1982 /|\

Consider all possible choices, plan out every detail. Mr.Suksess

3480. Web Site Updated

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998040303000600.WAA24222@ladder01.news.aol.com>
Source record: 64091

THE COMPUTER DUNGEON has updated our website as of April 2, 1998.

*More Products
*Low Prices
*Great Software Titles
*Game of the Month
*New & Used Accessories
*Used Hardware
*5 New Atari 8bit games
*5 New Atari 2600 Games
*Free Catalogs
*Atari Computing & ST Plus Fanzine
*Atari Lynx, Jaguar, and Classic Video Game systems, carts, accessories

Visit our website at: http://www.mcs.net/~isis/dungeon/dungeon.htm

Thanks for taking the time to read this and we look forward to helping you with
all your Atari needs.

Al Horton
The Computer Dungeon
708-547-7085

"Support Shareware Authors"

3481. Re: Hasbro speaks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: David Davies <Ansawdd@compuserve.com>
Message-ID: <O8jfybpX9GA.268@ntawwabp.compuserve.com>
Source record: 64092

William Kendrick wrote in message <6frd2ceus1@hades.csu.net>...
>Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
>: In article <35109A32.DA8@pacbell.net>, rwoolley@pacbell.net (Bob Woolley)
>: wrote:
>
>: > an award?? i don't see any 1200XL in there..... can't be worth an
award!
>
>: Give me a break, they never sold them in the UK!
>
>
>Boy, something must be wrong with the UK! No 1200XL's!? :)
>
>-bill!

No 5200's either, although it was a close call. The 5200 appeared in several
mail order catalogues but Atari UK had cold feet at the last moment. Boy,
were
they dumb!

1200XL never looked like being released over here, though.

David Davies
Ansawdd Technology
North Wales
ansawdd@compuserve.com

3482. 5200 ac adapter ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: KingKong
Message-ID: <35247820.28623736@news.mindspring.com>
Source record: 64093

Hello. Looking for the specs on the Atari 5200 ac adapter. I recently picked one up and all I need now is a power supply. What kind should I use? Can I get one at radio shack?

Thanks :)

steveread *** canned-spam ***
@mindspring.com

3483. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <35268136.4762923@news.nowhere.net>
Source record: 64094

"Carl & Delinda Tenney" <delitene@netins.net> wrote:

>I have seen Atari DOS version 2.6, and the main screen says "Made for the
>Atari 800" (or something like that.) Has anyone else ever seen this, and
>can anyone tell me about it? I'd like to try to hunt down an original disk
>if possible (even if it doesn't work).

Lost my copy of 2.6f. Would love another copy if someone is willing to
email one or let me know where to ftp it from.

3484. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd5ee4$7cc54760$c4374382@vidar>
Source record: 64095

Do you use many DOS applications then ? That's where the troubles arrives mostly. But even so, Win95 was released with over 30000 bugs I believe. That sure must make some problems. Atari DOS was reliable, I love it. Atari Forever

Richard Forester <forester@blarg.net> wrote in article <6g1hi0$j0i$1@guysmiley.blarg.net>...
> Ken and "Vidar":
>
> Anyone can make up stories as to why things don't work. It's easy to just
> blame the OS when you don't know what your doing. I'm not saying Win95 is
> fabulous. I'm not even saying it's great. But I use it all day, at work,
> at home and NEVER have the kind of problems you are claiming to have.
> Further, where the heck did you get the completely baseless story about 3/4
> of all shipments being sent back?
>
> >do not worry, it IS NOT your fault! you are quite correct in your
> >assumtion that win95 is at fault. how could it be anything else when
> >3/4 of win95 packages bought were returned because it didn't work.
> >dont let anyone tell you any different. Win95 = world's most prolific
> >virus!
> >
> >Ken
> >
>
>
>

3485. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: aaron@lafleur.wfi-inc.com
Message-ID: <slrn6i9jeo.ca4.aaron@lafleur.wfi-inc.com>
Source record: 64096

I am currently a sys admin of a network with a couple of NT machines, a few Solaris machines, a gaggle of Linux boxes, and 50-or-so pc's with Win95. Win95 is unstable, buggy, error-prone, unpredictable, and generally not worth much. To be fair, once a machine is fully configured and working OK, it generally does just fine. But Christ, if you have to constantly add and upgrade software and hardware (like I do on my personal machine), get used to re-formatting every couple of months as a matter of routine. Keep in mind that this is coming from a person with a background in Unix and VMS, where I have had systems that weren't rebooted for months at a stretch (longest running machine was up for 490 days, only taken down to move locations!) who is now using a Win95 machine that has to be rebooted several times a day. As for making up stories as to why things don't work, I prefer the real stories I have from my job. Like my favourite lines from late-night emergencies with MS tech support:

1) You're not gonna like this, but you have to format and reinstall....
2) We recommend rebooting every couple of hours to maintain stability....
3) Well, you really shouldn't use Windows 95 for something so important. Can't your program run under NT?

On Thu, 2 Apr 1998 18:28:59 -0800, Richard Forester <forester@blarg.net> wrote:
>Ken and "Vidar":
>
>Anyone can make up stories as to why things don't work. It's easy to just
>blame the OS when you don't know what your doing. I'm not saying Win95 is
>fabulous. I'm not even saying it's great. But I use it all day, at work,
>at home and NEVER have the kind of problems you are claiming to have.
>Further, where the heck did you get the completely baseless story about 3/4
>of all shipments being sent back?

3486. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: atari@ehrich.com
Message-ID: <2U2V.61$0Y2.1475006@news2.voicenet.com>
Source record: 64097

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) (2)..... $10
Atari 400 Program Recorder (tape deck)..... $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Paddles (3 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $4.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer Leader Board Golf Game (no
box) MatchBoxes MegaFont II
from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)

Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers

$2.50 each (5 for $10) diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) International Hacker

Jingle Disk High Tech Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12

Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (5 for $25)

Atari Artist Basic Language Computing (2)
Demon Attack Donkey Kong
Galaxian Millipede
Music Composer (2) Pacman

Sky Writer
.....
Tape Software for Atari Computers $2.95 each (4 for $9)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 1020 Color Printer Owners Guide

Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

atari@ehrich.com

http://www.voicenet.com/~generic

Also lots of other for sale lists for the following:

PC Amiga Apple Commodore TI VIC20

Video Games Music CD's

Click on the following URL to see the lists:

http://www.voicenet.com/~generic

3487. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd5f02$d1286260$49dcaccf@asharkis.erols.com>
Source record: 64098

Hey, guys, I posted the original message that started this thread some weeks ago, and I posted a reply to your message yesterday, but it never got into the ng.

When I run SIO2PC or A.P.E., I do it from a clean boot from a hidden C:\ partition that contains nothing but MS-DOS 6.22. I can switch to this partition when I boot-up the PC. Windows 95 never enters the picture as far as SIO2PC and A.P.E. are concerned. The problem is at the Atari end or in the A.P.E. software, so you can stop all your squabbling about Windows 95 on my behalf :-)

(I'll reserve my comments about Windows 95 for a different thread when I have _NOTHING_ else to do.)

Here's what I've done to date:

1. I've eliminated the Quintopus by hooking everything in a daisy chain.

2. I've put the Atari 130XE with the 320K and US OS+ added by Puff into 800 mode.

3. I've switched computers to a stock 800XL.

4. I've put A. P. E. into stupid mode at 1X.

5. I've changed every setting in A. P. E. one-at-a-time.

Here's what I haven't done:

1. I haven't changed the serial cable between the PC and the Atari.

2. I haven't tried a different SIO2PC Interface, because I have no access to a different one.
Remeber -- the one I'm using was an original, Nick Kennedy-constructed two-chip model without the added diode.

The write to the 1050 or XF-551 continues to fail some 10-20 sectors in when I try to copy from an .ATR to a physical Atari drive. It sounds like the data is just overrunning the drive.

kames@dxnet.com wrote in article <f5O4dXX6MbiT-pn2-3iTdPyI353Xo@DRACO>...
> On Thu, 2 Apr 1998 09:28:07, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> > What exactly is my screwups ? It works fine under DOS. So what the f**k is
> > my screwup ? Let me know and I'll correct it and stand corrected. But

it's
> > still 95's fault. It's unstable and not very good.
> >
> > Richard Forester <forester@blarg.net> wrote in article
> > <6fv82bbnc1@guysmiley.blarg.net>...
> > > Give me a break. Don't blame your screw ups on the OS.
> > >
> > > Vidar "Hawk" Olavesen wrote in message
> > <01bd454e$4d91ac40$41374382@vidar>...
> > > >This does not happen to my system. I used the same copier and
transfered
> > > >.ATR's to my 1050 without any troubles. The troubles I have are
things
> > that
> > > >can be avoided, in other words, Winpuke 95. That's doing stupid
things
> > if I
> > > >run other programs, it sometimes crashes totally too. But, I think
> > that's
> > > >the buggy 95's fault. I am about to send money for registration and
> > can't
> > > >wait to see if the high speed mode works! Take Atarian care. BTW :
Does
> > > >anybody know what programs are best for making .ATR's (copying .BIN
> > files
> > > >into .ATR files) Thanks
> > > >
> > > >Alan Sharkis <asharkis@erols.com> wrote in article
> > > ><01bd452e$2d273bc0$52c2accf@asharkis.erols.com>...
> > > >>
> > > >>
> > > >> Aaron Christopher Finney <aaron@orr.wfi-inc.com> wrote in article
> > > >> <6dbaddgi1@news01.deltanet.com>...
> > > >> <SNIP!>
> > > >>
> > > >> You know, I'm not going to knock APE. Stephen Tucker did a fine
job
> > with
> > > >> it. But even he can't straighten out a problem that I've been
having
> > > >with
> > > >> it.
> > > >>
> > > >> Suppose I save my club's newsletter disk as a couple of .ATRs on
my
> > PC,
> > > >and
> > > >> then I want to copy them back to a real Atari drive (XF-551 or
1050)
> > > >> thirty-five or more times. I try using MyCopyR, the J option in

DOS
> > 2.5
> > > >--
> > > >> anything. The .ATR transfers to the Atari correctly, but when
it's
> > time
> > > >to
> > > >> save to the floppy, the serial bus seems to overrun the drive and
the
> > > >> process halts. I don't have that problem when I run SIO2PC
software.
> > > >>
> > > >> I've tried slowing APE down by using stupid mode, going to single
> > speed,
> > > >> playing with other settings. Nothing helps.
> > > >>
> > > >> My clone is a Pentium 100 and the SIO2PC is on COM 2 with my modem
on
> > COM
> > > >> 1. The mouse operates off a card at an entirely different IRQ.
> > > >>
> > > >> The Atari system consists of a 320K enhanced 130XE with the Puff
> > US-OS+
> > > >> upgrade, a switched Quintopus, two 1050s and an XF-551, a P: R:
(which
> > is
> > > >> switched off when the SIO2PC is operating), an early SIO2PC 2-chip
> > > >> interface with no diode (built by Nick Kennedy), an XEtech Graphic
AT
> > > >> printer interface, and a Wizztronics MidiMax interface.
> > > >>
> > > >> Has anyone else run into something like this?
> > > >>
> > > >>
> > > >
> > >
> > >
>
> do not worry, it IS NOT your fault! you are quite correct in your
> assumtion that win95 is at fault. how could it be anything else when
> 3/4 of win95 packages bought were returned because it didn't work.
> dont let anyone tell you any different. Win95 = world's most prolific
> virus!
>
> Ken
>
>

3488. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3524ee52.76497108@news.ioa.com>
Source record: 64099

On 31 Mar 1998 18:45:05 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Just FYI, another company wrote the emulator, and came to Williams one
>day to demo it and see if they liked it. They did. :)
>

Yeah, I forgot about that. The PC CD had a whole multimedia thing about the history of the games, and it talked about how the Williams guys about hit the floor when they saw the emu created by Digital Eclipse Software, Inc.

BTW, Bill: The PC version of Sinistar has a setting that will turn the game sideways on-screen, so if you can turn your monitor on its end, the game has the same perspective as the original arcade monitor. Can the PlayStation do that?

Steven

3489. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3524e5f7.74357859@news.ioa.com>
Source record: 64100

On 31 Mar 1998 18:48:52 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>Umm... I THINK what he's saying is that most of the European games
>(all with AWESOME graphics and sounds... compared to, say, c.1982 Pac Man)
>are kind of not very good games. ;)
>
>While MY games (with CRAPPY graphics and sounds) are excellent fun. :)
>
>
>I am, of course, kidding.
>
>;)
>
>-bill!

You got it, Bill!

Ok, now that this issue has started, I'm going to use Bill's software
as an example. For those of you who are new, if you don't know Bill
Kendrick, go to http://zippy.sonoma.edu/kendrick/nbs/atari/ and then
come back here once you've played all of his games to death.

Bill wrote a game called GemDrop, that most of us have played by now.
Let's face it -- compared to the graphic content of most of today's PC
and Mac games, GemDrop is not very striking to the average gamer. But
there are no average gamers in comp.sys.atari.8bit, and we all know
what a graphic achievement GemDrop really is for the Atari. Bill did
an excellent job in sqeezing out as much graphic quality as he could
in this game, but the real strength of this game is that it's
incredibly fun! People are constantly talking about what a great game
it is, and how they've spent hours and hours just trying to get past
level 10 (BTW: I hit level 16 a few weeks ago, and had to put it down
for a while until the carpal tunnel got better ;-). Thanks, Bill!).

Planetary Defense, an Analog Magazine game, is another example. No
fancy graphics here, just hours of bomb blasting until your trigger
finger falls off. And this was a game you TYPE IN from a magazine!

Atari programmers knew then, as well as now, that graphics weren't
everything. If the game wasn't any FUN, nobody was going to want to
play it for very long. Look at Star Raiders. The guy that designed
the POKEY chip created SR as one of the 1st (or was it THE 1st?)
400/800 games. SR sold like crazy, and it was only an 8k cart!

>: Are you implying, with your bare face hanging out, that classic 8-bit
>: games don't have great graphics and sound? :)

Not at all. They have unbelievable graphics and sound -- for a circa 1980 machine. The point is that today's games tend to spend too much time on pretty pictures, and not enough time on great gameplay. And when I talk about "today's" games, I mean PC & Mac and 32-bit & 64-bit platform games, not games written today for yesterday's systems. My gripe is with the companies who have modern computing systems and then waste their capability with stupid games.

Epic Megagames, Origin, Id, Sierra and a few others are exceptional, so please don't point out a specific game that is also exceptional. I know there are some good games out there. My point is that there should be MORE.

Steven

3490. APEX - (Atari Program Exchange)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <352500d3.81234340@news.ioa.com>
Source record: 64101

What's the official word on what happened to APEX? I've seen a few of the progs on the net, but does anyone have an official archive of all of APEX's software, or did the original writers retain all rights for themselves once APEX dissolved?

Steven

3491. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3524f661.78559911@news.ioa.com>
Source record: 64102

On Tue, 31 Mar 1998 21:42:23 -0400, "Someone on the Internet."
<user@qe2-hsc.ns.ca> wrote:

>Hopefully the Anolog ones will turn up. I always thought they were the
>better mag..
>

They're out there. Go to http://sunsite.unc.edu/kevina/atari/mag/ and
you can get both Antic and Analog disk images. The only downside is
that Analog didn't include the files on disk option until July of
1985, so none of the earlier great games, like Planetary Defense,
Adventure in the 5th Dimension, Fill-er-Up!, etc. are on that site.
The UMich archive may have some of the earlier ones, and I know I've
seen them floating around some of the so-called pirate archives. We
have to rely on those brave souls who actually TYPED IN those games to
make them available on the net.

Good luck,
Steven

3492. Auction: 4 Days Left! Antic/ANALOG/Explorer Magazine. Manuals.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998040318151901.NAA00211@ladder03.news.aol.com>
Source record: 64103

April Auction - Update 8

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes. Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$12 blitz

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$12 JMouchmini

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes

picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$10 JMouchmino

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

Atari Computer Magazines
A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer Sept./Oct. 1986. -$1.95 min

M102. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

M103. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Super Nintendo
SN1. Super Nintendo System in excellent condition. Includes main unit, power pack, controller, rf cable, and instructions. -$22.95 min
SN2. Super Nintendo Stereo AV Cable -$5.95 matthew_stroup
SN3. Super Nintendo Super-VHS Cable -$8.95 matthew_stroup
SN4. Super Nintendo Super Mario All Stars. Complete in box with instructions. -$13.95 matthew_stroup
SN5. Super Nintendo Controller. Complete in original box. Never used. -$7.95 min
SN6. Super Nintendo Mortal Kombat II Instructions -$.25 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 diehardgatorfan
2. Dreadnaught Factor -$1.75 diehardgatorfan
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 diehardgatorfan

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 diehardgatorfan

Atari 5200 Manuals
6. Buck Rogers -$.75 diehardgatorfan
7. Congo Bongo -$.75 diehardgatorfan
8. Frogger -$.75 diehardgatorfan
9. Popeye -$.75 diehardgatorfan
10. Realsports Football and Home Football Playbook -$.75 diehardgatorfan
11. Realsports Tennis -$.75 diehardgatorfan
12. Super Cobra -$.75 diehardgatorfan

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 djastroboy
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 dgeller
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 dgeller
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 dgeller
24. Video Chess, Atari (small black) -$1.25 dgeller
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
29a. Missile Command, Atari (colored) -$.75 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$2 spearsk

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min
39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 djastroboy

42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. Add $1 to shipping. -$9.95 min
51. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping. -$9.95 min
52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Insts. (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Insts. -$.25 min
55. APX Keyboard Organ Insts. -$.25 min
56. APX Sketchpad Insts. -$.25 min
57. APX Video Math Flashcards Insts. -$.25 min
58. APX Presidents of the United States Insts. -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s of Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX (Atari Program Exchange) Catalog Spring 1982. 68 pages. -$3.95 sydtech
63. APX Catalog Summer 1982. 76 pages. -$3.95 sydtech
64. APX Catalog Fall 1982. 76 pages. -$3.95 sydtech
65. APX Catalog Winter 1982-3. 85 pages. -$3.95 sydtech
66. APX Catalog Spring 1983. 37 pages. -$3.95 sydtech
67. APX Catalog Summer 1983. 38 pages. -$3.95 sydtech
67a. APX Catalog Fall 1983. 72 pages. -$3.95 sydtech
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 loverroi
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.50 loverroi
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 loverroi
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 loverroi
73. Avalon Hill Games and Parts Price List, effective September 15, 1983 -$.50 min

Atari 8-Bit Computer Manuals
74. BC's Quest for Tires, Sierra -$1.95 min
75. Blue Max, Synapse -$1.95 min
76. Capture the Flag, Sirius -$1.95 JMouchmino
77. Centipede, Atari -$1.95 min

78. Clowns and Balloons, Datasoft -$1.95 min
79. Demon Attack, Imagic -$1.95 min
80. Dig Dug, Atari -$1.95 min
81. Final Legacy, Atari -$1.95 min
82. Flight Simulator II Reference Chart -$1.95 min
83. Flip and Flop, First Star -$1.95 min
84. Gorf, Roklan -$1.95 min
85. Gruds in Space, Sirius -$1.95 min
86. Gyruss, Parker Bros. -$1.95 min
87. H.E.R.O., Activision -$1.95 min
88. Hard Hat Mack Command Summary Card, Activision -$1.95 min
89. Joust, Atari -$1.95 min
90. Jumpman Jr. Epyx -$1.95 min
91. Keystone Kapers, Activision -$1.95 min
92. K-razy Antiks -$1.95 min
93. K-razy Kritters -$1.95 min
94. K-razy Shootout -$1.95 min
95. K-Star Patrol -$1.95 min
96. Master of the Lamps, Activision -$1.95 min
97. Megamania, Activision -$1.95 min
99. Monster Maze, Epyx -$1.95 min
100. Mr. Do!, Datasoft -$1.95 min
101. On-Track Racing, Gamestar -$1.95 min
102. Pac-Man, Atari -$1.95 min
103. Pharaoh's Pyramid, Master Control Software -$1.95 min
104. Pool 400, Innovative Design -$1.95 min
105. Rainbow Walker, Synapse -$1.95 min
106. Repton, Sirius (includes iron-on) -$1.95 min
107. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
108. Return of Heracles, Quality Software -$1.95 min
109. Robotron, Atari -$1.95 min
110. Shooting Arcade, Datasoft -$1.95 min
111. Silent Service, Microprose -$1.95 min
112. Snokie, Funsoft -$1.95 min
113. Star Trek 3.5, Adventure International -$1.95 JMouchmino
114. Super Cobra, Parker -$1.95 min
115. Track Attack, Broderbund -$1.95 min
116. Wizard of Wor, Roklan -$1.95 min
117. Zaxxon, Sega -$1.95 min
118. Pitfall
119. Encounter!, Synapse

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box.

-$6.95 min

3493. fa:500+ ATARI 2600 and 50 ATARI 5200 games on CD 4/3/98

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: tom_cody@onospamne.net
Message-ID: <6g395o$kd9$1@usenet41.supernews.com>
Source record: 64104

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10063533

525 ATARI 2600 games on one cd for use with a computer with windows 95
or DOS, ALSO an added plus this disk contains 50 games for the ATARI 5200

Comes with emulators for both ATARI 2600 and ATARI 5200

If these 15 sell I will sell MORE

PLEASE NOTE THAT THIS CD IS BEING SOLD AS A BACKUP
CD TO PROTECT YOUR ORIGINAL ATARI CARTRIGES (but you dont need an
original atari or the carts to use the cd on your computer :), this is
just something legal
I have to advise you of.)Good Luck!
ADD $1.50 for shipping

3494. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_891606343@rtfm.mit.edu>
Source record: 64105
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3495. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-wohXrMtDXkdR@DRACO>
Source record: 64106

On Fri, 3 Apr 1998 02:28:59, "Richard Forester" <forester@blarg.net>
wrote:

> Ken and "Vidar":
>
> Anyone can make up stories as to why things don't work. It's easy to just
> blame the OS when you don't know what your doing. I'm not saying Win95 is
> fabulous. I'm not even saying it's great. But I use it all day, at work,
> at home and NEVER have the kind of problems you are claiming to have.
> Further, where the heck did you get the completely baseless story about 3/4
> of all shipments being sent back?
>
> >do not worry, it IS NOT your fault! you are quite correct in your
> >assumtion that win95 is at fault. how could it be anything else when
> >3/4 of win95 packages bought were returned because it didn't work.
> >dont let anyone tell you any different. Win95 = world's most prolific
> >virus!
> >
> >Ken
> >
>
>
I have no need to make up stories for an os that really does NOT work.
and i work with computers all day every day. Just call merisel and
tech data and ask them about win 95 return statistics when it was
released.
this is also my last post on this subject here, it is after all an
atari8 news group and NOT winshit95.

ken

3496. Re: Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998040319411401.OAA10824@ladder03.news.aol.com>
Source record: 64107

Re: WIndblote '95
Microsoft products seem to work fine don't they? It's Microsoft's
global domination tactics at work here. They undermine a competitiors
product(s) by making it crash 'more often' than their
own equivalent product(s). The Java incident is a recent issue,
where microsoft altered the java specification so as to render it
unusable on platforms not running on microsoft products.
BTW, Sun microsystems won the battle. (Pie in the face for Bill G.)

WazzdOrf
/|\ Atari owner since 1982
I refuse to be a part of the WINTEL world. Sod off Microsoft.

In article <01bd5e4d$aa347820$ec0c8ea7@login.netins.net>, "Carl wrote:
>Not to start a strain of messages on Windows 95, but I wanted to add my
>opinion here. Windows 95 works great until you load software into it. If
>you format a system and put Win95 on it and don't load other software, and
>don't go on the Net, you could play Solitaire until doomsday and it would
>be quite stable. The problem with Windows 95 is, to make it compatible
>with old DOS programs and old Windows 3.x programs, it has to "let it all
>hang out" with its options, controls, and vulnerabilities. Software
>programs come along and conflict with 95, conflict with each other,
>conflict with your hardware, etc. 95 is the easy target to blame because
>it is touted as easy to use. If anyone chooses to reply to this, that's
>fine; I won't re-reply. My opinion stands in this message. Thanks for
>reading it.

3497. ST Informer Magazine returning to the web

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-0304981434180001@portland15.portland.com>
Source record: 64108
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.ataralt.atari-jaguar.discussioni.programmer,alt.atari.2600,rec.games.video.atari

First of all, please excuse me for cross-posting this but I thought it concerned all Atari owners. ST Informer Magazine is set to return soon in Web format. Many previous subscribers probably know that ST Informer's web site has been stagnant for awhile. Well, I have just been appointed Web Editor of ST Informer and hope to change all of that with monthly issues of ST Informer. Issue 98 will be posted shortly. For those who want to be kept updated, please send me an e-mail and I will add you to the ST Informer mailing list.

What will ST Informer include? I plan on having letters, Rod's trademark Potpourri column, news, interviews, and product reviews. What Atari products will we cover? All of 'em with a focus on the computer line. This will include pictures (though they will not be bandwidth-busting). There will be no Java or animated GIFs so that we can concentrate on the information and to make this site available to all (even those with slower modems like myself).

This, of course, cannot be a one person show. First of all, I don't own all Atari systems. Secondly, I just don't have the time to write all of the articles, lay out the pages, etc. I am asking for volunteers interested in writing for the magazine. The benefits include, er, fame and, um, prestige. Seriously, it is fun and those willing to put in the time will be first considered for review products from vendors. All submissions are welcome so please send your articles to me at stirrell@portland.com.

For advertising information, please send requests to Rod McDonald at stinformer@chatlink.com. He will be happy to send out information. Also, to get your products reviewed, please contact me atstirrell@portland.com. I will make sure that they get to a reviewer as soon as possible.

If you have any comments or suggestions for ST Informer Magazine, don't hesitate to write to me. I really want to hear from you and, as a community, make this new venture a success for all Atarians.

Sincerely,
Scott Tirrell

3498. Re: APEX - (Atari Program Exchange)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6g3loj$p1s$1@nnrp1.dejanews.com>
Source record: 64109

In article <352500d3.81234340@news.ioa.com>,
stevenposey@usa.net (Steven Posey) wrote:
>
> What's the official word on what happened to APEX? I've seen a few of
> the progs on the net, but does anyone have an official archive of all
> of APEX's software, or did the original writers retain all rights for
> themselves once APEX dissolved?
>
> Steven
>

Sorry it's APX not APEX, i have an ad from B&C from a little long ago
that lists about 100, titles of the APX, there are titles like
Insomnia, Eastern Front 1941 and lots of others, i think APX close in 1984
and Antic bought some of the tiltes to sell them as Antic Software, i
remember Xtal, Weakon, Deep blue C and other tiltes, not much to be true, and
as long as i can see much of those titles are lost forever, i haven't seen
much in the net, maybe 20% maybe less. Let's see, if someone is interested
i can post a partial list of the titles of APX i know.....

Javier.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3499. Re: Hasbro/Atari News Article.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2pviyoaf1.fsf@caligula.srv.net>
Source record: 64110

stevenposey@usa.net (Steven Posey) writes:

> BTW, Bill: The PC version of Sinistar has a setting that will turn
> the game sideways on-screen, so if you can turn your monitor on its
> end, the game has the same perspective as the original arcade monitor.
> Can the PlayStation do that?
>
> Steven

Incidentally, the Playstation version is unplayably awful-looking put
through an RF modulator setup. I would assume using a composite,
s-video, or RGB hookup is much better, though.

Brent

3500. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <35255d24.3149806@news.i-2000.com>
Source record: 64111

On Fri, 03 Apr 1998 14:52:15 GMT, stevenposey@usa.net (Steven Posey)
wrote:

-
-They're out there. Go to http://sunsite.unc.edu/kevina/atari/mag/
and
-you can get both Antic and Analog disk images. The only downside is
-that Analog didn't include the files on disk option until July of
-1985, so none of the earlier great games, like Planetary Defense,
-Adventure in the 5th Dimension, Fill-er-Up!, etc. are on that site.
-The UMich archive may have some of the earlier ones, and I know I've
-seen them floating around some of the so-called pirate archives. We
-have to rely on those brave souls who actually TYPED IN those games
to
-make them available on the net.
-

Actually, this is a bit of a quandry - according to the articles
themselves in the Analog mag, they call the games "Public Domain" and
yet they are (c)... leads me to believe that theres no harm in putting
them out on the net. So.... which is it? (I consider most of those
analog games better than some commercial games....)
Especially fill er up

3501. Re: A/V --> VGA, please, please, help me :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <3524d587.2413199@news.mindspring.com>
Source record: 64112

On Fri, 27 Mar 1998 13:52:41 +0100 Miroslav Stibor
<smsti@hp8.fce.vutbr.cz> wrote:

>I would like to connect atari 800 xl to our svga monitor. It doesn't mind if
>it'll be black/white (monitor isn't color). I prefer this before buing tv
>box or another monitor.

Unless your monochrome SVGA monitor is actually a rare monochrome
multisync (i.e., NEC Multisync GS), you are out of luck for an
inexpensive connection. The biggest stumbling block is that an
standard SVGA monitor cannot handle horizontal sync rates much below
standard VGA's 31.5Khz, and the Atari uses 15.75Khz.

If your monitor was a Multisync GS, then it would be possible to make
up a relatively inexpensive circuit to take the luma signal, strip out
the H&V syncs that such a monitor would need, and feed the pure luma
signal into the mono input on the monitor.

Without the capability to handle a 15.75Khz H-sync signal, the only
way to connect an Atari 8-bit monitor to your SVGA monitor would be a
device like Instant TV, which would not only be more expensive than a
good used composite color monitor, but would be overkill for use on a
monochrome SVGA monitor.

AFAIK, the only monochrome VGA/SVGA-capable monitors that could handle
15.75Khz signals were the NEC Multisync GS (and possibly the 2 GS,
although I am not certain about that one), and the Princeton MAX-15,
which you would not be asking about, as it sported a monochrome
composite input anyway. (I have a MAX-15, BTW).

==========
lmcclure1@mindspring.com

3502. Re: Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <3524d7ce.2997063@news.mindspring.com>
Source record: 64113

On Mon, 30 Mar 1998 09:42:57 -0800 Linda Shippert
<loo@u.washington.edu> wrote:

>I see from the FAQ that pin 3 on the 5-pin din plug is "audio out". What
>do I need to do to hook that up to a pair of external speakers? Do I need
>to amplify the signal or can I just run a wire from pin 3 to a speaker?

The unamplified signals might be enough to drive a small pair of
unpowered speakers, but even then, the volume would be rather weak,
but possibly adequate if your computing environment is quiet.

I used a pair of unpowered 4W-rated speakers with a PC sound card
(which had NO built-in amp) for a while, and the sound was passable.

Building or buying a small mono amp would give more volume, although
if you are not building your own, you might want to compare the cost
of buying an amp + speaker to buying a pair of ready made powered
speakers intended for a PC, and feeding the single audio out from the
Atari to both channels (both parts of the sleeve on the stereo
mini-plug).

==========
lmcclure1@mindspring.com

3503. Re: the MAC printer for Atari stuff deal

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-03 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <3525275D.AD5C5361@earthlink.net>
Source record: 64114

What's the printer. What kind of stuff does he want?

3504. Atari 8-bit carts for Trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <3526C557.72B6@texas.net>
Source record: 63984

I have the following Atari 8-bit (400/800/XE) cartridges available for Trade only. I would like to trade for other Atari 8-bit carts, but will also consider Commodore 64, VIC-20, TI-99/4a, TRS-80, Colecovison, 2600, etc carts. Please reply with your lists or offers if you have any interest. Thanks! regards, Matthew

ASSEMBLER EDITOR (label worn)
ASTROCHASE
ATARIWRITER
BASIC
BUCK ROGERS
BUG HUNT XE
CENTIPEDE
CONGO BONGO
EASTERN FRONT (1941)
FROGGER
KINDERCOMP
K-RAZY ANTIKS
MOUNTAIN KING
ONE-ON-ONE BASKETBALL XE
PAC-MAN
PITSTOP
SPACE INVADERS
STAR RAIDERS
STAR WARS:THE ARCADE GAME
STAR WARS:RETURN OF THE JEDI-DEATH STAR BATTLE
TURMOIL (label worn)

---> SPAM-BLOCK engaged; for REPLY mail please remove the '*' from mj*beau@texas.net

3505. Re: Analog programs. Fill 'er Up.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980404185014.21616A-100000@moose.erie.net>
Source record: 63985

On Sat, 4 Apr 1998, Helmut Doorf wrote:

> On Sat, 4 Apr 1998 07:00:05 -0500, velcro_spy@webtv.net wrote:
> >Yogi:
> >
> >You're right. Fill 'er Up, the Qix-based arcade game published in Analog
> >was better than the actual Qix conversion. It had cool sounds and
> >pleasing graphics and EXCELLENT play value.
> >
> >I suckered a friend who didn't know what he was getting into into typing
> >the horrendous binary code listing in with me. I think we actually saved
> >it to a cassette, then crossed our fingers (this after about 2 1/2 hours
> >of typing) and booted the game, which ran flawlessly.
> >
>
> My brother and I spent HOURS typing in the code for a Tempest type
> game, that was in either ANALOG or Antic. Does anyone remember the
> name of this game?

I did the same. I think it was LiveWire.(?)

3506. Re: Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980404185306.21616B-100000@moose.erie.net>
Source record: 63986

> On Sat, 04 Apr 1998 20:54:24 GMT, rcs2010@swbell.net.no-spam (Crawl)
> wrote:
> >Also it has 3 16K cards in it. Is this stock or is there more memory
> >under the casing and these 3 in the remaining three slots expanded?
>
> Also the 3 16k cards are pc boards, not in a case like the ones I
> keep seeing pictures of on the web. Does that mean anything?

All of the memory is on the expansion cards, along with the OS.
The memory boards originally came in nice plastic cases with screw on
metal covers. These were dropped to save cost, so later they were just
the bare boards.

3507. Re: HTML

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <891648128@stackbbs.xs4all.nl>
Source record: 63987

```
< Who's using Atari 8-bit to read usenet anyway >
Well, I do !
I run a BBS on an Atari 130XE 320Kb, supporting comp.sys.atari.8bit and
alt.atari.jaguar-discussions, and this is the only way for me to read and
write message's in this newsgroup...

My internet-provider doesn't allow me to enjoy usenettting. Just E-mail !

So, no HTML for me, since my BBS doesn't support it.

p.s. the software I'm using is BBS-Professional 5.0b, and is released in
1995, so I'm NOT using OLD software...

Sysop Fox-1

Personal mail: fox-1 AT dds DOT nl
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3508. How do I transfer from PC to 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: staalejg <staalejg@ix.netcom.com>
Message-ID: <6g7a0k$jaq@sjx-ixn10.ix.netcom.com>
Source record: 63988

I just purchased a couple of Atari 800 and 800XLs at a garage sale. How can
I get these .atr files over to them?

Help!

Thanks.

3509. ER Atari 2600 and 800 games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <3525D398.53AD@pilot.msu.edu>
Source record: 64115
Cross-posted to:
alt.atari.2600,alt.atari.2600vcs,alt.atari.2600.vcs,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

I am looking for the following games to complete my Atari collections (I'm down to the ER's and the UR's) if you have any of these games for trade let me know. I have a trade list at: http://pilot.msu.edu/user/reicher6/atari.htm

Here are the games I'm looking for:

Atari:

Atari Video Cube
SQ: Water World
Crazy Climber
Asterix
Rubiks Cube
Gremlins
Motorodeo
Sentinel
BMX Airmaster

Activision

Checkers
Cosmic Commuter
Rampage

Imagic

Shootin' Gallery
Solar Storm
Laser Gates
Subterranea
Wing War (was this released?)
Cubicolor (hahaha...)

I'm also looking for some of the more interesting 2600 games such as: Mangia, Star Wars: Arcade game (I've determined that its the best home version), Frankensteins Monster, Fire Spinner, Any and All Prototypes!

I'm looking for the following 8-bit games: Crystal Castles, Apple Panic (tape game), Air Ball, Gyruss, Pitfall, any prototypes.

Just about anything on my lists at: http://pilot.msu.edu/user/reicher6/atari.htm is for trade, If your unsure about whether or not I'll trade something, just ask!

-Tempest

reicher6@pilot.msu.edu

3510. Old Atari stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: Mike <stoliknospammc@enter.net>
Message-ID: <01bd5f6f$0e9fbc80$20c8eac7@stolikmc1>
Source record: 64116

Hi all,

I'm cleaning out the attic in preparation for a move.
I've got a lot of old 8-bit stuff that I haven't used in years.
Some of this stuff I know I've got in boxes that I haven't
even been able to reach yet, but it'll be coming to light
soon!

2 130XEs 1 w/130k, 1 w/320k
1 ICD MIO w/256k ram
1 10Meg HD for the above item
1 ICD RTime8 clock cartridge
1 400 slightly defunct from a bad 64k upgrade, but
may be repairable
1 1010 tape drive
? flakey joysticks
1 Atari Keypad device
1 1050 Drive w/doubler
1 T-816 board (put a 16-bit processor in your Atari, actually
belongs to a friend but he hasn't asked for it in 5 years.)
1 Basic Rev.C cartridge
1 Basic XE cartridge w/manual
2 Atariwriter Carts. (one may not work)
1 Action! Cart. (Pascal like prog. Lang.) w/manual
1 Assembler/Editor Cart. w/manual
Many Atari books from Compute books and Atari
1 "Programming the 65816" Book
I may have the Atari Touch Tablet, but only found the
empty box (and manual) so far.
I had boxes of old Antic, Analog, and Compute mags. but
haven't tripped over them so far.

Many other odd things may come to light so if you'd like to
hear about them as this archeological dig continues, send
an e-mail to stolikmc@enter.net.

Thanks for your time,
Mike Stoliker
I'm not looking to buy anything, so don't bother to put me
on any spam lists. I guarantee you won't get any responses
to offers to join your ponzi schemes.

3511. re: update: i am joining the bandwagon of f.s. items

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6g4ks7$sj9$1@nnrp1.dejanews.com>
Source record: 64117

I know you guys hate all these forsale updates, so I have tried to space them out a bit...

If you have written me before and I have not responded, I apologize and I will do better to respond in the future.

Here is my latest list:

1050 Disk Drive
Magnavox 80 Column Mono Monitor
Sanyo Color monitor (A/V Inputs)
CGA Monitor ... you never know.
Atari 830 Acoustic Modem
5.25" diskette holders (hard plastic)
Indus-style attache: black case for carrying/storing diskettes.

Compute! 50 Magazine Collection (as a set only):
1982 - mar
83 - feb, sept, nov
84 - apr-aug, oct-dec
85 - jan-apr, jun-oct, dec
86 - jan-dec
87 - jan-aug
88 - jan-apr
89 - apr

I am thinking of selling an 800xl, my 850 interface, and my 800 that is upgraded with ominview/omnimon and extra memory (160k?)...depends on if I get a nice offer. Boy is it hard to part with these things!

In the future I am thinking of getting rid of some software, like Ultima II + III, AR:The Dungeon, Crush Crumble & Chomp, etc.

Located in Austin, Texas.

Everything is best offer.

Please reply via email: slycy@geocities.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3512. Re: APEX - (Atari Program Exchange)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <6g5al7gbc1@fermi.tro.net>
Source record: 64118

rojasdelap@yahoo.com wrote:

>Insomnia, Eastern Front 1941 and lots of others, i think APX close in 1984
>and Antic bought some of the tiltes to sell them as Antic Software, i
>remember Xtal, Weakon, Deep blue C and other tiltes, not much to be true, and
>as long as i can see much of those titles are lost forever, i haven't seen
>much in the net, maybe 20% maybe less.

I have Xtal on Disk.
I can make a ATR Image and put it to my Website.

Greetings.

Joerg

3513. Re: Old Atari stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6g570d$6pj$1@newsd-121.bryant.webtv.net>
Source record: 64119

You should give the T-816 back.

3514. Analog programs. Fill 'er Up.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6g57c5$6pu$1@newsd-121.bryant.webtv.net>
Source record: 64120

Yogi:

You're right. Fill 'er Up, the Qix-based arcade game published in Analog was better than the actual Qix conversion. It had cool sounds and pleasing graphics and EXCELLENT play value.

I suckered a friend who didn't know what he was getting into into typing the horrendous binary code listing in with me. I think we actually saved it to a cassette, then crossed our fingers (this after about 2 1/2 hours of typing) and booted the game, which ran flawlessly.

vs

3515. FS:COLECOVISION STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998040415144800.KAA16416@ladder01.news.aol.com>
Source record: 64121

FS:

COLECO EXPANSION MODULE # 2 Mint in the styrofoam w/batt cover $20.00
With turbo cartridge....

COLECO EXPANSION MODULE #2 Vey good shape no/batt cover $14.00
With turbo catridge.....

Colecovision Carts :

All $1.00 ea..

Cosmic Avenger
Lady bug
Donky Kong Jr
Donky Kong

All $1.50

Zaxxon
Venture
Q'bert

All $2.00

Burger Time
Slither

3516. Re: Analog programs. Fill 'er Up.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: sumbody@sumplace.com
Message-ID: <352652c0.51893161@news.liii.com>
Source record: 64122

On Sat, 4 Apr 1998 07:00:05 -0500, velcro_spy@webtv.net wrote:

>Yogi:
>
>You're right. Fill 'er Up, the Qix-based arcade game published in Analog
>was better than the actual Qix conversion. It had cool sounds and
>pleasing graphics and EXCELLENT play value.
>
>I suckered a friend who didn't know what he was getting into into typing
>the horrendous binary code listing in with me. I think we actually saved
>it to a cassette, then crossed our fingers (this after about 2 1/2 hours
>of typing) and booted the game, which ran flawlessly.
>
>vs

My brother and I spent HOURS typing in the code for a Tempest type
game, that was in either ANALOG or Antic. Does anyone remember the
name of this game?

3517. Re: Analog programs. Fill 'er Up.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <35266fc4.403282@news.i-2000.com>
Source record: 64123

On Sat, 4 Apr 1998 07:00:05 -0500, velcro_spy@webtv.net wrote:

-Yogi:
-
-You're right. Fill 'er Up, the Qix-based arcade game published in
Analog
-was better than the actual Qix conversion. It had cool sounds and
-pleasing graphics and EXCELLENT play value.
-
-I suckered a friend who didn't know what he was getting into into
typing
-the horrendous binary code listing in with me. I think we actually
saved
-it to a cassette, then crossed our fingers (this after about 2 1/2
hours
-of typing) and booted the game, which ran flawlessly.
-
-vs

I must admit, I typed it in also. In fact, I think I typed in all
those ML analog games; most of them were pretty good (for freebies)

The 5200 version of qix is much better.

3518. monitor cable construction

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6g5nmdtos1@dartvax.dartmouth.edu>
Source record: 64124

I just built myself a monitor cable for my 800, and it worked just fine before I soldered the connections, but now the video is a bit fuzzy; it's like it's picking up interference from something, but I'm pretty sure nothing is running that should be doing so, though. My guess is that it has to do with the grounding. What's the correct thing to do? Should the shielding wires from both the audio and video be soldered together to the ground pin?

--PC

--
The position and/or opinions in the above message are those of the Board of Trustees of Dartmouth College. Copyright (c) 1998. All right reserved. The above positions are also held by Newt Gingrich, many foriegn world leaders, and you who are reading them. Preston bears no responsibility for the content.

3519. Re: Analog programs. Fill 'er Up.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f904210fd31235698969b@news.midwest.net>
Source record: 64125

In article <352652c0.51893161@news.liii.com>, sumbody@sumplace.com
says...
> On Sat, 4 Apr 1998 07:00:05 -0500, velcro_spy@webtv.net wrote:
>
> >Yogi:
> >
> >You're right. Fill 'er Up, the Qix-based arcade game published in Analog
> >was better than the actual Qix conversion. It had cool sounds and
> >pleasing graphics and EXCELLENT play value.
> >
> >I suckered a friend who didn't know what he was getting into into typing
> >the horrendous binary code listing in with me. I think we actually saved
> >it to a cassette, then crossed our fingers (this after about 2 1/2 hours
> >of typing) and booted the game, which ran flawlessly.
> >
> >vs
>
> My brother and I spent HOURS typing in the code for a Tempest type
> game, that was in either ANALOG or Antic. Does anyone remember the
> name of this game?
>
>
Yea! LIVEWIRE! Where every level was a letter from the title! (I typed it
in also!) :)

--
Ron
rlaski@midwest.net

3520. Re: APEX - (Atari Program Exchange)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f9042981d3b768498969c@news.midwest.net>
Source record: 64126

```
In article <6g3loj$p1s$1@nnrp1.dejanews.com>, rojasdelap@yahoo.com
says...
> In article <352500d3.81234340@news.ioa.com>,
> stevenposey@usa.net (Steven Posey) wrote:
> >
> > What's the official word on what happened to APEX? I've seen a few of
> > the progs on the net, but does anyone have an official archive of all
> > of APEX's software, or did the original writers retain all rights for
> > themselves once APEX dissolved?
> >
> > Steven
> >
>
> Sorry it's APX not APEX, i have an ad from B&C from a little long ago
> that lists about 100, titles of the APX, there are titles like
> Insomnia, Eastern Front 1941 and lots of others, i think APX close in 1984
> and Antic bought some of the tiltes to sell them as Antic Software, i
> remember Xtal, Weakon, Deep blue C and other tiltes, not much to be true, and
> as long as i can see much of those titles are lost forever, i haven't seen
> much in the net, maybe 20% maybe less. Let's see, if someone is interested
> i can post a partial list of the titles of APX i know........
>
>
> Javier.
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
>
I'd also like to know if anyone has the APX disk: Eastern Front Source
Code.
--
Ron
rlaski@midwest.net
```

3521. Re: Analog programs. Fill 'er Up.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: blm@worldnet.att.net
Message-ID: <3526869d.19001029@news.microserve.net>
Source record: 64127

sumbody@sumplace.com (Helmut Doorf) wrote:

>My brother and I spent HOURS typing in the code for a Tempest type
>game, that was in either ANALOG or Antic. Does anyone remember the
>name of this game?

"LiveWire" from ANALOG Computing, Issue #12.

--
Bairman

Barry L. Moore, blm@worldnet.att.net
BairManor: http://www.geocities.com/~bairman
Enigmatic Dragon -==(UDIC)==- http://www.udic.org
American Mensa: http://www.usa.mensa.org
RSPW, the game of human cesspool
Free Chris Benoit

3522. Re: Re: Sio port

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: probb26666@aol.com
Message-ID: <1998040419530601.OAA27721@ladder01.news.aol.com>
Source record: 64128

Aol just cut me off without warning. I might forget something.

The arm I'm using is the mobile armatron with the ribbon cable and hand held pendant. I was going to connect it up so each motor was controlled by two inputs. If one went high it went one direction, and the other reversed it. If both inputs go low it stops and I just have to hope I don't make both high.

I have the hardware manual for the atari 400/800 and I assume the sio part is the same for the xe. After looking at I still don't know what the computer sends out of the serial port. If I use the lprint command I just need the microcontroller to act like a printer. If it doesn't return the right response I get an error-138 or something but I can just trap it...

If I do go to all of the trouble to use a 68hc11 then I would like to be able to get data back from it as well. That way I will have 8 more A/D lines and many other nifty bits. I don't know where to begin and maybe I should just try to get the rest working reliably first. I have to fix the battery powered supply right now :-(

Thanks,

Patrick Robbins
Probb26666@usa.net

3523. Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <35269c48.40453656@news.swbell.net>
Source record: 64129

I got an Atari 800 and it had an omnimon installed. It has a mess of wires soldered everywhere, but it has a ribbon with four wires and they have been cut. I assume they are for the switch that disables the board that Scott Charles mentions in his article in the Atari 8-bit FAQ. Am I right? Does anyone have a copy of the installation instructions?

Any and all help would be appreciated.

Also it has 3 16K cards in it. Is this stock or is there more memory under the casing and these 3 in the remaining three slots expanded?

Thanks,
Chuck

3524. Re: Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <3526a147.41733083@news.swbell.net>
Source record: 64130

On Sat, 04 Apr 1998 20:54:24 GMT, rcs2010@swbell.net.no-spam (Crawl)
wrote:

>I got an Atari 800 and it had an omnimon installed. It has a mess of
>wires soldered everywhere, but it has a ribbon with four wires and
>they have been cut. I assume they are for the switch that disables the
>board that Scott Charles mentions in his article in the Atari 8-bit
>FAQ. Am I right? Does anyone have a copy of the installation
>instructions?
>
>Any and all help would be appreciated.
>
>Also it has 3 16K cards in it. Is this stock or is there more memory
>under the casing and these 3 in the remaining three slots expanded?
>
>
>Thanks,
> Chuck

Also the 3 16k cards are pc boards, not in a case like the ones I
keep seeing pictures of on the web. Does that mean anything?

3525. help

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: Antony Murray <mills@foobar.co.uk>
Message-ID: <3526B978.C05EEBFF@foobar.co.uk>
Source record: 64131

i have a few questions that i need help with,,thanks

1 which is the best atari 8-bit emulator for the pc win95?

2 how do get games to run with an emulator that have the extenshion .exe

do i need to type some thing like LOAD OR RUN please help

thanks

3526. help

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: Antony Murray <bigant_uk@yahoo.com>
Message-ID: <3526B92D.602343AE@yahoo.com>
Source record: 64132

i have a few questions that i need help with,,thanks

1 which is the best atari 8-bit emulator for the pc win95?

2 how do get games to run with an emulator that have the extenshion .exe

do i need to type some thing like LOAD OR RUN please help

thanks

3527. Atari Games Web page updated and now has 825+ Games in ATR Format

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-04 00:00:00 UTC
From: Aaron Wheeler <holmesw@hotmail.com>
Message-ID: <01bd6023$5a3fe2a0$30a11dcb@aaronat>
Source record: 64133

Atari Games Web page updated and now has 825+ Games in ATR Format:
Be sure to check it out, We have no Advertising on site, just Games.

http://crash.ihug.co.nz/~aaronat/atari.html

Can you help us out? Users have requested various Atari Games.
If you have any in the list on the above page, please email them.

3528. ****ebaY ATARI SYSTEM WITH ONLY HOURS LEFT****

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: tom_cody@onospamne.net
Message-ID: <6g6jla$sj7$2@usenet44.supernews.com>
Source record: 63989

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=9559629

ATARI 400 COMPUTER
835 MODEM
850 INTERFACE (ADDS 25PIN PRINTER PORT AND COMM PORTS)
410 TAPE DRIVE

Carts include:
Basic
Centipede
Pacman
Miner 2049er
Missle Command
Pole Position
Jumpman JR.
Star Trek

TAPE INCLUDED:
EASTERN FRONT
SHAMUS
HANGMAN

WORKS GREAT TESTED TODAY, BUT SOLD AS IS(IT SHOULD
WORK WHEN YOU GET IT, BUT IT IS 20 YEARS OLD AND I CAN
NOT GUARANTEE FOR HOW LONG) NEVER HAD ANY
PROBLEMS WITH IT.POWER SUPPLY AND SWITCH BOX INCLUDED

CLOSING HIGH BID PLUS (YOUR CHOICE OF)SHIPPING.

On 03/28/98 at 21:19:43 PDT, seller added the following information:

also comes with two standard atari joysticks

On 03/29/98 at 15:16:08 PDT, seller added the following information:

I'll add star raiders to the cart list

3529. fa: Atari 800XL 1050&410 drives, sio2pc, 2550+ games

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: tom_cody@onospamne.net
Message-ID: <6g6uu8$k1o$1@usenet36.supernews.com>
Source record: 63990

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10207299

ATARI 8-bit super deal!!! System and Tons of Software!

Atari 800XL Computer - Excellent condition, comes is original box (good condition)

Atari 1050 disk drive- Stock drive in great working condition MINT

Atari 410 tape drive - In original box, drive in mint shape, box in good shape

APE SIO2PC cable - Let's you plug the 800XL drive directly into your PC serial port and play *.atr and *.exe images from your pc hard drive. APE software must be downloaded from the APE site (click here). Read all the details there as well! *SEE INFO ON CD*

Contain 20 5.25" disks! - various games over 50. Email for a list.

4035+ more program files on CD (2550 games for the atari 8-bit) - tons of disk images, contains 2550+ games for the 800XL, complete Atari Antic magizine software archive, Complete Atari analog magizine software archive, 500+ for the Atari 2600 (with emulator), 50 games for the Atari 5200 (with emulator), and a ton of Atari ST games and programs(with emulator) ALL the ATARI 8-BIT software on cd will work with the APE cord if designed to run on a XL(some titles will only run on the 400/800 series)

also add shipping cost

3530. Re: Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: pobocik@aol.com
Message-ID: <1998040504092400.XAA16202@ladder01.news.aol.com>
Source record: 63991

In article <Pine.LNX.3.95.980404185306.21616B-100000@moose.erie.net>, Dennis McGuire <mcguired@erie.net> writes:

>The memory boards originally came in nice plastic cases with screw on
>metal covers. These were dropped to save cost, so later they were just
>the bare boards.

Or hacked off to run cooler.

3531. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <01bd6050$22276820$51e9dbcd@dev-sys>
Source record: 63992

> I have seen Atari DOS version 2.6, and the main screen says "Made for the
> Atari 800" (or something like that.) Has anyone else ever seen this, and
> can anyone tell me about it? I'd like to try to hunt down an original
disk
> if possible (even if it doesn't work).

Yep.. When I got my first 1050 (which came with DOS 3.0), a good friend
gave me 2.6f so that I would have a usable DOS. I used it for a long time
(never liked 2.0) until I started using Sparta and MyDOS. I am sure I
still have a copy of it around here somewhere.

3532. Re: Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <01bd6052$8f8e62e0$51e9dbcd@dev-sys>
Source record: 63993

Years ago, I bought a tiny amplified speaker from Radio Shack for about
$1.99 - I used this thing on my Atari for years until I got a monitor with
a speaker built in.

I see from the FAQ that pin 3 on the 5-pin din plug is "audio out". What
> do I need to do to hook that up to a pair of external speakers? Do I need
> to amplify the signal or can I just run a wire from pin 3 to a speaker?

3533. Re: monitor cable construction

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998040508532300.EAA20087@ladder03.news.aol.com>
Source record: 63994

In article <6g5nmdtos1@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu
wrote:
>I just built myself a monitor cable for my 800, and it worked just
>fine before I soldered the connections, but now the video is a bit
>fuzzy; it's like it's picking up interference from something, but I'm
>pretty sure nothing is running that should be doing so, though. My
>guess is that it has to do with the grounding. What's the correct
>thing to do? Should the shielding wires from both the audio and video
>be soldered together to the ground pin?
>
>--PC
That's how mine is wired.
It's likeley to be the power supply rectifiers are not doing their job very
well. The A800 has an AC adaptor as opposed to the more common DC type. So any
AC conversion is done within the machine.
You could try replacing them. That's my $0.019999's worth. :)

WazzdOrf.

/|\ ATARI owner since 1982 /|\

3534. Re: Re: Re: Sio port

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998040508532700.EAA20091@ladder03.news.aol.com>
Source record: 63995

In article <1998040419530601.OAA27721@ladder01.news.aol.com>,
probb26666@aol.com

wrote:
>I have the hardware manual for the atari 400/800 and I assume the sio part is
>the same for the xe. After looking at I still don't know what the computer
>sends out of the serial port. If I use the lprint command I just need the
>microcontroller to act like a printer. If it doesn't return the right
response
>I get an error-138 or something but I can just trap it...

SIO is part of the OS in every 8bit Atari, however, SIO treats most devices as
intelligent. They have a protocol , to acknowledge and request for I/O blocks.
(not the usual RS232 handshaking)
BTW, the cassette isn't expected to request or respond for data,
Implicit assumption that all is well. Until you try and load the darn
thing back, and the tape's shot.

Error 138 - 'Device does not respond', because your not sending back the ACK
response. $41
Expected SIO responses. depends on the operation expected. :-\
Nak - $4E device didn't understand
Complete - $43 operation successful.
Device Error - $45 it failed to carry out the requested operation.
TX baud rate 19,200

I shall take a look at SIO to see if it could be coaxed into acting more like a
normal serial controller. :)

WazzdOrf.

3535. Koala/AtariArtist .PIC to .GIF

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6g7gur$l1k$1@newsd-199.bryant.webtv.net>
Source record: 63996

There is a program that converts .PIC files to .GIF files out there,
someone must have it. (I can't find mine) I believe there was also an ST
program that did the same thing, as I have the pictures I did with
AtariArtist as GIF files.

I did some great anime drawings (NOT SCANS) even with the (now) crude
resolution and limited (4 color) palette. I was able to get a little
artifacts in to get a couple of more colors in.

Q: What's the difference between Mechanical and Civil Engineers?
A: Mechanical Engineers design weapons, Civil Engineers design targets.

3536. Auction - Ends Tomorrow! - Last Newsgroup Update - 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: clauction@aol.com
Message-ID: <1998040513001300.JAA28214@ladder01.news.aol.com>
Source record: 63997

April Auction - Update 9

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, April 6 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClAuction@aol.com.

Classic Game Magazines
Very Good-Excellent Condition:
A1. Electronic Games Apr. 1985 2 page Infocom ad w pictures of 15 boxes. Hotline: Atari/Commodore Clash at CES. Picture of Panasonic MSX PC. Doug Adams.

There's a Modem to the Madness. What Computers Don't Know About Baseball. Insert Coin Here: Dragon's Lair Move Aside, Thayer's Quest. Atari Empire Strikes Back ad. How to Vaporize Friends and Influence People.-$11.95 min

A2. Electronic Games Aug. 1983. 2 page Parker Bros. Popeye ad. The Miner 2049er Story: Strategy Guide/Interview with Bill Hogue. National Arcade Scoreboard. Burgertime ad (Mattel). Players Guide to Summer Coin-ops: Wacko, Sinistar, Cosmic Chasm, more. Here Come the Conversions. Mr. Do, Leprechaun, Dragon's Lair, Food Fight, Congo Bongo. Atari Star Wars centerfold. Introducing Donkey Kong cereal ad. -$12 blitz

A3. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Mocrofun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11.95 min

A4. Electronic Games Nov. 1983 (cover loose). You'll Shake and Shudder with Scary Games. Hotline: Coleco Unveils Adam. Fox Lowers Cost of MASH. Atari/Bushnell Bury Hatchet. Microfun Death in the Caribbean, Frostbite, Beamrider, Starpath ads, many more. Player's Guide to Videogames: Atari 2600, Odyssey, Astrocade, Intellivision, Colecovision, Atari 5200, Vectrex (pictures of several games for each system). Videogame Hall of Fame. -$11.95 min

A5. Electronic Games May 1984. Players Guide to Science Fiction Software. EG's Third Annual Game Preview. First Exclusive Reports on: Coleco Adam and Commodore 264/364. Here Come the 1984's Hot Coin-Ops. Parker Bros. ad: Frogger, Popeye, Q*Bert. Hotline: Shakeout Continues, Amiga Readys Lorraine Computer. Tapper ad. M.A.C.H., Astron Belt. -$11.95 min

A6. Computer Games Feb. 1984. 34 New Game Reviews. Exclusive: The Truth About Coleco's Adam. Top Secrets From Atari's Design Lab. News Hotline. Create Your Own Games. 2 page Xonox ad. Computer Games Buyers Guide. Beating Dragons Lair, Millipede, Gyruss. Abbott & Costello Meet Donkey Kong! -$12 JMouchmini

A7. Video Games Player - First Issue, Fall 1982 (very good condition/cover taped). Secret Tips tp Beat: Defender, Donkey Kong, Pac-Man, Qix and More! Fastest Joystick in the West. Complete Fall 1982 Home Game Buyers Guide. How Cool Are You? A Lesson in Arcade Etiquette. Free Zaxxon Poster. The Making of Tron, The Video Game Wars. What Does Donkey Kong have to do with Donkeys? (and other video game trivia). Astrocade ad on inside cover. -$12.95 min

A8. Computer Entertainment (formerly Electronic Games). June 1985. Bushnell's Pet Project (electronic pets), Big Five Strikes Back. Do It Yourself Software. Electronic Gutenberg. ASCII and You Shall Receive. Ghostbusters, Marble Madness ads. Reviews. -$11.95 min

Condition Not as Good As Above:
A9. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes

picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$9.95 min

A10. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -9.95 min

A11. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$9.95 min

A12. Electronic Fun May 1983 (missing cover, small piece cut from p. 31). Monster Game Extravaganza (games preview including Coleco super games module). Game Workout: Arcadia 2001. Computer Workout: Commodore 64. Xevious ad. Reviews: Dracula, Oink!, Web Wars, Donkey Kong Jr., Cosmic Creeps, Dolphin, Rescue Terra 1, Shark Shark, Ice Trek, Bermuda Triangle, ... Atari 400/800 Gamers Guide. Name This Gamer. Top Secret. -$10 JMouchmino

A13. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$9.95 min

Atari Computer Magazines
A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$8.95 min

A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$7.95 min

A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$7.95 min

A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7.95 min

A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7.95 min

A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$7.95 min

A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$7.95 min

A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7.95 min

A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$6.95 min

A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$6.95 min

A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$6.95 min

A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$6.95 min

A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$6.95 min

A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$6.95 min

A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$6.95 min

A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$6.95 min

A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$6.95 min

A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews:

Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

M101. Atari Explorer Sept./Oct. 1986. -$1.95 min

M102. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

M103. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

MA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$7.95 min

MA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$7.95 min

MA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$7.95 min

MA4. Feb. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$7.95 min

MA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$3.95 min

MA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$3.95 min

MA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$3.95 min

MA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$3.95 min

MA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$3.95 min

MA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$3.95 min

MA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$3.95 min

MA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$3.95 min

MA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$3.95 min

MA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$3.95 min

MA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$3.95 min

MA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$3.95 min

MA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$3.95 min

MA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$3.95 min

MA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$3.95 min

MA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$3.95 min

MA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$3.95 min

MA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

MA24. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$3.95 min

MA25. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$3.95 min

MA26. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$3.95 min

MA27. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$3.95 min

MA28. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$3.95 min

MA29. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$3.95 min

MA30. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$3.95 min

MA31. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$3.95 min

MA32. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$3.95 min

MA36. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$3.95 min

Super Nintendo
SN1. Super Nintendo System in excellent condition. Includes main unit, power pack, controller, rf cable, and instructions. -$22.95 min
SN2. Super Nintendo Stereo AV Cable -$5.95 matthew_stroup
SN3. Super Nintendo Super-VHS Cable -$8.95 matthew_stroup
SN4. Super Nintendo Super Mario All Stars. Complete in box with instructions. -$13.95 matthew_stroup
SN5. Super Nintendo Controller. Complete in original box. Never used. -$7.95 min
SN6. Super Nintendo Mortal Kombat II Instructions -$.25 min

Atari 5200 Single Cartridges
1. Defender (excellent label) -$1 diehardgatorfan
2. Dreadnaught Factor -$1.75 diehardgatorfan
3. Pac-man (excellent label) -$1 min
4. Super Breakout (very good label) -$1 diehardgatorfan

Atari 5200 Overlays
5. Pac-man (pair in excellent condition.) -$1.50 diehardgatorfan

Atari 5200 Manuals
6. Buck Rogers -$.75 diehardgatorfan
7. Congo Bongo -$.75 diehardgatorfan
8. Frogger -$.75 diehardgatorfan
9. Popeye -$.75 diehardgatorfan
10. Realsports Football and Home Football Playbook -$.75 diehardgatorfan
11. Realsports Tennis -$.75 diehardgatorfan
12. Super Cobra -$.75 diehardgatorfan

Atari 2600 Manuals
13. Asteroids, Atari (b&w, 5 languages) -$.50 min
14. Space Invaders, Atari (small black) -$.50 min
15. Haunted House, Atari (b&w) -$.75 djastroboy
16. Home Run, Atari (small black) -$.75 min
17. Star Trek, Sega -$1.25 dgeller
18. Street Racer, Atari (small black) -$.75 min
19. Super Breakout, Atari (colored) -$.75 min
20. Superman, Atari (small red) -$1.25 dgeller
21. Surround, Atari (small black) -$.75 min
22. Tennis, Activision (colored) -$.75 min
23. Towering Inferno, US Games -$1.25 dgeller
24. Video Chess, Atari (small black) -$1.25 dgeller
25. Video Olympics, Atari (colored) -$.75 min
26. Video Pinball, Atari (small colored) -$.75 min
27. Warlords, Atari (colored) -$.75 min
28. Congo Bongo, Sega -$1.25 min
29. Encounter at L-5, Data Age -$1.25 min
29a. Missile Command, Atari (colored) -$.75 min
30. Atari Force Comic Book #1 -$2.50 min
31. Atari Force Comic Book #2 -$2.50 min
32. Atari Force Comic Book #3 -$2.50 min

Atari 7800 Cartridges New in Boxes
33. Donkey Kong Jr. (without shrinkwrap) -$2 spearsk

Atari 8-Bit Computer/XE Game System Cartridges
34. Kindercomp cartridge. -$.50 min

Atari 8-Bit Computer - Disks
35. HomePak (flip side for C64), Batteries Included disk -$1 min
36. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1 min
37. Party Quiz Game Question Disk (General Edition 1), Suncom. Flip side for C-64. -$.50 min
38. F-15 Strike Eagle, Micropose disk -$1 min
39. Track Attack game disk, Broderbund -$1 min
40. Maxi Golf game, Activision 2 disk set -$1 min

Atari Controllers
41. Standard Atari Paddle Controllers (pair) -$1.95 djastroboy

42. Atari Standard Joystick (single) -$1.95 min
43. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
44. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
45. Flip and File - Same as above. -$1.95 min
46. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
47. Media Mate. Holds approximately 35 3.5" disks. -$2.95 min
49. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

Atari Computer Books/Manuals
50. Atari Personal Computer System Operating System User's Manual. CO16555 Nov. 1980. 215 pages. Add $1 to shipping. -$9.95 min
51. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping. -$9.95 min
52. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
53. Energy Czar Computer Program Insts. (20 pages) -$.25 min
54. APX Ultimate Renumber Utility Insts. -$.25 min
55. APX Keyboard Organ Insts. -$.25 min
56. APX Sketchpad Insts. -$.25 min
57. APX Video Math Flashcards Insts. -$.25 min
58. APX Presidents of the United States Insts. -$.25 min
59. Master Memory Map by Santa Cruz Software. 100s of Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$2.95 min
60. ANALOG Computing Pocket Reference Card. -$2.95 min
61. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min
62. APX (Atari Program Exchange) Catalog Spring 1982. 68 pages. -$3.95 sydtech
63. APX Catalog Summer 1982. 76 pages. -$3.95 sydtech
64. APX Catalog Fall 1982. 76 pages. -$3.95 sydtech
65. APX Catalog Winter 1982-3. 85 pages. -$3.95 sydtech
66. APX Catalog Spring 1983. 37 pages. -$3.95 sydtech
67. APX Catalog Summer 1983. 38 pages. -$3.95 sydtech
67a. APX Catalog Fall 1983. 72 pages. -$3.95 sydtech
68. Atari Dealer Confidential Price List. Effective June 1, 1983 -$4.95 min

Game Catalogs
69. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 loverroi
70. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart. -$.50 loverroi
71. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 loverroi
72. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 loverroi
73. Avalon Hill Games and Parts Price List, effective September 15, 1983 -$.50 min

Atari 8-Bit Computer Manuals
74. BC's Quest for Tires, Sierra -$1.95 min
75. Blue Max, Synapse -$1.95 min
76. Capture the Flag, Sirius -$1.95 JMouchmino
77. Centipede, Atari -$1.95 min

78. Clowns and Balloons, Datasoft -$1.95 min
79. Demon Attack, Imagic -$1.95 min
80. Dig Dug, Atari -$1.95 min
81. Final Legacy, Atari -$1.95 min
82. Flight Simulator II Reference Chart -$1.95 min
83. Flip and Flop, First Star -$1.95 min
84. Gorf, Roklan -$1.95 min
85. Gruds in Space, Sirius -$1.95 min
86. Gyruss, Parker Bros. -$1.95 min
87. H.E.R.O., Activision -$1.95 min
88. Hard Hat Mack Command Summary Card, Activision -$1.95 min
89. Joust, Atari -$1.95 min
90. Jumpman Jr. Epyx -$1.95 min
91. Keystone Kapers, Activision -$1.95 min
92. K-razy Antiks -$1.95 min
93. K-razy Kritters -$1.95 min
94. K-razy Shootout -$1.95 min
95. K-Star Patrol -$1.95 min
96. Master of the Lamps, Activision -$1.95 min
97. Megamania, Activision -$1.95 min
99. Monster Maze, Epyx -$1.95 min
100. Mr. Do!, Datasoft -$1.95 min
101. On-Track Racing, Gamestar -$1.95 min
102. Pac-Man, Atari -$1.95 min
103. Pharaoh's Pyramid, Master Control Software -$1.95 min
104. Pool 400, Innovative Design -$1.95 min
105. Rainbow Walker, Synapse -$1.95 min
106. Repton, Sirius (includes iron-on) -$1.95 min
107. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
108. Return of Heracles, Quality Software -$1.95 min
109. Robotron, Atari -$1.95 min
110. Shooting Arcade, Datasoft -$1.95 min
111. Silent Service, Microprose -$1.95 min
112. Snokie, Funsoft -$1.95 min
113. Star Trek 3.5, Adventure International -$1.95 JMouchmino
114. Super Cobra, Parker -$1.95 min
115. Track Attack, Broderbund -$1.95 min
116. Wizard of Wor, Roklan -$1.95 min
117. Zaxxon, Sega -$1.95 min
118. Pitfall
119. Encounter!, Synapse

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box.

-$6.95 min

3537. Re: Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6g83mj$js1$1@pale-rider.INS.CWRU.Edu>
Source record: 63998

I ain't gonna answer the question. This 'nospam' stuff is
a pain in the ass. I responded, took a few minutes of typing.
Then bounced because of the 'nospam' address.

3538. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_891784020@rtfm.mit.edu>
Source record: 63999
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: April 1, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA

tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623
BBS: +49 5439 92592
mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software,
(including BW-DOS 1.10 printed German manual)
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

ABBUC Regionalgruppe Frankfurt / Main (RAF)
Dillenburgerstrabe 61
60439 Frankfurt / Main
Telefon / Fax: 069 / 577516
mailto:tgrasel@controlware.de (Thomas Grasel)
http://home.t-online.de/home/TGrasel/
Developer: hardware: SIO2PC-Interface 4.16, PC-Xformer-Kabel, Autom. 2-Rechnerinterface, Schaltnetzteil fur ATARI (SNT), 8-Kanal Digitalvoltmeter (DVM), XL Schaltinterface. Also software.

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
P.O. Box 71017
16655 Yonge Street
Newmarket
Ontario
L3X 1Y8
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl

Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BEWESOFT (Jiri Bernasek)
Na Hrebenkach 42

150 00 Praha
Czech Republic
Developer: BW-DOS 1.30

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090

Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software

Classic Atari OnLine (online magazine)
See: David Schmudde

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat

FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:nelson@cybernetworking.com
Developer: Atari 8-bit--SpartaDOS Project
Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint,

FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek,
xPoke, xType;
NN Tools

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
mailto:dand1@azstarnet.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80

BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380

USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:emulators@msn.com
http://www.emulators.com/

Developer: ST Xformer 3.0, PC Xformer 3.7, PC Xformer 3.60, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language,

UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/

Another one is at http://opossum.ml.org/~atlan/emu/index.htm

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://www.rat.de/apd/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many tasks, IDE hard disk interface, Der 800 XL-DJ

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

ICD, Incorporated
1220 Rock Street
Rockford, IL 61101
U.S.A.
815-968-2228
815-968-6888 Fax
mailto:sales@icd.com
http://www.icd.com/
Vendor: some closeout ICD items

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton in the Isle
Ely
Cambs
CA6 2RA
tel: 01353 777006
FAX: 01353 777766

mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC (Jiri Richter)
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42

-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
P. O. Box 22122 A.M.F.
Salt Lake City UT 84122
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.16

KE-Soft (Kemal Ezcan)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

King Kong (Torsten Schallt)
mailto:schallt@fh-worms.de
Developer: hardware for your XL and your 1050, tester of Power Drive 351 XF

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL (emulator for Falcon030)

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 1.4 (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge

with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330

Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Software / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Pawel M. Kalinowski, Executive Manager
Tel: +48 22 616 1555, Mobile: +48 601 61 50 19
mailto:atari@boss.com.pl
http://atari.boss.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,

Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows)

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
7673 Melody Dr
Rohnert Park CA 94928-5435
USA
Phone..1-707-795-7852
Fax....1-707-795-5678
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire,
Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games:
Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle,
Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE,
File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

Orphaned Computers & Game Systems
4321 Montgomery NE, #339
Albuquerque, NM 87109
USA
Publisher: Orphaned Computers & Game Systems ($1.00 per issue)

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual,
10th Anniversary Demo, Mini Office II, Transdisk IV
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342

United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;

however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to

optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari 800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)
Developer: DIR2ATR, XDIRLIST, ATR2XFD, XFD2ATR, XDIR

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS

Ken Siders
mailto:ken_siders@compuserve.com
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Programming: KAsm65 V2.51, KLink65 1.51, KEdit. Games: Burger Boy, PacMunch Jr,
Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28/64
02-134 Warszawa
Poland
tel: +48 22 846 66 01
Developer: Cyborg, Fire Stone

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109

mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: Atari800 emulator for MS-DOS, Atari800/Falcon v0.3 for Falcon030

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
9:00AM - 7:00PM Monday-Friday; 10:30AM - 6:00PM Saturday; Closed Sunday
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
tel: (410) 544-5354 Tech Support
mailto:info@toad.net mailto:orders@toad.net mailto:service@toad.net
http://www.ataricentral.com/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.16, APE ProSystem 1.16,
APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru

tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
BBS: (612) 462-3680
Vendor: new/used hardware, new/used software
Developer: (all ROM carts) SpartaDOS 3.3c, MYDOS, Rocks, Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet, Sharp Shooter, My Jong, Paddle Wars

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

```
================================================================
End of atari-8-bit/vendev
================================================================
```

3539. Re: the MAC printer for Atari stuff deal

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998040515442500.LAA19539@ladder03.news.aol.com>
Source record: 64000

I talked to my brother and it turns out he isn't going to trade it after all.

TJ - programmer, video gamer, couch potato

3540. Re: Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <1998040519204500.PAA18542@ladder01.news.aol.com>
Source record: 64001

>I ain't gonna answer the question. This 'nospam' stuff is
>a pain in the ass. I responded, took a few minutes of typing.
>Then bounced because of the 'nospam' address.

So don't respond. If he wants to try to keep his mailbox free of garbage, he has that right. It's not like this is a new practice. I always check the return address for obvious removals before responding. You should to.

3541. Re: New Atari User, Issue 83, March/April 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: David Davies <Ansawdd@compuserve.com>
Message-ID: <uSPde1MY9GA.264@nih2naab.prod2.compuserve.com>
Source record: 64002

Michael Current wrote in message ...
>Arrived in my mail today!
>
>Page 6 Publishing's
>NEW ATARI USER
>'The Magazine for the Dedicated Atari User'
>ISSN No. 0958-7705
>
>Contents
>Issue 83 - March/April 1998

Bloody hell!

How long has it been since they produced their previous issue? I heard that Les had work commitments and couldn't produce them as regularly. I just wonder if this issue is a flash in the pan or if they'll be trying to get back up to
speed again.

If they are going to produce the mag bi-monthly again then I for one would welcome it.

I don't suppose they've been able to reproduce it to its previous high quality
on art paper? No, I don't suppose they could ... it would cost too much.

David

3542. Re: Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6g94vq$4jb$1@usenet.kent.edu>
Source record: 64003

There are several Atari 8-bit emulators I've come across for the PC.
The best ones I've found are XL-it!, Atari800win, and Rainbow95.
The last two run under Windows 95, and XL-it! runs under DOS. Given
that XL-it! is no longer in development (or at least, active development),
Atari800win looks to be the best bet for the future. The graphics and
sound are *very* good, and compatability is improving. There are some
bugs still, but they are fairly minor (as of v. 1.9). Hope this helps.

-Alex

3543. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6g93mj$29e$1@pale-rider.INS.CWRU.Edu>
Source record: 64004

I have a friend who refers to Windows 95 as the world's biggest
mouse driver! =-)
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3544. Re: Analog programs. Fill 'er Up.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6g94rd$53p$1@pale-rider.INS.CWRU.Edu>
Source record: 64005

I typed in LiveWire also! VERY COOL game! (and unless I'm
grossly mistaken, Tempest was never released for the A8.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3545. IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6g95l4$9ag$1@pale-rider.INS.CWRU.Edu>
Source record: 64006

How does a person with a 130XE, a BB or MIO, and Ice-T 2.72
access IRC via Telnet? I would like to participate on #Atari8,
but don't know how to get there in the first place.

I most likely won't be here for a few days as I'm finally going
to be able to format a hard drive I got recently to replace
a fried one. I've been on just two floppy drives in the
meantime (yes, I access the Net with it, so you can see how
cramped it is). Thank you for any information.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3546. Re: IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6g98dl$cf1$1@newsd-124.bryant.webtv.net>
Source record: 64007

Bill:

I don't know about getting on IRC via Telnet via an Atari, but I have been on the Atari8 channel. I never saw more than 2 other people on that channel. I met the author of Term80 there, though. I went back to the channel a few times but it was almost always empty, and I gave up on it.

If anyone is going to try and make #atari8 work for 8bit fans I would recommend setting up a time for everyone to meet. Set the date well in advance and advertise a little.

I personally would like to be there. Someone with a little experience would have to designate a server and be aware of the technical difficulties.

vs

3547. WTB: APE and Cable.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: staalejg <staalejg@ix.netcom.com>
Message-ID: <6g9d19$2se@dfw-ixnews6.ix.netcom.com>
Source record: 64008

I am looking for the serial cable needed for APE. Please e-mail me if you have one.

3548. PC XFORMER 98 (for Windows 95) now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-05 00:00:00 UTC
From: brasoft@halcyon.com
Message-ID: <6g9uf6oul1@halcyon.com>
Source record: 64009

Emulators Inc., makers of the PC Xformer Atari 8-bit emulator for MS-DOS
are now shipping the latest XFORMER 98 Atari 8-bit emulator for Windows 95,
Windows 98, and Windows NT.

Xformer 98 has full support for all Windows compatible joysticks,
emulates true 4-channel POKEY sound, and runs even more Atari programs than
PC Xformer. Xformer 98 can run either windowed or full screen, and is
32-bit optimized for Windows to run better than PC Xformer in the
multitasking environment of Windows.

Xformer 98 now also supports German, French, and Dutch keyboards.

Download your FREE DEMO version of Xformer 98 immediately from:

http://www.emulators.com

and also find out about our Apple Macintosh and Atari ST emulators for
Windows.

- Darek

--
==========
Emulators, Inc., 14150 NE 20th St. Suite 302, Bellevue, WA 98007
Darek Mihocka, President. Distributors of Gemulator and Xformer.
phone:206-236-0540 fax:206-236-0257 http://www.emulators.com

3549. Tech Help Request: Happy(?) 810

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0604980207560001@ppp66-pac.sonnet.com>
Source record: 64010

I purchase an oddity the other day and am having trouble figuring out just exactly what it is.

It is an 810 mech in side of a jet black enclosure. The normal daughterboard on the main 810 motherboard is different than normal. AND has a chip in it lablled "Copyreight 1982 Happy COmputing" Obviously some kind of Happy Drive.

It also has a toggle switch mounted on the front of the drive. The switch does not seem to correspondf with write protect as I can format in either position.

Also, I have version 7.10 of the happy program (for my Happy 1050) and it does nto recognize the drive as Happy.

The drive functions normally otherwise. Any ideas as to what it is?

Thanks
-Marlin

3550. FT:Ultima II (complete)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0604980204360001@ppp66-pac.sonnet.com>
Source record: 64011

I have Ultima II for trade. IT is in the box, with docs, disk and cloth map. Very good condition. It is not, however, for sale. I would like to trade it for a complete version of Ultima III if possible.

Thanks. If you don't want to trade but have a complete copy of Ultima III for sale, please e-mail me.

Thanks
-Marlin

3551. 1010 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3528CFF1.32A1261D@erols.comX>
Source record: 64012

I got a 1010 recorder awhile back but had no tapes so i created a simple basic program saved it and reloaded it without a problem (It was 1 burst long).

Anyhow,
I came across some more tapes and none of them would work. Most of the tapes would load for a little bit and error out. Example - Temple of Apshai (basic version) would load for about 11 bursts and then get a 140 or 143 error.

So,
I went back to my simple basic program and expanded it so it would be more than 1 burst and when I try to CLOAD it I get the 140 adn 143 error.

I ran a head cleaner/demagnitizer to no avail.

Any ideas?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

3552. Re: 1010 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd615d$253931c0$61374382@vidar>
Source record: 64013

Did you try to adjust the head ? You should have a clear as possible tone.
Insert a tape and try to adjust it while the sound is there. You might have
to remove the tape holder (or lid or whatever) to get to the screws. That's
usually does it for my recorders. 410/1010/XC-12.

Take Atarian care

Stephen Knox <gooch@erols.comX> wrote in article
<3528CFF1.32A1261D@erols.comX>...
> I got a 1010 recorder awhile back but had no tapes so i created a simple
> basic program saved it and reloaded it without a problem (It was 1 burst
> long).
>
> Anyhow,
> I came across some more tapes and none of them would work. Most of the
> tapes would load for a little bit and error out. Example - Temple of
> Apshai (basic version) would load for about 11 bursts and then get a 140
> or 143 error.
>
> So,
> I went back to my simple basic program and expanded it so it would be
> more than 1 burst and when I try to CLOAD it I get the 140 adn 143
> error.
>
> I ran a head cleaner/demagnitizer to no avail.
>
> Any ideas?
>
> --
> Thanks,
> Steve
>
> Remove the X at end of email address for replies
>
> http://pw2.netcom.com/~scknox/index.html
>
>
>

3553. Re: PC XFORMER 98 (for Windows 95) now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6rLlB6y3nhB@ulf.kiel.netsurf.de>
Source record: 64014

On 05 Apr 98, brasoft@halcyon.com wrote ...

> Emulators Inc., makers of the PC Xformer Atari 8-bit emulator for MS-DOS
> are now shipping the latest XFORMER 98 Atari 8-bit emulator for Windows 95,
> Windows 98, and Windows NT.
- Dreck
[Lots of blablabla deleted!]

OR GET *OTHER* (AND IMHO BETTER) EMULATORS FOR *FREE* AT ...

http://members.aol.com/upetersen/atari.htm

Ulf

3554. Re: New Atari User, Issue 83, March/April 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0604981058030001@refdesk.library.carleton.edu>
Source record: 64015

In article <uSPde1MY9GA.264@nih2naab.prod2.compuserve.com>, "David Davies"
<Ansawdd@compuserve.com> wrote:

>How long has it been since they produced their previous issue? I heard that
>Les had work commitments and couldn't produce them as regularly. I just
>wonder if this issue is a flash in the pan or if they'll be trying to get
>back up to
>speed again.

It was about 2 months since the previous issue, the usual length of time.

The amount of time between issues 81 and 82 was indeed much longer, more
like 6 months. But they seem to be back on schedule now.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3555. A T A R I 8 B I T W A N T L I S T

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998040616053701.MAA11729@ladder01.news.aol.com>
Source record: 64016

This is a list of Atari 8 bit computer CARTRIDGES that I would like to buy from anybody that's willing to sell any of them. I got quite a few responses last time I posted this list, so I am trying again in the hope that I can pick up a title or two that I don't have. Here goes:

The Dreadnought Factor
Rally Speedway
Crystal Castles
Seafox
Serpentine
Bounty Bob Strikes Back
Blue Print
Omega Race
Satan's Hollow
Solar Fox
Boulder Dash
Gyruss
James Bond 007
Risk
Tutankham
Star Trek
Super Zaxxon
Tapper
Up 'N Down
Jawbreaker
Sammy Lightfoot
Worm War 1
Drelbs
Fort Apocalypse
The Pharoah's Curse
Shadow World
Slamball
Survivor
Orc Attack

Thanks for taking the time to read this. Take care.

3556. Re: 1010 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: Olav Queseth <olav@radio.kth.se>
Message-ID: <3528FE3F.68536C86@radio.kth.se>
Source record: 64017

Actually I think these are binary load tapes. They cannot be loaded in
BASIC as I think you tried. Try to do this instead:

1. Put your tape an wind the tape to the beginning. Press PLAY on the
tape player.
2. Turn your computer on while holding the START and the OPTION key
down. OPTION disables BASIC and START tells the computer
that you want to load a tape.
3. If the computer makes a beep sound press any key (enter for example).
This should tell the computer that you have pressed PLAY on the
tape player.

It was a very long time since I used the tape on my Atari, but i hope the
above is correct.

Good luck
/Olav

> Stephen Knox <gooch@erols.comX> wrote in article
> <3528CFF1.32A1261D@erols.comX>...
> > I got a 1010 recorder awhile back but had no tapes so i created a simple
> > basic program saved it and reloaded it without a problem (It was 1 burst
> > long).
> >
> > Anyhow,
> > I came across some more tapes and none of them would work. Most of the
> > tapes would load for a little bit and error out. Example - Temple of
> > Apshai (basic version) would load for about 11 bursts and then get a 140
> > or 143 error.
> >
> > So,
> > I went back to my simple basic program and expanded it so it would be
> > more than 1 burst and when I try to CLOAD it I get the 140 adn 143
> > error.
> >
> > I ran a head cleaner/demagnitizer to no avail.
> >

3557. Re: IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: alex6502@friko.onet.pl
Message-ID: <6gb0k7kbs1@nnrp1.dejanews.com>
Source record: 64018

velcro_spy@webtv.net wrote:
>
> Bill:
>
> I don't know about getting on IRC via Telnet via an Atari, but I have
> been on the Atari8 channel. I never saw more than 2 other people on that

That's truth!...

> If anyone is going to try and make #atari8 work for 8bit fans I would
> recommend setting up a time for everyone to meet. Set the date well in
> advance and advertise a little.

Yes, That is very gooood idea! Maybe Friday-Sunday
evenings?

Alex Martin

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3558. Re: IRC? (2)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: alex6502@friko.onet.pl
Message-ID: <6gb0m6$kc7$1@nnrp1.dejanews.com>
Source record: 64019

Bill R. Core wrote:
>
> How does a person with a 130XE, a BB or MIO, and Ice-T 2.72
> access IRC via Telnet? I would like to participate on #Atari8,
> but don't know how to get there in the first place.

Well, #atari8 is a channel where are generally
people from Poland (like me), sometimes there are
more atarians (in the morning, at the weekend).
I am going to write some web stuff for Atari, but
I am looking for data about transmission... BTW:
What are BB, MIO and Ice-T 2.72???

Alex Martin

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3559. Re: PC XFORMER 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: alex6502@friko.onet.pl
Message-ID: <6gb0e8jvj1@nnrp1.dejanews.com>
Source record: 64020

Darek Mihocka wrote:
>
> Emulators Inc., makers of the PC Xformer Atari 8-bit emulator for MS-DOS
> are now shipping the latest XFORMER 98 Atari 8-bit emulator for Windows 95,
> Windows 98, and Windows NT.
>
> Xformer 98 has full support for all Windows compatible joysticks,
> emulates true 4-channel POKEY sound, and runs even more Atari programs than
> PC Xformer. Xformer 98 can run either windowed or full screen, and is
> 32-bit optimized for Windows to run better than PC Xformer in the
> multitasking environment of Windows.
>
> Xformer 98 now also supports German, French, and Dutch keyboards.
>
> Download your FREE DEMO version of Xformer 98 immediately from:
>
> http://www.emulators.com
>
> and also find out about our Apple Macintosh and Atari ST emulators for
> Windows.
>
> - Darek

I have tested it, but XL IT 0.20 is much better!
Xformer 98 has bad sound, really... and all good
demos don't work well IF they work...
Anyway emulator is too slow. I have Pentium MMX
233 and it runs slowly even on half of screen!
To Darek: If You want I can tell You what is wrong
exactly.

Alex

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3560. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-SdtQuH3CJBky@DRACO>
Source record: 64021

On Sun, 5 Apr 1998 23:21:55, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>
> I have a friend who refers to Windows 95 as the world's biggest
> mouse driver! =-)
> --
> ||| ////Pakrat he110@cleveland.freenet.edu |||
> / | \Atari- Innovative Leisure. / | \

hahahahahaha........ :))

Ken

3561. Re: Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: mjewison@irus.rri.on.ca
Message-ID: <6gb3v2$fee@falcon.ccs.uwo.ca>
Source record: 64022

In article <35269c48.40453656@news.swbell.net>, rcs2010@swbell.net.no-spam (Crawl) writes:
|> I got an Atari 800 and it had an omnimon installed. It has a mess of
|> wires soldered everywhere, but it has a ribbon with four wires and
|> they have been cut. I assume they are for the switch that disables the
|> board that Scott Charles mentions in his article in the Atari 8-bit
|> FAQ. Am I right? Does anyone have a copy of the installation
|> instructions?
|>
|> Any and all help would be appreciated.
|>
|> Also it has 3 16K cards in it. Is this stock or is there more memory
|> under the casing and these 3 in the remaining three slots expanded?
|>

Which flavour of Omnimon do you have? With or without the Omniview
80 column option? Is it the piggyback version, or does it make use of
the OSN replacement OS board?

I've got docs for most of this stuff in my basement. It shouldn't be
too difficult to pull 'em out. Let me know exactly what configuration
you've got and I'll see what I can find.

- Mike Jewison
mjewison@irus.rri.on.ca

3562. Re: PC XFORMER 98 (for Windows 95) now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <352b309c.2151834@news.pressenter.com>
Source record: 64023

On 06 Apr 1998 14:01:00 +0100, Ulf.Petersen@KIEL.netsurf.de (Ulf
Petersen) wrote:

>On 05 Apr 98, brasoft@halcyon.com wrote ...
>
>> Emulators Inc., makers of the PC Xformer Atari 8-bit emulator for MS-DOS
>> are now shipping the latest XFORMER 98 Atari 8-bit emulator for Windows 95,
>> Windows 98, and Windows NT.
>- Dreck
>[Lots of blablabla deleted!]
>
>OR GET *OTHER* (AND IMHO BETTER) EMULATORS FOR *FREE* AT ...
>
>http://members.aol.com/upetersen/atari.htm

It's good to point out other options, especially if they are free
but.... have you ACTUALLY TRIED the Xformer 98? Just wondering.

Jon

*** Please make sure responses are also sent via email.

3563. Re: IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35292f48.1811861@news.pressenter.com>
Source record: 64024

On 5 Apr 1998 23:55:16 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>
>How does a person with a 130XE, a BB or MIO, and Ice-T 2.72
>access IRC via Telnet? I would like to participate on #Atari8,
>but don't know how to get there in the first place.
>
>I most likely won't be here for a few days as I'm finally going
>to be able to format a hard drive I got recently to replace
>a fried one. I've been on just two floppy drives in the
>meantime (yes, I access the Net with it, so you can see how
>cramped it is). Thank you for any information.

What IRC server has the channel #Atari8 ?

Let's go chat!

*** Please make sure responses are also sent via email.

3564. Re: IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <352a2fe4.1967243@news.pressenter.com>
Source record: 64025

On Sun, 5 Apr 1998 20:42:28 -0400, velcro_spy@webtv.net wrote:

>Bill:
>
>I don't know about getting on IRC via Telnet via an Atari, but I have
>been on the Atari8 channel. I never saw more than 2 other people on that
>channel. I met the author of Term80 there, though. I went back to the
>channel a few times but it was almost always empty, and I gave up on it.
>
>If anyone is going to try and make #atari8 work for 8bit fans I would
>recommend setting up a time for everyone to meet. Set the date well in
>advance and advertise a little.
>
>I personally would like to be there. Someone with a little experience
>would have to designate a server and be aware of the technical
>difficulties.
>
>vs
>

Great idea. That way is sure to get a few chatters in there.

*** Please make sure responses are also sent via email.

3565. Re: How do I transfer from PC to 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: NOSPAMronwizbot@juno.com
Message-ID: <35293d9e.425133849@news.ou.edu>
Source record: 64026

On Sat, 4 Apr 1998 23:56:23 -0700, "staalejg" <staalejg@ix.netcom.com>
wrote:

>I just purchased a couple of Atari 800 and 800XLs at a garage sale. How can
>I get these .atr files over to them?
>
>Help!
>
>Thanks.
>
>
Get a SIO2PC PC Comm. port to Atari SIO bus converter. They run
anywhere for $35-69 dollars. Then get Atari Peripheral Emulator
(A.P.E.) 1.16 (shareware version works fine) and mount the ATR's.
Then you will be able to load the ATR's into your Atari XE from your
PC. If you want to copy the ATR's to floppy, this arrangement will
work: just put the 1050 drive at an address that is not currently
mounted in A.P.E.. For Example, you set your 1050 to address 2, and
then boot Copymate from A.P.E. mounted ATR disk 1and then put the ATR
you want to copy as A.P.E. mounted disk 3. It takes very little
practice and I have done this several times with great success.

You can get the A.P.E. software (shareware or licensed) and buy a
SIO2PC from http://seka.nacs.net/~classics/

Ron
(remove the NOSPAM from my e-mail if you want to reply)

3566. Converting images to Atari disks in PC drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: ae922@sfn.saskatoon.sk.ca
Message-ID: <6gbda0fsp1@missing.its.to>
Source record: 64027

Hallo!

I have a quick question, folks =)

I just finally got myself a new working atari 8 bit machine... and I dug around and it seems that I tossed all my disks out..

In the past, I have gotten emulators and tried to run 8bit game images on my PC.. but they ended up running too slow. So I wanted to know if there was a way I could put these images on disks for use with the Atari computer... without building a bunch of cables. (I near failed the solder-the-wires portion of the comp. tech class I took, I cannot for the life of me solder anything together properly)..

I saw a bunch of things for copying single files to disks using PC disk drives? But I dunno... none of 'em came with any real instructions =) So I have had problems figuring them out!

Basically I just wanna find something that'll let me pop a disk in my drive, type some big thingy on a command line, and it'll put the image on the disk in an atari format! Does *anything* like that exist???

Thanks!! =)

darkling
http://www.waste.org/~darkling

"See the life I've had, would make a good man bad." - morrissey

3567. FS: Atari 400 & 800 Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-06 00:00:00 UTC
From: GENERIC <generic@bellatlantic.net>
Message-ID: <352988BB.7678@bellatlantic.net>
Source record: 64028

Check the Atari list on my web page.
Lot's of great buys.

--
http://www.voicenet.com/~generic
On-Line Computer Garage Sale Web Page

Bookmark it and check back often for updates
Please tell your friends.

3568. Re: PC XFORMER 98 (for Windows 95) now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6rPqNj7ZnhB@ulf.kiel.netsurf.de>
Source record: 63934

> >> Emulators Inc., makers of the PC Xformer Atari 8-bit emulator for MS-
DOS
> >> are now shipping the latest XFORMER 98 Atari 8-bit emulator for Windows
> >> 95, Windows 98, and Windows NT.
> >[Lots of commercial blablabla deleted!]
> >
> >OR GET *OTHER* (AND IMHO BETTER) EMULATORS FOR *FREE* AT ...
> >
> >http://members.aol.com/upetersen/atari.htm
>
> It's good to point out other options, especially if they are free
> but.... have you ACTUALLY TRIED the Xformer 98? Just wondering.
Of course I have :)! It's FAR WORSE than eg. ATARI800 (version for Windows
or DOS) :((((!!! If you want to waste your money, buy it! However, I
suggest you check out some of the much better emulators first :)! If you
really want to purchase a commercial emulator (why?) try RAINBOW (check
out my homepage for the correct link).

http://members.aol.com/upetersen/atari.htm

Ulf

3569. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <352a2143.85099421@news.ioa.com>
Source record: 63935

On Fri, 03 Apr 1998 22:06:58 GMT, noone@nowhere.com (Yogi) wrote:

>Actually, this is a bit of a quandry - according to the articles
>themselves in the Analog mag, they call the games "Public Domain" and
>yet they are (c)... leads me to believe that theres no harm in putting
>them out on the net. So.... which is it? (I consider most of those
>analog games better than some commercial games....)
>Especially fill er up
>

Good question. Those Analog games are indeed Public Domain, meaning that you are free to type the games in from the magazine, or you can get copies that were typed in from someone you know.

They are also copyrighted. This means that you may NOT charge anyone for the games, since the original writer still retains all rights to redistribute the games. You have to remember that back then nobody had coined the term "freeware." If you look at the definition of "freeware," I would say that Analog's perspective on their games was very similar. Just take one look through their magazine and you'll see that they are giving away their games in every issue, but they are not allowing you to sell them to anyone else. Most of the Analog programmers were "in-house," so the copyright was there to protect them from having an outside company stealing their design concept and then trying to sell it for a profit.

As far as posting the files on the net, I think the programmers would be proud to know that their work is still available for 8-bitters. It would be nice to hear from the likes of Tom Hudson or Charles Bachand or any other of the Analog staff to find out their position on this.

BTW: I agree with you about Fill-'er-up! I have both it and Qix, and Fill-'er-up! is much smoother and has better play action than Qix, IMHO.

Steven

3570. Re: APEX - (Atari Program Exchange)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <352a2540.86120448@news.ioa.com>
Source record: 63936

Thanks for the responses. Yes, I know it's APX, but in my circle of Atari friends, we always called it "apex" since it was easier to say.

Now that you mention it, I have seen a few of those titles scattered about here and there myself.

Looks like we'll never see an archive, huh?

Steven

3571. Re: PC XFORMER 98 (for Windows 95) now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: tatata@noway.com
Message-ID: <352b3722.73141595@207.97.159.250>
Source record: 63937

On Tue, 07 Apr 1998 07:07:34 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

> The only problem so far is that I don't think it likes the Banyan Vines
>network software I'm running here at work. It locked up the machine a
>couple of times. The Vines stuff makes lots of programs finicky. One
>thing though is that it does seem to print to the network printer HP
>LJ4+ OK and it can pull files off my network and ZIP drive OK. We'll see
>how good the sound is (suppose to be improved).
> Once I redo my home PC, it's game time!!!
>
>--
>Robert S Ely --- Communications Systems Technician

Banyan VINES?? How did you get stuck with that?

3572. Re: Help with Omnimon and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: tatata@noway.com
Message-ID: <352a35d7.72810296@207.97.159.250>
Source record: 63938

On Sat, 4 Apr 1998 18:56:40 -0500, Dennis McGuire <mcguired@erie.net>
wrote:

>
>> On Sat, 04 Apr 1998 20:54:24 GMT, rcs2010@swbell.net.no-spam (Crawl)
>> wrote:
>> Also the 3 16k cards are pc boards, not in a case like the ones I
>> keep seeing pictures of on the web. Does that mean anything?
>
>
> All of the memory is on the expansion cards, along with the OS.
>The memory boards originally came in nice plastic cases with screw on
>metal covers. These were dropped to save cost, so later they were just
>the bare boards.
>

Also, they removed the cases because some 800's exhibited heat
problems.
yogi

3573. xformer-98 sound is lousy

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6gdduo$c0o@bgtnsc03.worldnet.att.net>
Source record: 63939

The noise and tone emulation is still pretty bad. there are two other emu's which run star raiders (c'mon, its a classic!) far far more accurately. And they are free :-)
--
Remove the extra "h" if you wish to reply.

3574. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <352A3E69.85A0F975@csfb.com>
Source record: 63940

Larry,

Don't worry, I did the same thing when I went out to Sunnyvale last year, I drove past many of Atari's old haunts just to see the buildings and I too had hoped that perhaps somewhere off to the side I would see the old Atari sign or something, so kind of lasting memory left behind to say that this was once the Crystal Castle where dreams were made for millions and millions were made from dreams...

Curt
www.atari.nu

3575. Re: Converting images to Atari disks in PC drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <891962925.14265@proxy.netwing.at>
Source record: 63941

>I saw a bunch of things for copying single files to disks using PC disk
>drives? But I dunno... none of 'em came with any real instructions =) So
>I have had problems figuring them out!
>
>Basically I just wanna find something that'll let me pop a disk in my
>drive, type some big thingy on a command line, and it'll put the image on
>the disk in an atari format! Does *anything* like that exist???

Oh, there's a utility called "Ataridisk" ... hmm ... I don't know if it's
somewhere on the net.
But, hey, I can send you that!! email me.

It's a DOS-program, menu-driven...
mount PC-Disk-drive, select files to copy and: copy!

That works for files, if you want to copy images ... hmmm.

I always use kinda "trick": with "Diskcommunicator":

Start emulator with one ".atr" and the Diskcommunicator,
make a ".dcm" (or ".dc3") file out of that,
copy this ".dcm" file to disk (with "Ataridisk"),
start your ol'Atari, with "Diskcommunicator", extract the disk - ready.
Hope this is kinda helpfull.

-rudi

3576. Re: Converting images to Atari disks in PC drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd6246$3055bd00$0201010a@g6-300xl>
Source record: 63942

There is a PC utility called MYUTIL. Its command line (dos) and lets you
view/copy files on an Atari formatted diskette. Unfortunately, its very
picky about the hardware it runs on. It works well on very old machines
but will likely crap out on new hardware....don't ask me about the
technical reasons...it just is :-)

Anyone who wants it can email me. I originally got it from some Yogi(?)
site. BTW, it reads/writes DD diskettes, not enhanced or SD.

Fernando

Jason BOyko <ae922@sfn.saskatoon.sk.ca> wrote in article
<6gbda0fsp1@missing.its.to>...
>
> Hallo!
>
> I have a quick question, folks =)
>
> I just finally got myself a new working atari 8 bit machine... and I dug
> around and it seems that I tossed all my disks out..
>
> In the past, I have gotten emulators and tried to run 8bit game images on

> my PC.. but they ended up running too slow. So I wanted to know if there
> was a way I could put these images on disks for use with the Atari
> computer... without building a bunch of cables. (I near failed the
> solder-the-wires portion of the comp. tech class I took, I cannot for the

> life of me solder anything together properly)..
>
> I saw a bunch of things for copying single files to disks using PC disk
> drives? But I dunno... none of 'em came with any real instructions =) So
> I have had problems figuring them out!
>
> Basically I just wanna find something that'll let me pop a disk in my
> drive, type some big thingy on a command line, and it'll put the image on

> the disk in an atari format! Does *anything* like that exist???
>
> Thanks!! =)
>
> darkling
> http://www.waste.org/~darkling
>
> "See the life I've had, would make a good man bad." - morrissey
>

>
>

3577. Re: xformer-98 sound is lousy

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35306534.4897539@news.demon.co.uk>
Source record: 63943

The other Day Keatahh <Keatahh@worldnet.att.net> wrote:

>The noise and tone emulation is still pretty bad. there are two other
>emu's which run star raiders (c'mon, its a classic!) far far more
>accurately. And they are free :-)

Although I could not write an emulator for the Atari I do understand
some aspects of sales and business.

I don't see how someone could release an emulator thats not as good as
very well known *FREE* alternatives. Sure, it works but even Xl-it
which has been all but cancelled since last year is almost on par with
XF98...?????

The Atari800 dos & windows versions are far better as far as I can see
in almost every department. So a massive well done to David, Rich and
all the A800 developers for providing very high quality emu's that are
FREE...

Also a well done to Chris Lam who's emu is half the price and seems
very nice tho I have not played more than the demo version.
--
.... Paul

www.dellos.demon.co.uk

"Take me back to when life was less complicated!"

3578. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <352a8861.684267@news.pipeline.com>
Source record: 63944

I can sell you the address sign that used to be on the building. I had
to have my piece of history also. :)

John
jhardie@pipeline.com
www.atarihq.com

"Larry Kroger" <pinto@faber.edu> wrote:

>So, like many r.g.v.c-ers, I've been an Atari fan right from the beginning.
>My older sister and her husband got one right when they first hit the
>market, and I used to love going over to their house 'cuz I could sleep on
>the couch in the living room...and sneak playing the 2600 with the volume
>down all night. Hey, what more could an 11-year-old ask for? I was such an
>Atari freak that *to this day* I still remember their old toll-free 800
>number (800-538-8543 - don't bother dialing it, it's NOT Atari's anymore.
>Obviously!). I remember calling once and managing to get the guy to send me
>a copy of every single one of the instruction books for the 2600. Sigh.
>
<snip>

3579. Re: AtariXE and the net!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Chris Chiesa <cfchiesa@servtech.com>
Message-ID: <352A8948.7105@servtech.com>
Source record: 63945

XDelusion@hotmail.com wrote:
>
> I have been out of the Atari 8-Bit sceen for a while, so I need you > > guys to e-mail me a few answers if you will at:
>
> Delusion@wcoil.com

Done, simultaneously with posting; I felt it was an interesting list deserving of public view.

> 1. Does the 8Bit have a decent GUI now

Not in the sense I assume you mean. The 8bit still has exactly the same "look and feel" it always did... thank goodness!

> 2.Is Sparta DOS still going strong?

Yup. Also SpartaDOS X, a cartridge-based version which you might not have been aware of.

> 3.How fast can I get it now, and how much ram?

Stock machines are the same as ever: 1.79MHz, 64K. Some of the later models (I don't know exactly WHEN you got "out of the scene") had up to 128K or thereabouts, and there are third-party RAM upgrades/expansions that can go as high as 1Meg. I don't know whether the usefulness of these are limited to the use of specially-compatible software, but I expect that may be the case.

> 4.Is there a TCP/IP program yet? If so then FTP/IRC?????

No. However, a fellow named Andre Fachat has created a TCP/IP stack for the C-64, so the "technical feasibility" of doing it on the Atari is a little closer to possibility than I would've said before.

> 5.CD-ROM support?

Actually, yes, in a manner of speaking. Several third-party hardware accessories, such as the "Black Box" and the "Multi I/O" (or "MIO"), give Atari XL- and XE-series machines SCSI HD capability (among other things). Presumably a SCSI CD-ROM drive would be compatible with this hardware. In and of themselves, however, these products would only be able to handle CD-ROMs which were written in Atari-8-bit-specific file-system formats (SpartaDOS or MyDOS being the two most frequently seen). High Sierra or ISO-9660 CD-ROMs might be readable "at the disk-sector level," permitting you to WRITE software to interpret those filesystems, but as far as I know this software does not currently exist.

> 6.Where do I get files?

All over the place. :-) There are numerous WWW archives, FTP archives, and the private collections of the readership of comp.sys.atari.8bit; there are even a few diehard Atari BBSes still in operation.

> 7.Was Ape ever ported to the Amiga yet??

I have no idea. If you find out that it was, LET ME KNOW!!!!!! :-)

> 8.Is the X-Windows prodject still going on?

Do you mean the ORIGINAL X-Windows project at MIT? Not as far as I know. Even the OSF or FSF (I forget which) X support website has been dismantled. X is considered largely "dead" -- though we program with X/Motif every day, where I work.

> XDelusion Amiga user and Jay Minor freak! :)

In case you hadn't heard, Jay Miner (note spelling) passed away a few years ago. R.I.P. ...

> Oh, are there any Atari 8Bit IRC rooms?

Looks like the newsgroup membership were just discussing that. Seems to be some interest in a #atari8 channel which already exists but has not seen much traffic. I suspect that one problem may be that, like me until quite recently, many people don't realize that you have to attach to a SPECIFIC SERVER in order to see the "same" incarnation of a channel. I.e., if I go to MY IRC server and /join #atari8, and YOU got to YOUR IRC server and /join #atari8, you and I WON'T SEE EACH OTHER. Once this fact becomes common knowledge, the use of the #atari8 channel MAY pick up a bit!

Hope this helps,

Chris Chiesa
cfchiesa@servtech.com

3580. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <352AAB89.DB040A5C@mail.bcpl.lib.md.us>
Source record: 63946

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(2) Ataru 1030 300 Baud Direct Connect modems {each}$10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

3581. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0704981720320001@macmcurrent.library.carleton.edu>
Source record: 63947

In article <352a2143.85099421@news.ioa.com>, stevenposey@usa.net (Steven Posey) wrote:

>Good question. Those Analog games are indeed Public Domain, meaning
>that you are free to type the games in from the magazine, or you can
>get copies that were typed in from someone you know.
>
>They are also copyrighted. This means that you may NOT charge anyone
>for the games, since the original writer still retains all rights to
>redistribute the games. You have to remember that back then nobody
>had coined the term "freeware." If you look at the definition of
>"freeware," I would say that Analog's perspective on their games was
>very similar. Just take one look through their magazine and you'll
>see that they are giving away their games in every issue, but they are
>not allowing you to sell them to anyone else. Most of the Analog
>programmers were "in-house," so the copyright was there to protect
>them from having an outside company stealing their design concept and
>then trying to sell it for a profit.

Freeware may not have been a popular term yet, in the early days of ANALOG, but the law itself hasn't changed much in the interim.

Public Domain and Copyrighted are mutually exclusive. The very definition of public domain is, something that is not copyrighted. No one has any ownership over property in the public domain.

Intellectual property that is copyrighted may be sold commercially, or it may be for free distribution, depending on the wishes of the copyright holder.

Notices such as "This is released into the public domain. Not for commercial sale without permission of the author" don't make any sense and are legally ambiguous.

If ANALOG games are indeed still copyrighted (I believe they are), then they are by definition not in the public domain. But that doesn't suggest, one way or the other, whether they are supposed to be freely distributed or not. Last time I looked into it I didn't think so, but for one thing I was hampered by a very incomplete set of ANALOGs to work with.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3582. Re: APEX - (Atari Program

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <891974620@stackbbs.xs4all.nl>
Source record: 63948

-=> Quoting Stevenposey@usa.net to All <=-

St> Thanks for the responses. Yes, I know it's APX, but in my circle of
St> Atari friends, we always called it "apex" since it was easier to say.

St> Now that you mention it, I have seen a few of those titles scattered
St> about here and there myself.

St> Looks like we'll never see an archive, huh?

Well, depends.
What's the status of APX programs today?
Who has the rights to those programs?
Is it PD?
Shareware?
None of the above, and is it commercial?

Bo.
___ Blue Wave/386 v2.30

3583. Re: IRC? (2)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Er2H6q.Hp8@iglou.com>
Source record: 63949

On 1998-04-06 alex6502@friko.onet.pl said:
>I am looking for data about transmission... BTW:
>What are BB, MIO and Ice-T 2.72???
Ice-T is an 80-column term program by Itay Chamiel.
BB==Black Box, MIO=Multi I/O. These are both interfaces for the XL/XE computers, containing a printer port, a serial port, and a SCSI hard-disk port. The MIO was made by ICD, and it also contains a ramdisk. The BB was made by CSS, it is compatible with more SCSI drives, and with an optional floppy board it can control double- and high-density floppy drives.

Net-Tamer V 1.08X - Test Drive

3584. Re: AtariXE and the net!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m24t059jng.fsf@caligula.srv.net>
Source record: 63950

Chris Chiesa <cfchiesa@servtech.com> writes: Seems to be some interest
> in a #atari8 channel which already exists but has not seen much
> traffic. I suspect that one problem may be that, like me until
> quite recently, many people don't realize that you have to attach to
> a SPECIFIC SERVER in order to see the "same" incarnation of a
> channel. I.e., if I go to MY IRC server and /join #atari8, and YOU
> got to YOUR IRC server and /join #atari8, you and I WON'T SEE EACH
> OTHER. Once this fact becomes common knowledge, the use of the
> #atari8 channel MAY pick up a bit!

Irc servers are networked. There is more than one irc
network. (Efnet, undernet, dalnet, etc...) You can see people on
different servers that are on the same irc network as you. You will
not see people on other networks.

Brent

3585. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980407213932.25819B-100000@fissure.scar.utoronto.ca>
Source record: 63951

On 5 Apr 1998, Cabell Clarke wrote:

> > I have seen Atari DOS version 2.6, and the main screen says "Made for the
> > Atari 800" (or something like that.) Has anyone else ever seen this, and
> > can anyone tell me about it? I'd like to try to hunt down an original
> disk
> > if possible (even if it doesn't work).
>
> Yep.. When I got my first 1050 (which came with DOS 3.0), a good friend
> gave me 2.6f so that I would have a usable DOS. I used it for a long time
> (never liked 2.0) until I started using Sparta and MyDOS. I am sure I
> still have a copy of it around here somewhere.

Yeah I remember Dos 2.6f.. it was kind of a hacked dos 2.0, will special options like RPM test floppy drive and things like that. If I remember right, it was VERY close to SmartDos. There certainly were a tonne of DOS' for the Atari 8bit. Dos 1.0, Dos 2.0s, Dos 2.0d, Dos 2.5, Dos 2.6f, Dos Xl, Dos Xe, SuperDos (never did use that one), Top Dos (a million versions of this one), SpartaDos (a million versions of that one), MyDos, BIBI dos (never used that one either)...

Alan
University of Toronto
Computer Science, Management and Economics

3586. Re: 1010 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980407215947.25819E-100000@fissure.scar.utoronto.ca>
Source record: 63952

On Mon, 6 Apr 1998, Stephen Knox wrote:

> Anyhow,
> I came across some more tapes and none of them would work. Most of the
> tapes would load for a little bit and error out. Example - Temple of
> Apshai (basic version) would load for about 11 bursts and then get a 140
> or 143 error.
>
> So,
> I went back to my simple basic program and expanded it so it would be
> more than 1 burst and when I try to CLOAD it I get the 140 adn 143
> error.
>
> I ran a head cleaner/demagnitizer to no avail.
>
> Any ideas?

Error 140 and/or Error 143 are pretty serious errors.. usually indicating the device has died. It may be a cable problem. you said you ran the head cleaner/demagnetizer already. But it is a little odd that you can save and load small programs. Maybe your tapes are so old that they simply become too stretched out. (most cassette tapes have a relatively short life span..)

Alan
University of Toronto
Computer Science, Management and Economics

3587. WTD: Atari 7800 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Jack <ewok@worldonline.nl>
Message-ID: <01bd621c$36139020$242c0290@05638.audax.nl>
Source record: 63953

If you have...mail me please...

Jack

3588. AtariXE and the net!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: dave.lee@ftn.org
Message-ID: <587_9804080457@tor250.org>
Source record: 63954

Golly.... that poster is sure a dreamer. What does he think the 8-bit
is? A 32-bit multi-operational system. Sheesh... what a DWEEB.

3589. Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: dave.lee@ftn.org
Message-ID: <588_9804080457@tor250.org>
Source record: 63955

Hey... I've been there... Done that. Even tried it with PLAYBOY back in
Chicago when they were really hot. I hoped to meet a Playmate <grin>.
Silicon Valley changes so much, so fast that... at least you can say...
that the Pilgramage did indeed beat "Room Service". Take care.

```
| _____ ____ Pigs do Fly and send E-mail ____ _____ |
| '----,\ ) and the Fuji and Atari are ( /,----' |
| '--==\\ / still Alive and Well on the \ //==--' |
| '--==\\/ TAF ONLINE Electronic Messaging \//==--' |
| .-------.Y|\\_ Center in Toronto, Canada _//|Y.------. |
|@_/ / 66\_ TORONTO ATARI FEDERATION _/99 \ \_@|
| | \ \ _(") = 1-(416)-42-28-999 = (")_ / / | |
| \ /-| ||'--' = dave.lee@taf.ftn.org = '--'|| |-\ / |
| \_\\ \_\\ AtariNet 51:5/0 - FidoNet 1:2424/823 //_/ //_/ |
```

3590. GMG Homepage

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: marco_of_gmg@stackbbs.xs4all.nl
Message-ID: <892253264@stackbbs.xs4all.nl>
Source record: 63956

```
Hi atari fans,
After certain time, finally comes to the Internet GMG Homepage in its
full power.
Check it out. You won't be disappointed (I hope).
address: http://rak.isternet.sk/-kmet/gmg/

Have a nice day!
Marco/GMG
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3591. Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Larry Kroger <pinto@faber.edu>
Message-ID: <6gcl6v$2ql@argentina.earthlink.net>
Source record: 64029

So, like many r.g.v.c-ers, I've been an Atari fan right from the beginning. My older sister and her husband got one right when they first hit the market, and I used to love going over to their house 'cuz I could sleep on the couch in the living room...and sneak playing the 2600 with the volume down all night. Hey, what more could an 11-year-old ask for? I was such an Atari freak that *to this day* I still remember their old toll-free 800 number (800-538-8543 - don't bother dialing it, it's NOT Atari's anymore. Obviously!). I remember calling once and managing to get the guy to send me a copy of every single one of the instruction books for the 2600. Sigh.

Anyway, I always figured that if I ever got the chance to go to Sunnyvale, I'd check out Atari at the ever-popular 1195 Borregas Avenue location included in the back of all their docs. Well, better late than never...

I made the trek today. A lot of confusing dead ends (two major freeways intersect Borregas Ave), and I cruised by a lot of current Silicon Valley heavyweights and hyped-heavyweights (Netscape, Pointcast, Marimba, MPlayer, etc)...but after wandering past the huge Lockheed Martin complex (cool dish antennas!) I finally I found the right part of Borregas Ave., and the remnants of what USED to be Atari.

Typical Silicon Valley industrial park design - low slung grey and glass. A company called 'Pragmatech' is there now; apparently they manufactur parts for network cards and the like. I did a slow cruise through the parking lot once or twice (what was I expecting - an Atari sign in the trash in the back? what?), parked the rental-cruiser out front (oblivious to the glances of some of the ID-tag-branded Pragmatech employees getting off shift), and stepped out. This mythical location in a far-off place called Sunnyvale really fired my imagination as a pre-teenager. Now here I was, 20-years later...

...and then the obvious thought occurred: what the hell was the point of THIS? Atari as I knew it is long gone...pooft...no more. Shuffled off this mortal coil. An ex-parrot. Bought by a disk drive company, for crying out loud! All that's left now are the remnants of their warehouses, scattered to all points and available to the hardcore from holdouts like Best Electronics, Toad Computer, and Video 61. And, of course, we'll always have the games - both the physical carts, and the *real* soul - the ROM images - floating around the 'net. I can always fire up PCAE! Hey, maybe Hasbro will do something interesting...we could hope.

What the hell. I walked up to the building like a total freak and touched the door handle, feeling like an idiot but oddly satisfied at the same time. Beat the shit out of hanging out in the hotel room ordering room service, anyway.

3592. AtariXE and the net!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: XDelusion@hotmail.com
Message-ID: <6gcq77mln1@nnrp1.dejanews.com>
Source record: 64030

I have been out of the Atari 8-Bit sceen for a while, so I need you guys to e-mail me a few answers if you will at:

Delusion@wcoil.com

1. Does the 8Bit have a decent GUI now?

2.Is Sparta DOS still going strong?

3.How fast can I get it now, and how much ram?

4.Is there a TCP/IP program yet? If so then FTP/IRC?????

5.CD-ROM support?

6.Where do I get files?

7.Was Ape ever ported to the Amiga yet??

8.Is the X-Windows prodject still going on?

Thankx

XDelusion Amiga user and Jay Minor freak! :)

Oh, are there any Atari 8Bit IRC rooms?

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3593. Re: PC XFORMER 98 (for Windows 95) now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <352A08F6.5F4E4E19@ix.netcom.com>
Source record: 64031

Jon D. Melbo wrote:
>
> On 06 Apr 1998 14:01:00 +0100, Ulf.Petersen@KIEL.netsurf.de (Ulf
> Petersen) wrote:
>
> >On 05 Apr 98, brasoft@halcyon.com wrote ...
> >
> >> Emulators Inc., makers of the PC Xformer Atari 8-bit emulator for MS-DOS
> >> are now shipping the latest XFORMER 98 Atari 8-bit emulator for Windows 95,
> >> Windows 98, and Windows NT.
> >>- Dreck
> >[Lots of blablabla deleted!]
> >
> >OR GET *OTHER* (AND IMHO BETTER) EMULATORS FOR *FREE* AT ...
> >
> >http://members.aol.com/upetersen/atari.htm
>
> It's good to point out other options, especially if they are free
> but.... have you ACTUALLY TRIED the Xformer 98? Just wondering.
>
> Jon
>
> *** Please make sure responses are also sent via email.

Jon,
I just got my update version from the old version a couple of days ago.
So far I like it. It seems a bit smoother than 3.60. I haven't had time
to put it through its paces yet, but soon... I'm assuming that the
XFcable still works with this version.
The only problem so far is that I don't think it likes the Banyan Vines
network software I'm running here at work. It locked up the machine a
couple of times. The Vines stuff makes lots of programs finicky. One
thing though is that it does seem to print to the network printer HP
LJ4+ OK and it can pull files off my network and ZIP drive OK. We'll see
how good the sound is (suppose to be improved).
Once I redo my home PC, it's game time!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3594. Re: Converting images to Atari disks in PC drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <352A0E4D.B30F39F1@ix.netcom.com>
Source record: 64032

Jason BOyko wrote:
>
> Hallo!
>
> I have a quick question, folks =)
>
> I just finally got myself a new working atari 8 bit machine... and I dug
> around and it seems that I tossed all my disks out..
>
> In the past, I have gotten emulators and tried to run 8bit game images on
> my PC.. but they ended up running too slow. So I wanted to know if there
> was a way I could put these images on disks for use with the Atari
> computer... without building a bunch of cables. (I near failed the
> solder-the-wires portion of the comp. tech class I took, I cannot for the
> life of me solder anything together properly)..
>
> I saw a bunch of things for copying single files to disks using PC disk
> drives? But I dunno... none of 'em came with any real instructions =) So
> I have had problems figuring them out!
>
> Basically I just wanna find something that'll let me pop a disk in my
> drive, type some big thingy on a command line, and it'll put the image on
> the disk in an atari format! Does *anything* like that exist???
>
> Thanks!! =)
>
> darkling
> http://www.waste.org/~darkling
>
> "See the life I've had, would make a good man bad." - morrissey

Jason,
The closest thing to using a real Atari 8-bit with REAL Atari 8-bit formatted disks on a PC is PC Xformer 3.60 or PCXf98 an XF cable and a REAL Atari Floppy drive connected. It works pretty well, albeit, not perfectly. At least you can boot from the floppy and run most stuff on the emulator. I can run most of my collection on it. I use this configuration to backup my Atari disks to my ZIP drive and to copy files to the disk image files specifically for the emulator. This last thing is better done through A.P.E. and an SIO2PC cable, but it works none-the-less.
However, if you want the REAL thing, use the real 8-bit system. You can't beat it!
--

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3595. Re: PC XFORMER 98 (for Windows 95) now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <352a0d9e.44365900@news.pressenter.com>
Source record: 64033

On Tue, 07 Apr 1998 07:07:34 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

>Jon D. Melbo wrote:
>>
>> On 06 Apr 1998 14:01:00 +0100, Ulf.Petersen@KIEL.netsurf.de (Ulf
>> Petersen) wrote:
>>
>> >On 05 Apr 98, brasoft@halcyon.com wrote ...
>> >
>> >> Emulators Inc., makers of the PC Xformer Atari 8-bit emulator for MS-DOS
>> >> are now shipping the latest XFORMER 98 Atari 8-bit emulator for Windows 95,
>> >> Windows 98, and Windows NT.
>> >>- Dreck
>> >[Lots of blablabla deleted!]
>> >
>> >OR GET *OTHER* (AND IMHO BETTER) EMULATORS FOR *FREE* AT ...
>> >
>> >http://members.aol.com/upetersen/atari.htm
>>
>> It's good to point out other options, especially if they are free
>> but.... have you ACTUALLY TRIED the Xformer 98? Just wondering.
>>
>> Jon
>>
>> *** Please make sure responses are also sent via email.
>
>Jon,
> I just got my update version from the old version a couple of days ago.
>So far I like it. It seems a bit smoother than 3.60. I haven't had time
>to put it through its paces yet, but soon... I'm assuming that the
>XFcable still works with this version.
> The only problem so far is that I don't think it likes the Banyan Vines
>network software I'm running here at work. It locked up the machine a
>couple of times. The Vines stuff makes lots of programs finicky.

Sounds more like it is Banyan Vines that is too finicky.

*** Please make sure responses are also sent via email.

3596. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <352bcf7b.8208558@news.pressenter.com>
Source record: 63957

On Tue, 07 Apr 1998 17:20:32 -0500, mcurrent@carleton.edu (Michael
Current) wrote:

>In article <352a2143.85099421@news.ioa.com>, stevenposey@usa.net (Steven
>Posey) wrote:
>
>>Good question. Those Analog games are indeed Public Domain, meaning
>>that you are free to type the games in from the magazine, or you can
>>get copies that were typed in from someone you know.
>>
>>They are also copyrighted. This means that you may NOT charge anyone
>>for the games, since the original writer still retains all rights to
>>redistribute the games. You have to remember that back then nobody
>>had coined the term "freeware." If you look at the definition of
>>"freeware," I would say that Analog's perspective on their games was
>>very similar. Just take one look through their magazine and you'll
>>see that they are giving away their games in every issue, but they are
>>not allowing you to sell them to anyone else. Most of the Analog
>>programmers were "in-house," so the copyright was there to protect
>>them from having an outside company stealing their design concept and
>>then trying to sell it for a profit.
>
>Freeware may not have been a popular term yet, in the early days of
>ANALOG, but the law itself hasn't changed much in the interim.
>
>Public Domain and Copyrighted are mutually exclusive. The very definition
>of public domain is, something that is not copyrighted. No one has any
>ownership over property in the public domain.
>
>Intellectual property that is copyrighted may be sold commercially, or it
>may be for free distribution, depending on the wishes of the copyright
>holder.
>
>Notices such as "This is released into the public domain. Not for
>commercial sale without permission of the author" don't make any sense and
>are legally ambiguous.

Very true and well said. Public domain means no one owns any rights
to it.

*** Please make sure responses are also sent via email.

3597. Re: 1050 drive mods

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <352af2dc.14377015@news.mindspring.com>
Source record: 63958

On Mon, 30 Mar 1998 14:27:43 -0500 Anthony Rudzki
<Arudzki@m3.sprynet.com> wrote:

>Does anyone have a source for modifications to the 1050 that could
>enable it to be 1. double density and 2. DS DD.

Double density is no problem, as commerical kits like the ICD US
Doubler exist for providing this. (Although where to get one currently
at a reasonable price is information I do not have at hand). Double
side + double density is another matter. Even if possible, getting an
XF551 instead would likely be less expensive, and almost certainly
easier.

==========
lmcclure1@mindspring.com

3598. 8 bit FTP

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <01bd62ab$ab8fce60$65e9dbcd@dev-sys>
Source record: 63959

Are there any FTP clients for the 8-bit machines? Sure would like to be
able to FTP with my 800xl
--
Cabell Clarke
cabellNOSPAM@richmond.infi.net
http://www.geocities.com/nashville/8989/

3599. ghostbusters for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <352b23a0.0@calwebnnrp>
Source record: 63960

Can anyone point me to someplace I can get Activision's GHOSTBUSTERS
for the Atari 8-bit? I used to have this disk many moons ago, had a
binary copy about a year ago which since quit working, have tried d/l
it off the net (but it won't work)...any help would be appreciated.

jblenkle@calweb.com

3600. Re: Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980408044143.4630B-100000@home.ptd.net>
Source record: 63961

Say,

Pardon me for changing the subject here, but are you
the Cabell Clarke that use to run a real popular BBS in
Richmond. I use to call 3 or 4 BBS's down there....seem like
G.R.A.S.P. was the support group if I remember correctly?
And, if I'm not mistaken, Keith Ledbetter used your Board
for beta testing his BBS Express software? Correct me if I'm
off base here, but it brings back a lot of memories of my
first xm301 modem and huge phone bills.......

best regards
Paul Clark Jr.

3601. Re: 1010 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <352B71E2.ED4544B5@erols.comX>
Source record: 63962

I tried a different cable and sometimes that appeared to wrok, but all the cables work fine on my 1050's. I tried opening up the box and seeing if I could adjust anything with no luck. I guess it must be the tapes? Anyone know if transferring to a new tape might help?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Alan Christie wrote:

> On Mon, 6 Apr 1998, Stephen Knox wrote:
>
> > Anyhow,
> > I came across some more tapes and none of them would work. Most of the
> > tapes would load for a little bit and error out. Example - Temple of
> > Apshai (basic version) would load for about 11 bursts and then get a 140
> > or 143 error.
> >
> > So,
> > I went back to my simple basic program and expanded it so it would be
> > more than 1 burst and when I try to CLOAD it I get the 140 adn 143
> > error.
> >
> > I ran a head cleaner/demagnitizer to no avail.
> >
> > Any ideas?
>
> Error 140 and/or Error 143 are pretty serious errors.. usually indicating
> the device has died. It may be a cable problem. you said you ran the
> head cleaner/demagnetizer already. But it is a little odd that you can
> save and load small programs. Maybe your tapes are so old that they
> simply become too stretched out. (most cassette tapes have a relatively
> short life span..)
>
> Alan
> University of Toronto
> Computer Science, Management and Economics

3602. Re: xformer-98 sound is lousy

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <352B72AB.34BCD9C4@erols.comX>
Source record: 63963

Seems typical of all of Dareks releases. All hype and very little
delivery. He seems to like charging for upgrades of bug fixes vs
delivering a solid product out of the box. I've given up on any
Xformer/Gemulator related products. Like others have said the shareware
stuff is WORLDS better than anything Darek has done.

Just my $0.02
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Paul Irvine wrote:

> The other Day Keatahh <Keatahh@worldnet.att.net> wrote:
>
> >The noise and tone emulation is still pretty bad. there are two other
> >emu's which run star raiders (c'mon, its a classic!) far far more
> >accurately. And they are free :-)
>
> Although I could not write an emulator for the Atari I do understand
> some aspects of sales and business.
>
> I don't see how someone could release an emulator thats not as good as
> very well known *FREE* alternatives. Sure, it works but even Xl-it
> which has been all but cancelled since last year is almost on par with
> XF98...?????
>
> The Atari800 dos & windows versions are far better as far as I can see
> in almost every department. So a massive well done to David, Rich and
> all the A800 developers for providing very high quality emu's that are
> FREE...
>
> Also a well done to Chris Lam who's emu is half the price and seems
> very nice tho I have not played more than the demo version.
> --
> .... Paul
>
> www.dellos.demon.co.uk
>
> "Take me back to when life was less complicated!"

3603. Re: Atari: The Pilgrimage (demented and sad

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6gfsug$89j$1@news.campus.mci.net>
Source record: 63964

On 7 Apr 1998 00:37:21 , "Larry Kroger" wrote:

<snip>

]-What the hell. I walked up to the building like a total freak and touched
]-the door handle, feeling like an idiot but oddly satisfied at the same time.
]-Beat the shit out of hanging out in the hotel room ordering room service,
]-anyway.

Larry, I wouldn't feel bad about this... I know just where you're coming from. For years, I wanted to go to a ToadFest, and what with my work schedule (I pull 12 hour shifts, on midnights), and my 7 year old, I never could seem to get there. Finally, one year, I had it all setup to go by Greyhound bus (8-9 hours 1 way, 5 bus changes). Guess what happened? That was the year they moved it from the beginning of Dec. to October. Coincidentally, it was also their last...I couldn't change my schedule to accomodate the new time so there ya go... ;(

Still, even though they've now (pretty well) dropped Atari support, I would still like to drop by some time and say hello to Dave and Jennifer. I know it wouldn't be the same though,
but they were such a big part of my (Atari) life at one time... C-ya later! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3604. Re: 1050 drive mods

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6gftre$9i9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 63965

In article <35230EEB.5FED@pacbell.net>, Bob Woolley <rwoolley@pacbell.net> says:
>
>Anthony Rudzki wrote:
>>
>> Does anyone have a source for modifications to the 1050 that could
>> enable it to be 1. double density and 2. DS DD.
>>
>> I realize 2. would require a drive change, but internally, what would it
>> need?
>>
>> thanks.
>>
>> tony
>----
>actually, I was fooling around last year and did manage to mechanically
>mount a TEAC 360K drive in a 1050 case. It just needs a little trimming.
>Sticks out just a tad, but looks OK, really.
>
>if you use a new, new 360K TEAC, the current drain won't be too bad.
>other change needed would be to replace the 2793 controller with a 2797
>chip, which supports a DS drive.
>
>oh, and a lot of programming......
>
>I'll do the hardware if you do the software!!
>
>
>Bob

Sounds cool. But the date on this message make me believe it's an April
Fools joke. BOOOOOOOOOOOH!!!!

Just a few days ago, I looked at the box of my XEGS again (still have to
fix it, has a reddish/brownish screen if I remember correctly) and saw
that picture again that is also on the 130XE box. This nice looking grey
colored disk drive (which according to somebody here, I believe it was
Curt Vendel, was a 1050 in a new case. SIGH. Wouldn't that be nice to
have....even just the case....that do the Double Sided thingy mentioned
above.......

CU Mathy Van Nisselroy

PS Please tell me if it was a joke or not.

3605. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <352b750c.68434675@news.ioa.com>
Source record: 63966

On Wed, 08 Apr 1998 01:16:04 GMT, jmelbo@pressenter.com (Jon D. Melbo) wrote:

>Very true and well said. Public domain means no one owns any rights
>to it.
>
>*** Please make sure responses are also sent via email.

When I look back at what I previously wrote, I think I was confusing myself. Analog Magazine meant for the type-in games to be freely available to all magazine subscribers and to those who bought the individual issues. Mag-on-disk subscribers paid an additional fee to get a disk of all the programs in the magazine. Each program carried it's own copyright notice; this means that they are NOT in the public domain. So what I said before is incorrect. My apologies :-(

I guess it's like those children's book & records. The record is a "freebie," but you still can't copy it for everyone else.

3606. Re: 1010 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <352B7B8C.50F159BF@sprynet.com>
Source record: 63967

Stephen Knox wrote:
>
> I got a 1010 recorder awhile back but had no tapes so i created a simple
> basic program saved it and reloaded it without a problem (It was 1 burst
> long).
>
> Anyhow,
> I came across some more tapes and none of them would work. Most of the
> tapes would load for a little bit and error out. Example - Temple of
> Apshai (basic version) would load for about 11 bursts and then get a 140
> or 143 error.
>
> So,
> I went back to my simple basic program and expanded it so it would be
> more than 1 burst and when I try to CLOAD it I get the 140 adn 143
> error.
>
> I ran a head cleaner/demagnitizer to no avail.

Well, here's a thought...

I had a 1010 recorder not too long ago which was used very little. It
would not work either. Basically the problem was that the mechanism
inside has a rubber tire on an idler wheel and on mine the tire had a
flat spot on it. So, you may want to check and see if the rubber parts
in the drive are okay.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3607. Re: APEX - (Atari Program

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998040815334201.LAA03158@ladder01.news.aol.com>
Source record: 63968

You can still buy them in original packaging from B&C Computervisions. Their web site, www.myatari.com, has a good listing of almost everything they sell. If you don't see what you're looking for, just ask them.

Bob

Bostone1@aol.com

3608. To all!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: alex6502@friko.onet.pl
Message-ID: <6ggd4a$g60$1@nnrp1.dejanews.com>
Source record: 63969

I am looking for any news server where our discussion group is availbale.
I was using my NNTP server, but something have broken and I am not able to
send any message... I have already seen DEAJNEWS and SUPERNEWS, but the best
way for me would be NNTP server. Please, help me. (on priv please)

Alex Martin

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3609. Internet by 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: alex6502@friko.onet.pl
Message-ID: <6gge1nhkg1@nnrp1.dejanews.com>
Source record: 63970

Since last year I decided to write some Internet stuff for 8-bit Atari and Atari Portfolio (which is actually a PC XT computer...). First of all I am going to write an e-mail client! Next would be probably FTP client, Web Browser (text mode) and IRC. Or maybe IRC first?
Anyway, I have read that on C-64 someone have written a FTP client with TCP/IP stack (I thought that PPP is needed too). If this information is correct, there is a possibility to convert these programs into Atari! That is easy, because CPU is more-less the same (100% software compatibile). Modem driver is also simple. But how to get this software and who might to explain me how does PPP and TCP/IP works together (and with Netcsape). What commands are for opening POP3 port to receive mail??? I have alreadry downloaded POP3, SMTP and TCP/IP references. First two are very easy! (they're using TELNET), but that third one...

Alex Martin
(alex6502@friko.onet.pl)

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3610. Buying games.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: alex6502@friko.onet.pl
Message-ID: <6ggeadhtu1@nnrp1.dejanews.com>
Source record: 63971

I was wondering about one question. If anyone would buy an orginal game for about $3 (without shipping and handling)??? I am just curious what is a number about.

Alex Martin

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3611. Happy Easter!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: alex6502@friko.onet.pl
Message-ID: <6ggec1huf1@nnrp1.dejanews.com>
Source record: 63972

I wish You all a happy easter and all You want.
Greetings,

Alex

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3612. Re: Buying games.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6320$d13ed0a0$24374382@vidar>
Source record: 63973

Depends on what it is of course. Here in Norway $3 is not too bad for a game, especially if it's boxed and complete. I wouldn't pay $3 for Combat for the VCS 2600, but I would pay $50 for Starfleet I for the Atari 8-bit.
Take Atarian care

alex6502@friko.onet.pl wrote in article
<6ggeadhtu1@nnrp1.dejanews.com>...
> I was wondering about one question. If anyone would buy an orginal game for
> about $3 (without shipping and handling)??? I am just curious what is a number
> about.
>
> Alex Martin
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
>

3613. XEGS power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: reptil3@aol.com
Message-ID: <1998040823125201.TAA10415@ladder01.news.aol.com>
Source record: 63974

```
Does anyone have a power supply for the XEGS for sale?
Do you know where to get one?
is there any others that will work for it?
Thanks for any help
```

3614. Re: ghostbusters for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0804982009410001@refdesk.library.carleton.edu>
Source record: 63975

In article <352b23a0.0@calwebnnrp>, jblenkle@calweb.com (Joe Blenkle) wrote:

>Can anyone point me to someplace I can get Activision's GHOSTBUSTERS
>for the Atari 8-bit? I used to have this disk many moons ago, had a
>binary copy about a year ago which since quit working, have tried d/l
>it off the net (but it won't work)...any help would be appreciated.

From B&C ComputerVision's online catalog at www.myatari.com :

ATD043 GHOSTBUSTERS 9.95

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3615. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6gh8je$n2l$1@newsd-121.bryant.webtv.net>
Source record: 63976

If those people who are making new carts from old code are looking for candidates, they should try Fill 'er Up!

Or Livewire. Or Chicken perhaps.

vs

3616. Re: xformer-98 sound is lousy

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-08 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <6ghcmh$3ua@bgtnsc03.worldnet.att.net>
Source record: 63977

I was ready to buy xformer-98 when I heard about the sound. But when I
really REALLY heard it I just couldn't part with 30 bucks. I got a nice
front end set up for a800 dos/w95 and xl-it. Seems thats the best route
to go. And they're free to boot.

Keith

Stephen Knox wrote:
>
> Seems typical of all of Dareks releases. All hype and very little
> delivery. He seems to like charging for upgrades of bug fixes vs
> delivering a solid product out of the box. I've given up on any
> Xformer/Gemulator related products. Like others have said the shareware
> stuff is WORLDS better than anything Darek has done.
>
> Just my $0.02
> --
> Thanks,
> Steve
>
> Remove the X at end of email address for replies
>
> http://pw2.netcom.com/~scknox/index.html
>
> Paul Irvine wrote:
>
> > The other Day Keatahh <Keatahh@worldnet.att.net> wrote:
> > >
> > > >The noise and tone emulation is still pretty bad. there are two other
> > > >emu's which run star raiders (c'mon, its a classic!) far far more
> > > >accurately. And they are free :-)
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> > > Although I could not write an emulator for the Atari I do understand
> > > some aspects of sales and business.
> > >
> > > I don't see how someone could release an emulator thats not as good as
> > > very well known *FREE* alternatives. Sure, it works but even Xl-it
> > > which has been all but cancelled since last year is almost on par with
> > > XF98...?????
> > >
> > > The Atari800 dos & windows versions are far better as far as I can see
> > > in almost every department. So a massive well done to David, Rich and
> > > all the A800 developers for providing very high quality emu's that are
> > > FREE...
> > >

> > Also a well done to Chris Lam who's emu is half the price and seems
> > very nice tho I have not played more than the demo version.
> > --
> > .... Paul
> >
> > www.dellos.demon.co.uk
> >
> > "Take me back to when life was less complicated!"

--
Remove the extra "h" if you wish to reply.

3617. Re: IRC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980409080035.25308A-100000@home.ptd.net>
Source record: 63884

On 5 Apr 1998, Bill R. Core wrote:

>
> How does a person with a 130XE, a BB or MIO, and Ice-T 2.72
> access IRC via Telnet? I would like to participate on #Atari8,
> but don't know how to get there in the first place.
>
Hi Bill;
I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

Paul Clark

3618. Re: xformer-98 sound is lousy

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <352CC597.879114CE@erols.comX>
Source record: 63885

I use my SIO2PC cable for moving data back and forth without a problem. The XFormer cable is ONLY 1 way and very unreliable (very picky when starting up). If you have a drive that supports DD then you can use MyUtil to move files directly from your IBM to an Atari formatted floppy.

SIO2PC works great though.

I also thought that one of the front ends supports SIO2PC, APE maybe?
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Robert S Ely wrote:

> Keatahh wrote:
> >
> > I was ready to buy xformer-98 when I heard about the sound. But when I
> > really REALLY heard it I just couldn't part with 30 bucks. I got a nice
> > front end set up for a800 dos/w95 and xl-it. Seems thats the best route
> > to go. And they're free to boot.
> >
> > Keith
> >
> > Stephen Knox wrote:
> > >
> > > Seems typical of all of Dareks releases. All hype and very little
> > > delivery. He seems to like charging for upgrades of bug fixes vs
> > > delivering a solid product out of the box. I've given up on any
> > > Xformer/Gemulator related products. Like others have said the shareware
> > > stuff is WORLDS better than anything Darek has done.
> > >
> > > Just my $0.02
> > > --
> > > Thanks,
> > > Steve
> > >
> > > Remove the X at end of email address for replies
> > >
> > > http://pw2.netcom.com/~scknox/index.html
> > >
> > > Paul Irvine wrote:
> > >

> > > > The other Day Keatahh <Keatahh@worldnet.att.net> wrote:
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> > > > >The noise and tone emulation is still pretty bad. there are two other
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> > > > >accurately. And they are free :-)
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> > > > I don't see how someone could release an emulator thats not as good as
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> > > > which has been all but cancelled since last year is almost on par with
> > > > XF98...?????
> > > >
> > > > The Atari800 dos & windows versions are far better as far as I can see
> > > > in almost every department. So a massive well done to David, Rich and
> > > > all the A800 developers for providing very high quality emu's that are
> > > > FREE...
> > > >
> > > > Also a well done to Chris Lam who's emu is half the price and seems
> > > > very nice tho I have not played more than the demo version.
> > > > --
> > > > .... Paul
> > > >
> > > > www.dellos.demon.co.uk
> > > >
> > > > "Take me back to when life was less complicated!"
> > >
> > --
> > Remove the extra "h" if you wish to reply.
>
> ALL,
> My question is, do the others (XL-It, Rainbow, A800, etc.) have
> anything like the XF Cable to connect a real Atari floppy drive to the
> PC? I need this feature.
> if any of the othes do support this or better yet a full bi-directional
> configuration of this, PLEASE let me know!!!
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3619. Re: XEGS power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998040913114200.JAA12946@ladder03.news.aol.com>
Source record: 63886

> Does anyone have a power supply for the XEGS for sale?
> Do you know where to get one?
> is there any others that will work for it?
> Thanks for any help

I would recommend NOT getting the original XEGS power supply, it is only rated at 1 amp. Use the one for the 800XL/130XE machines. They are rated at 1.5 amps, and the later ones are ventilated instead of a solid epoxy-filled brick.

Spammers and other obnoxious morons cheerfully ignored.

3620. A premium site

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: NOSPAMronwizbot@juno.com
Message-ID: <352cccba.86808983@news.ou.edu>
Source record: 63887

Hello,

I discovered a premium Atari site in New Zeland that has the
emulators and over 100 *.atr's. I also found that their *.atr storage
method is unique because they only store a single program and an
autoloader (with a "k" when it boots???) thus minimizing the size to
less than the usual 90k I would expect a normal *.atr to have.
It is at:

http://shell.ihug.co.nz/~aaronat/atari2.html

----

in an unrelated issue, the SPAM mail that is generated from posting to
this newsgroup and this server is from auto-mailers that extract
e-mail address from postings. That is why I put the NOSPAM in front of
my e-mail address to trick the automailers into posting to a bogus
address. The infinte "over 58 million address" SPAM mail that I do
get, I usually get 2 or 3 times, indicating that my original address
must be duplicated 2 or 3 times, so their number of valid addresses is
wrong. Most auto-mailers don't know they are sending duplicate
mailings....
The oddest SPAM mail I received was from "Scared Sky" which claimed a
part of North Carolina would be spared at the end of the world, which
was coming, soon. For a small charge, you could be spared!

Ron

3621. power supply info needed.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: suprdave@aol.com
Message-ID: <1998040914032101.KAA18036@ladder03.news.aol.com>
Source record: 63888

I have a 65XE with no power supply. I need to know if a power supply from an 800XL would work on this 65XE.

D.B. Young. Team OS/2!
-->this message printed on recycled disk space<--
/members.aol.com/suprdave/index.htm Best view with ANY browser!

all opinions expressed are patent pending
permanent member of the "panel of experts"

3622. Re: power supply info needed.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd63c0$c460f0c0$f5374382@vidar>
Source record: 63889

Hope this helps you guys wanting power supply info for the Atari's.

Here's the piece from a FAQ :

Subject: 13.3) What are the power-supply requirements for my Atari
components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the
European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer : 1030
9 V AC ???? VA (??? A) Atari#CO61516 transformer : 1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer :
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer :
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer :
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer :
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer :
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer : 1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer : 830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter : 65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter : 600XL,800XL,65XE,130XE,XE
Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter : 600XL,800XL,65XE,130XE,XE
Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter : XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter : "410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter : MPP1000C (the modem from MPP, interfaces
via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353 adapter : XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter : XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter : Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter : Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter :
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34 : 1050
9V AC 0,5 A, CO#61516 : 1010
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

SUPRDAVE <suprdave@aol.com> wrote in article
<1998040914032101.KAA18036@ladder03.news.aol.com>...
> I have a 65XE with no power supply. I need to know if a power supply from
an
> 800XL would work on this 65XE.
>
>
> D.B. Young. Team OS/2!
> -->this message printed on recycled disk space<--
> /members.aol.com/suprdave/index.htm Best view with ANY browser!

>
> all opinions expressed are patent pending
> permanent member of the "panel of experts"
>
>

3623. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: tatata@noway.com
Message-ID: <352ce3de.13074724@207.97.159.250>
Source record: 63890

On Wed, 08 Apr 1998 13:17:50 GMT, stevenposey@usa.net (Steven Posey)
wrote:

>On Wed, 08 Apr 1998 01:16:04 GMT, jmelbo@pressenter.com (Jon D. Melbo)
>wrote:
>
>>Very true and well said. Public domain means no one owns any rights
>>to it.
>>
>>*** Please make sure responses are also sent via email.
>
>When I look back at what I previously wrote, I think I was confusing
>myself. Analog Magazine meant for the type-in games to be freely
>available to all magazine subscribers and to those who bought the
>individual issues. Mag-on-disk subscribers paid an additional fee to
>get a disk of all the programs in the magazine. Each program carried
>it's own copyright notice; this means that they are NOT in the public
>domain. So what I said before is incorrect. My apologies :-(
>

Hmmm.... then they should not have printed "This is this issue's
PUBLIC DOMAIN type-in game."

3624. Hardware interfacing an Atari 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <352d129c.0@news3.ibm.net>
Source record: 63891

I needed a small and reasonably-priced printer for a home data-logging project. The nice RS232 printers start at $130, so I'm trying to use an Atari 1020 Color Printer ($15-20) and trade my coding skills, sweat, and soldering gun for the other $100 (may be a losing battle (;-)).

Can anyone point me at sources which might help me drive a 1020 from an embedded microprocessor?

Here's what I have so far...

1) Atari 1020 Color Printer Field Service Manual. Circuit diagram, disassembly, and maintenance information, but lacks ROM listings for the printer's two 6805 uPs. Also no description of the command protocols used by the printer for basic data transfer, nor any hint at the supported Esc sequences.

2) 1020 User manual. Offers some information on printer Esc sequences.

3) The online Atari Technical Reference Manual (400, 800, etc.) kindly provided at http://aegis.mcs.kent.edu/~clisowsk/8bit/atrtblc.html. Chapter 13 describes the SIO interface, and gives some informaiton about the communication sequences.

My reading of these says that I need to do the following to communicate with the 1020 ("Out" in the documentation apparently refers to "Out from processor, and "In" refers to "In to processor"):

1) Pull the /CMD line low.
2) Clock the following bytes onto pin 5 (Data Out) at 19200 Baud:
DDEVIC/DCOMMND/DAUX1/DAUX2/CHECKSUM
0x40 / 0x57 / 0x00/ 0x00/ 0x97
3) Bring the /CMD line high.
4) The printer should send back either 0x41 ("ACK") or 0x4E ("NAK").

Assuming I ever get an ACK (;-), I then send a "data frame", which appears to be just the output data/Esc strings, followed by a checksum. The printer will respond with 0x43 ("End - OK") or 0x45 ("End - Error").

All this leaves some points unclear:

a) I'm assuming that WRITE (0x57) is the appropriate command byte to send. Can anyone confirm this? Is there a list of the command bytes that the 1020 responds to?

b) I'm assuming that the printer ignores DAUX1 and DAUX2. Can anyone confirm this?

c) The data "packet" does not have a length attribute. What terminates it, from the printer's point of view? How does the printer _know_ whether a byte represents the trailing checksum or just another character to br printed? Is CR/LF (or just CR, or just LF) used to signal the almost-end of a data packet? If not, then what?

d) Atari SIO data is 10 bits: start bit, 8 data bits LSB first, stop bit. RS232 serial I/O is transmitted the same way, albeit at +/-12V levels. Could I just put a level-shifter (+12V/-12V <-> 5V/0V) between a 19200 Baud RS232 signal and talk directly to the printer?

e) Is a complete list of the 1020 Esc sequences available?

Clues, hints, and suggestions will be appreciated...

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123

3625. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <352d14c3.80447132@news.ioa.com>
Source record: 63892

On Thu, 09 Apr 1998 15:06:48 GMT, tatata@noway.com (whistler's
brother) wrote:

>Hmmm.... then they should not have printed "This is this issue's
>PUBLIC DOMAIN type-in game."
>
Yeah, that's what I had thought, too. That's why it would be nice to
hear from any of the people who ever worked at Analog.

3626. Re: Old Atari stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <352D1FE9.B599F8DF@buffnet.net>
Source record: 63893

how much r u selling this stuff for or aren't u selling it?

Mike wrote:
>
> Hi all,
>
> I'm cleaning out the attic in preparation for a move.
> I've got a lot of old 8-bit stuff that I haven't used in years.
> Some of this stuff I know I've got in boxes that I haven't
> even been able to reach yet, but it'll be coming to light
> soon!
>
> 2 130XEs 1 w/130k, 1 w/320k
> 1 ICD MIO w/256k ram
> 1 10Meg HD for the above item
> 1 ICD RTime8 clock cartridge
> 1 400 slightly defunct from a bad 64k upgrade, but
> may be repairable
> 1 1010 tape drive
> ? flakey joysticks
> 1 Atari Keypad device
> 1 1050 Drive w/doubler
> 1 T-816 board (put a 16-bit processor in your Atari, actually
> belongs to a friend but he hasn't asked for it in 5 years.)
> 1 Basic Rev.C cartridge
> 1 Basic XE cartridge w/manual
> 2 Atariwriter Carts. (one may not work)
> 1 Action! Cart. (Pascal like prog. Lang.) w/manual
> 1 Assembler/Editor Cart. w/manual
> Many Atari books from Compute books and Atari
> 1 "Programming the 65816" Book
> I may have the Atari Touch Tablet, but only found the
> empty box (and manual) so far.
> I had boxes of old Antic, Analog, and Compute mags. but
> haven't tripped over them so far.
>
> Many other odd things may come to light so if you'd like to
> hear about them as this archeological dig continues, send
> an e-mail to stolikmc@enter.net.
>
> Thanks for your time,
> Mike Stoliker
> I'm not looking to buy anything, so don't bother to put me
> on any spam lists. I guarantee you won't get any responses

> to offers to join your ponzi schemes.

3627. sio2pc problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: william honecker <bjajh@buffnet.net>
Message-ID: <352D2137.B88451D7@buffnet.net>
Source record: 63894

well, i've checked and double checked my connection on the sio2pc cable
and everything is fine. i can load a cassette image into the atari with
no problems. i just can't get the atari to read the harddrive on my pc.
this thing must be in proper working order since it transferrs the
cassette image perfectly so i must be doing something wrong to get the
atari to read the hd. could someone please tell me the steps i must take
to get the atari to read the harddrive?? thanx andy

3628. How old is the TAC-2?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: David Hansson <david.hansson@iname.com>
Message-ID: <892153963.132100@nn1>
Source record: 63895

Hello,

Does anyone here know which yeare the Suncom TAC-2 joystick was released?

Just wondering... Please answer by email as well!

David Hansson

3629. Re: A premium site

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: Ken Siders <ksiders@columbus.spam.rr.com>
Message-ID: <6gjejb$gg7$1@m5.columbus.rr.com>
Source record: 63896

NOSPAMronwizbot@juno.com wrote in message <352cccba.86808983@news.ou.edu>...
>Hello,
>
> I discovered a premium Atari site in New Zeland that has the
>emulators and over 100 *.atr's. I also found that their *.atr storage
>method is unique because they only store a single program and an
>autoloader (with a "k" when it boots???) thus minimizing the size to
>less than the usual 90k I would expect a normal *.atr to have.
>It is at:
>
>http://shell.ihug.co.nz/~aaronat/atari2.html
>
You can find a program I wrote to make these files or to return them to
normal
executable files on my page at
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm.
They are called MAKEATR and UNMAKATR repectively. They are both Msdos
executables.

--Ken

3630. Re: Hardware interfacing an Atari 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: Ken Siders <ksiders@columbus.spam.rr.com>
Message-ID: <6gjejd$gg7$2@m5.columbus.rr.com>
Source record: 63897

```
Frank McKenney wrote in message <352d129c.0@news3.ibm.net>...
>
>I needed a small and reasonably-priced printer for a home data-logging
>project. The nice RS232 printers start at $130, so I'm trying to use an
>Atari 1020 Color Printer ($15-20) and trade my coding skills, sweat, and
>soldering gun for the other $100 (may be a losing battle (;-)).
....
> a) I'm assuming that WRITE (0x57) is the appropriate command byte to
> send. Can anyone confirm this? Is there a list of the command bytes
> that the 1020 responds to?

For disk drives WRITE(0x57) does a write with verify and PUT(0x50) does a
write
without verify. I would assume a printer would take either.

> b) I'm assuming that the printer ignores DAUX1 and DAUX2. Can anyone
> confirm this?

I think they both should take to 0. I thought somewhere I read different
DAUX1 values
could possible select different "packet" sizes.

> c) The data "packet" does not have a length attribute. What terminates
> it, from the printer's point of view? How does the printer _know_
> whether a byte represents the trailing checksum or just another
> character to br printed? Is CR/LF (or just CR, or just LF) used to
> signal the almost-end of a data packet? If not, then what?

Printer "packets" normally always have 40 bytes of data I believe. Don't
forget to get a CR/LF on the printer you will have to send an 0x9B which
is the character atari 8 bits used for end of line.

> d) Atari SIO data is 10 bits: start bit, 8 data bits LSB first, stop bit.
> RS232 serial I/O is transmitted the same way, albeit at +/-12V
> levels. Could I just put a level-shifter (+12V/-12V <-> 5V/0V)
> between a 19200 Baud RS232 signal and talk directly to the printer?

Should work. SIO2PC cables essentially do this.

> e) Is a complete list of the 1020 Esc sequences available?
>

--Ken Siders
```

3631. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: wazzdorf@aol.com
Message-ID: <1998040922041800.SAA23335@ladder03.news.aol.com>
Source record: 63898

In a message dated Fri, Mar 27, 1998 9:54 am
Message-id: <6ffku0$hi3$1@gte2.gte.net>

John Schnittker wrote.
>Obviously, the 400 only has one cartridge, and could occupy 8000-BFFF (16k)
> or A000-BFFF (8k).
The area A000-BFFF is taken first (Left Cart) and the extra 8k takes up the
8000-9FFF (Right Cart in Atari 800)
BTW the hardware is shadowed in RAM at $26F - $2DF (old OS)
but they aren't spaced equally like in the hardware registers.
The new XL/XE has checksums that will coldstart if the Basic Cartridge is
pulled or these locations don't match when RESET is pressed.

Get hold of Mapping the Atari revised edition. :)

Best regards,
WazzdOrf.

3632. sio2pc problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <892165164@stackbbs.xs4all.nl>
Source record: 63899

-=> Quoting Bjajh@buffnet.net to All <=-

Bj> well, i've checked and double checked my connection on the sio2pc
Bj> cable and everything is fine. i can load a cassette image into the
Bj> atari with no problems. i just can't get the atari to read the
Bj> harddrive on my pc. this thing must be in proper working order since it
Bj> transferrs the cassette image perfectly so i must be doing something
Bj> wrong to get the atari to read the hd. could someone please tell me the
Bj> steps i must take to get the atari to read the harddrive?? thanx andy

You can load an cassette image into your Atari.
What do you mean by that, what setup are you using at that moment?
A 1010 cassette drive, SIO cable and an Atari or what?

Your talking about a Sio2pc cable.
You mean a SIO cable attached at one end to your Atari and on the
other end to the Sio2pc device. And a RS232 cable attached at one end
to the Sio2pc device and on the other end to Comm port 1 on your pc?
Have you set the comm port in Sio2pc right?

Bo.

___ Blue Wave/386 v2.30

3633. Catweasel-MPG_AHI-Buddha-IdeFix WWW-site is back

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: die-spammer-die@127.0.0.1
Message-ID: <352BECAA.9FA7B1CB@127.0.0.1>
Source record: 63978
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.zenith,comp.sys.cbm,comp.sys.amiga.hardware,japan.comp.emulators.misc,comp.emulators.misc

For all CATWEASEL fans, the catweasl WWW-page address has changed.
It is now .... http://members.tripod.com/~apd2/catweasl.htm

please update your links ...

Catweasel? What is a catweasel???? Read on.

the Catweasel is a 8-bit card for PC (ISA) (and one for Amiga) which
allows to read all kinds of floppy formats with standard 3 1/2
and/or 5 1/4 floppy drives ...

Read Amiga - Atari - C64 -- Apple Mac (even 800k!) - Apple 2 -
and some more.. floppy formats n your PC!

have a look at the web-page:
http://members.tripod.com/~apd2/catweasl.htm

If you have a floppy drive and disks of a format we haven't
covered yet ... we may need you to send it so we can teach
the catweasel new tricks.

3634. Re: Buying games.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <352c1384.32082818@news.swbell.net>
Source record: 63979

you got one? Please, tell me its ultima II complete!!

On Wed, 08 Apr 1998 13:06:06 -0600, alex6502@friko.onet.pl wrote:

>I was wondering about one question. If anyone would buy an orginal game for
>about $3 (without shipping and handling)??? I am just curious what is a number
>about.
>
>Alex Martin
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

Please remove the .nospam for email.

3635. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: GMenke <NOSPAM@erols.com>
Message-ID: <01bd6250$8ede4900$64646464@gregm>
Source record: 63980

Very well put. Their tech support was pretty nice, I remember ordering a set of document packages for a variety of topics, smooth scrolling, color artifacting, etc... For free, and they arrived a week later in a manila mailer direct from Atari. The woman on the tech support line was very nice- I can just imagine her thinking "...he should be going out on dates instead..." as she put down my address.

Then there's the thrill of getting one of your programs published in an ACE somewhere; thats what lasts. I still have those ACE issues in a binder somewhere.....

Thanks,

Gregm

--
To reply, replace nospam with menkesjg. Thanks.

Larry Kroger <pinto@faber.edu> wrote in article
<6gcl6v$2ql@argentina.earthlink.net>...
> So, like many r.g.v.c-ers, I've been an Atari fan right from the
beginning.
> My older sister and her husband got one right when they first hit the
> market, and I used to love going over to their house 'cuz I could sleep
on
> the couch in the living room...and sneak playing the 2600 with the volume
> down all night. Hey, what more could an 11-year-old ask for? I was such
an
> Atari freak that *to this day* I still remember their old toll-free 800
> number (800-538-8543 - don't bother dialing it, it's NOT Atari's anymore.
> Obviously!). I remember calling once and managing to get the guy to send
me
> a copy of every single one of the instruction books for the 2600. Sigh.
>
> Anyway, I always figured that if I ever got the chance to go to
Sunnyvale,
> I'd check out Atari at the ever-popular 1195 Borregas Avenue location
> included in the back of all their docs. Well, better late than never...
>
> I made the trek today. A lot of confusing dead ends (two major freeways
> intersect Borregas Ave), and I cruised by a lot of current Silicon Valley
> heavyweights and hyped-heavyweights (Netscape, Pointcast, Marimba,
MPlayer,
> etc)...but after wandering past the huge Lockheed Martin complex (cool
dish
> antennas!) I finally I found the right part of Borregas Ave., and the

> remnants of what USED to be Atari.
>
> Typical Silicon Valley industrial park design - low slung grey and glass.
A
> company called 'Pragmatech' is there now; apparently they manufactur
parts
> for network cards and the like. I did a slow cruise through the parking
lot
> once or twice (what was I expecting - an Atari sign in the trash in the
> back? what?), parked the rental-cruiser out front (oblivious to the
glances
> of some of the ID-tag-branded Pragmatech employees getting off shift),
and
> stepped out. This mythical location in a far-off place called Sunnyvale
> really fired my imagination as a pre-teenager. Now here I was, 20-years
> later...
>
> ...and then the obvious thought occurred: what the hell was the point of
> THIS? Atari as I knew it is long gone...pooft...no more. Shuffled off
this
> mortal coil. An ex-parrot. Bought by a disk drive company, for crying out
> loud! All that's left now are the remnants of their warehouses,
scattered
> to all points and available to the hardcore from holdouts like Best
> Electronics, Toad Computer, and Video 61. And, of course, we'll always
have
> the games - both the physical carts, and the *real* soul - the ROM images
-
> floating around the 'net. I can always fire up PCAE! Hey, maybe Hasbro
will
> do something interesting...we could hope.
>
> What the hell. I walked up to the building like a total freak and touched
> the door handle, feeling like an idiot but oddly satisfied at the same
time.
> Beat the shit out of hanging out in the hotel room ordering room service,
> anyway.
>
>
>
>
>
>
>
>
>
>

3636. FS/FT: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6ghfo8fgd1@geraldo.cc.utexas.edu>
Source record: 63981
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

I'm looking to trade these for Atari 2600 stuff that I don't have. Please send me your trade list, or see my want list on my web page. Feel free to make a cash offer if you like, but I prefer trades. We can haggle, but if you ask me "how much ya want?" I will probably not reply to you. :)

Asteroids w/box & dox
Star Raiders w/box
Computer Chess w/box & dox
Super Breakout w/box & dox
Space Invaders
Pac-Man
Star Raiders
Centipede
Coconotes
Caverns of Mars
Defender
Kids on Keys
Typo
Mountain King
Crossfire
BASIC
Missile Command

I also have disk software:

Zaxxon w/box
Hellfire Warrior complete
Crush, Crumble, and Chomp! complete
Flight Simulator II complete
Broadsides complete
Target Practice disk only

--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/

3637. Re: 1010 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JtZKipr.rldetlefsen@delphi.com>
Source record: 63982

Stephen Knox <gooch@erols.comX> writes:

>I came across some more tapes and none of them would work. Most of the
>tapes would load for a little bit and error out. Example - Temple of
>Apshai (basic version) would load for about 11 bursts and then get a 140
>or 143 error.

Usually, the cassette players would die before the tape would. Try a good tape cleaner. The capstan could be deformed, the belt could be slipping. A trick used some time ago was to do a LP.<RET> to affect some registers, then the LOAD C: ... There was also a board that could be built to connect a high qualtity machine instead. Sometimes it can take several tries to get a program to load. If its a commercial tape, try flipping it to the other side to see if another copy is there. Oh, and LIST C: would usually be more reliable than SAVE C:.
Rick D.

3638. Re: xformer-98 sound is lousy

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-09 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <352CB120.CDF6623F@ix.netcom.com>
Source record: 63983

Keatahh wrote:
>
> I was ready to buy xformer-98 when I heard about the sound. But when I
> really REALLY heard it I just couldn't part with 30 bucks. I got a nice
> front end set up for a800 dos/w95 and xl-it. Seems thats the best route
> to go. And they're free to boot.
>
> Keith
>
> Stephen Knox wrote:
> >
> > Seems typical of all of Dareks releases. All hype and very little
> > delivery. He seems to like charging for upgrades of bug fixes vs
> > delivering a solid product out of the box. I've given up on any
> > Xformer/Gemulator related products. Like others have said the shareware
> > stuff is WORLDS better than anything Darek has done.
> >
> > Just my $0.02
> > --
> > Thanks,
> > Steve
> >
> > Remove the X at end of email address for replies
> >
> > http://pw2.netcom.com/~scknox/index.html
> >
> > Paul Irvine wrote:
> >
> > > The other Day Keatahh <Keatahh@worldnet.att.net> wrote:
> > >
> > > >The noise and tone emulation is still pretty bad. there are two other
> > > >emu's which run star raiders (c'mon, its a classic!) far far more
> > > >accurately. And they are free :-)
> > >
> > > Although I could not write an emulator for the Atari I do understand
> > > some aspects of sales and business.
> > >
> > > I don't see how someone could release an emulator thats not as good as
> > > very well known *FREE* alternatives. Sure, it works but even Xl-it
> > > which has been all but cancelled since last year is almost on par with
> > > XF98...?????
> > >
> > > The Atari800 dos & windows versions are far better as far as I can see
> > > in almost every department. So a massive well done to David, Rich and

> > > all the A800 developers for providing very high quality emu's that are
> > > FREE...
> > >
> > > Also a well done to Chris Lam who's emu is half the price and seems
> > > very nice tho I have not played more than the demo version.
> > > --
> > > .... Paul
> > >
> > > www.dellos.demon.co.uk
> > >
> > > "Take me back to when life was less complicated!"
>
> --
> Remove the extra "h" if you wish to reply.

ALL,
My question is, do the others (XL-It, Rainbow, A800, etc.) have
anything like the XF Cable to connect a real Atari floppy drive to the
PC? I need this feature.
if any of the othes do support this or better yet a full bi-directional
configuration of this, PLEASE let me know!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3639. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: atari@ehrich.com
Message-ID: <W6eX.590$gJ1.2307928@news3.voicenet.com>
Source record: 63900

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of for sale lists

Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) (2)..... $10
Atari 400 Program Recorder (tape deck)..... $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Paddles (3 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $4.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer Leader Board Golf Game (no
box) MatchBoxes MegaFont II
from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs

The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers

$2.50 each (5 for $10) diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) International Hacker

Jingle Disk High Tech Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9

Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (5 for $25)

Atari Artist Basic Language Computing (2)
Demon Attack Donkey Kong
Galaxian Millipede
Music Composer (2) Pacman

Sky Writer
.....
Tape Software for Atari Computers $2.95 each (4 for $9)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide

Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

atari@ehrich.com

http://www.voicenet.com/~generic

Also lots of other for sale lists for the following:

PC Amiga Apple Commodore TI VIC20

Video Games Music CD's

Click on the following URL to see the lists:

http://www.voicenet.com/~generic

3640. Atari 400 & Games for Sale -- Ottawa

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: bw803@FreeNet.Carleton.CA
Message-ID: <6gjrf9$sv5@freenet-news.carleton.ca>
Source record: 63901

We live in the Ottawa area and have an Atari 400 computer which is
up for sale. Below is a list of equipment and programs. If possible, we
would like to sell all this as a package, so as not to be stuck with any
leftover things which we couldn't use. All items sold as is.
Reply by email with an offer if you're interested.

Hardware:
Atari 400 home computer with cables
Cassette program player
2 joysticks

Cartridges:
Pac-Man (game)
Centipede (game)
Qix (game)
3-D Tic-Tac-Toe (game)
Miner 2049er (game)
Basic (programming language)
Pilot (programming language)

Cassettes include:
(these we bought)
Zeppelin (game -- good one!)
Fort Apocalypse (game -- good one!)
Outlaw/Howitzer (2 games)
Eastern Front 1941 (game)
Clowns and Balloons (game)
Touch Typing (typing program)

(these came as the 80's equivalent of "shareware")
Goldrush (game)
Ski (game)
Chicken (game)
MasterMaze (game)
SpeedDemon (game)

plus some miscellaneous cassettes.

Manuals (thrown in for free) include:
Owner's Manual
Your Atari Computer
Atari Basic
Atari Sound and Graphics
Kids and the Atari

--
Gaikotsu no (Look! Skeletons,
ue wo yosote in their best holiday clothes,
hanami kana viewing flowers.)
-- Onitsura

3641. I will pay $ for any of these 8 bit titles:

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998041003142800.XAA17683@ladder03.news.aol.com>
Source record: 63902

If you have any of these 8 bit cartridges and are willing to sell, email me with what you want for them. (Don't ask me what I'd pay for them.)

ACTIVISION
The Designer's Pencil
The Dreadnought Factor
Pastfinder

ADVENTURE INTERNATIONAL
Rally Speedway

ATARI
Crystal Castles

BIG FIVE
Bounty Bob Strikes Back

BRODERBUND
Seafox
Serpentine

CBS SOFTWARE
Blue Print
Domino Man
K-Star Patrol
Madden's Football
Omega Race
Satan's Hollow
Solar Fox

EPYX
Alien Garden
Lunar Outpost
Monster Maze

FIRST STAR
Astro Chase
Bristles
Boulder Dash
Flip and Flop

GEBELLI
Doc Goodlode's Cavern
Embargo

HES
Gridrunner

Mr. TNT

IDSI
Pool 400
Survival of the Fittest

PANDORA
Powerstar

PARKER BROS.
Gyruss
James Bond 007
Risk
Tutankham

ROKLAN
Castle Hassle

ROMOX
Ant Eater
Attack at EP-CYG-4
Flapper
Fortune Hunter
Princess and the Frog
Whiz Kid

SEGA
Star Trek
Super Zaxxon
Tac-Scan
Tapper
Up 'N Down

SIERRA ON-LINE
Creepy Corridors
Jawbreaker
Jawbreaker II
Maurauder
Oil's Well
Sammy Lightfoot

SIRIUS
Alpha Shield
Capture The Flag
Fantastic Voyage
Worm War I

SYNAPSE
Drelbs
Nautilus
The Pharoah's Curse
Picnic Paranoia
Shadow World

Slamball
Survivor

THORN EMI
Orc Attack

3642. UNZIP 2.04g clone for commie 64

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998041005021300.BAA06324@ladder03.news.aol.com>
Source record: 63903

Try un-zipping a small IBM zipped file with it to see if it is indeed a real UN-ZIP program. There are lots of util's for the C64 like Lharc and others that where Bogus Compressors.

3643. MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: euskara@aol.com
Message-ID: <1998041005160901.BAA08364@ladder03.news.aol.com>
Source record: 63904

Ok, so I ordered the MYDOS cart. It arrives, pull out the docs and behold:
You are supposed to boot the computer with the cartridge on, then pull it in
order for MYDOS to load. Yes, that's pull it as in all the way out while the
computer is on. Now, I am not an expert on hardware, but isn't the purpose
of a cartridge to save your computer memory? Seems to me that a pull out
cartridge is kind of a waste. Also, is it not harmful to the computer to pull
out a cartridge while it's on. I thought you were not supposed to do this!
Anyway, your feedback is appreciated

3644. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6gkb6g$4qe$1@pale-rider.INS.CWRU.Edu>
Source record: 63905

Both you and the original message said it perfectly- I could not
have said it better. Atari was (is?) my favorite company in the
world! An almost magic company, that thought about the future
the same way I did, and always managed to come out with something
more amazing all the time! What in the world happened to cause
the current Atari situation? The engineers and the programmers
had the Vision, but the various management suits that floated
thru the office had absolutely no Idea. Except for Don Thomas
and Bob Brodie. The Tramiels were completely oblivious.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3645. DEAD KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: shquata@aol.com
Message-ID: <1998041006515201.CAA16122@ladder01.news.aol.com>
Source record: 63906

I was recently given an atari 400....I am realy a 2600 collector but someone picked this up for me since they figured it was ataris "first"....it was working fine but now all it will do is play the game carts....the keyboard is dead......HELP
Did I do something ????....all I did was basic key presses trying out the music cart and a few others....it's a shame since the unit is real good shape and has caught my interest.....any help with this wopuld be greatly appreciated....
Thanks......email at....shquata@aol.com

3646. Classifieds in ST Informer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-1004980914280001@portland15.portland.com>
Source record: 63907
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

```
There will be a classified section in ST Informer. Best of all, it will
be free. Just send your ads to me at stirrell@portland.com.

We do reserve the right to not publish items or edit them for brevity or
clarity. Please include contact information.

-Scott Tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *
```

3647. FA - ATARI 2600 Remote Control Joysticks - ends 4/16

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6glb4phcj1@usenet57.supernews.com>
Source record: 63908

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10645390

3648. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <352e5e52.717641@news.i-2000.com>
Source record: 63909

On 10 Apr 1998 05:15:36 GMT, euskara@aol.com (Euskara) wrote:

-Ok, so I ordered the MYDOS cart. It arrives, pull out the docs and
behold:
-You are supposed to boot the computer with the cartridge on, then
pull it in
-order for MYDOS to load. Yes, that's pull it as in all the way out
while the
-computer is on. Now, I am not an expert on hardware, but isn't
the purpose
-of a cartridge to save your computer memory? Seems to me that a pull
out
-cartridge is kind of a waste. Also, is it not harmful to the
computer to pull
-out a cartridge while it's on. I thought you were not supposed to do
this!
-Anyway, your feedback is appreciated
-

They probably did this because the cart loads at $8000-$BFFF and dos
is down from $700-$2400 or so. Therefore, you are losing 16k off the
top if you dont pull the cart. It does seem silly, however. Why
didnt they just put a switch on the cart to disable it?

3649. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: GMenke <NOSPAM@erols.com>
Message-ID: <01bd64aa$66513d60$64646464@gregm>
Source record: 63910

Well, what could anyone expect of someone from Commodore? ;)

--
To reply, replace nospam with menkesjg. Thanks.

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article
<6gkb6g$4qe$1@pale-rider.INS.CWRU.Edu>...
>
> Both you and the original message said it perfectly- I could not
> have said it better. Atari was (is?) my favorite company in the
> world! An almost magic company, that thought about the future
> the same way I did, and always managed to come out with something
> more amazing all the time! What in the world happened to cause
> the current Atari situation? The engineers and the programmers
> had the Vision, but the various management suits that floated
> thru the office had absolutely no Idea. Except for Don Thomas
> and Bob Brodie. The Tramiels were completely oblivious.
> --
> ||| ////Pakrat he110@cleveland.freenet.edu |||
> / | \Atari- Innovative Leisure. / | \
>

3650. Re: FS: Atari 400 & 800 Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <6glnn2$sc7$1@artemis.it.luc.edu>
Source record: 63911

great buys? $12 for a 1050 power supply? i think not...

Ted B

GENERIC (generic@bellatlantic.net) wrote:
: Check the Atari list on my web page.
: Lot's of great buys.

: --
: http://www.voicenet.com/~generic
: On-Line Computer Garage Sale Web Page

: Bookmark it and check back often for updates
: Please tell your friends.

3651. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6glp3urlt1@dartvax.dartmouth.edu>
Source record: 63912

Yogi writes:
>Euskara wrote:

>-Ok, so I ordered the MYDOS cart. It arrives, pull out the docs and
>behold:
>-You are supposed to boot the computer with the cartridge on, then
>pull it in
>-order for MYDOS to load. Yes, that's pull it as in all the way out
>while the
>-computer is on. Now, I am not an expert on hardware, but isn't
>the purpose
>-of a cartridge to save your computer memory? Seems to me that a pull
>out
>-cartridge is kind of a waste. Also, is it not harmful to the
>computer to pull
>-out a cartridge while it's on. I thought you were not supposed to do
>this!
>-Anyway, your feedback is appreciated
>-

>They probably did this because the cart loads at $8000-$BFFF and dos
>is down from $700-$2400 or so. Therefore, you are losing 16k off the
>top if you dont pull the cart. It does seem silly, however. Why
>didnt they just put a switch on the cart to disable it?

Many carts only use 8K (e.g., BASIC), but that's still more memory
than you want to use for DOS. If I were designing a DOS cart, I would
want to do something clever to disable the cart from software (though
that would make the cart more expensive). Alternatively, I might
include 8K of RAM in the cart and bank select it in after copying DOS
into regular RAM.

Of course, for the most part, I don't see a real need for a DOS cart.
Of course, now I use SIO2PC, so disk space is a non-issue, and it's
quite fast. Also, I wouldn't want to be unable to use BASIC or other
carts at the same time, so I would only be interested in a right
cartridge. But if I didn't have an 800, I would need a cartridge that
would let you plug another cartridge into it. It sounds like that's a
lot of work for only a little benefit.

Now if I were into interesting cartridge hacks, what might be
interesting would be a hack similar to adding a ton of memory, only
have the extra memory be bank selected ROM. Then collect ROM images
from your favorite 100 or so cartridges. Then instead of having BASIC
be the default cartridge, have a cart-select menu be the default.
Then you would have a nice compact game system--no carts or drives to

worry about; just the computer, power supply, monitor cable, and
joysticks.

--PC

--
"Beware of that boy with the loose clothes!"
--Sulla, Roman Dicatator in reference to Julius Caesar
(Suetonius, "The Twelve Caesars," Julius Caesar 45)

3652. Re: FS: Atari 400 & 800 Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6gm3lp$v5$1@newsd-123.bryant.webtv.net>
Source record: 63913

Some of his prices were okay.

vs

3653. ft: Star Raiders 8-bit instruction manual

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: "m.j.beau" <mjxbeau@texas.net>
Message-ID: <352EA33E.117D@texas.net>
Source record: 63914
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have an extra instruction manual for the Atari 8bit game Star Raiders.
The manual is a little crinkled, but there are no tears. Other than
being a little crinkled it is fully intact. I would like to trade this
extra manual for another instruction manual I need. If you have any
extra instruction manuals that you can offer in trade, then please
e-mail me a list. I will consider instruction manual trades for
cartridge games from any of these Classic systems:

Atari 8-bit, 2600, Colecovision,
Commodore 64, VIC-20, TI-99/4a, TRS-80 CoCo

---> SPAM-BLOCK engaged; for REPLY mail please
remove the 'X' from mjXbeau@texas.net

3654. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-10 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <352EC274.7EDCFD4E@sprynet.com>
Source record: 63915

Euskara wrote:
>
> Ok, so I ordered the MYDOS cart. It arrives, pull out the docs and behold:
> You are supposed to boot the computer with the cartridge on, then pull it in
> order for MYDOS to load. Yes, that's pull it as in all the way out while the
> computer is on. Now, I am not an expert on hardware, but isn't the purpose
> of a cartridge to save your computer memory? Seems to me that a pull out
> cartridge is kind of a waste. Also, is it not harmful to the computer to pull
> out a cartridge while it's on. I thought you were not supposed to do this!
> Anyway, your feedback is appreciated

FWIW, I've got an ADAM computer, and in order to copy cart games, I
stick 'em in and pull 'em out with no ill effects all the time. Pretty
standard practice there. But you're right, it's possible to damage some
systems that way.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3655. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <352feadd.9904074@news.pipeline.com>
Source record: 63734

B&C Computervisions did NOT design the new MyDos cart. It was designed
by Mr. Scam at Video 61. Expect the same thing from the new Sparta
Dos cart which I'm sure they don't have permission to make because
Mike Hohman is nowhere to be found. I'm pretty sure Mike wouldn't risk
showing his face just to make a few dollars from this license.

John

guy1015@aol.com (GUY1015) wrote:

>After speaking with Bob Puff about this new Mydos cartridge, He made it
>perfectly clear that its not good to PULL out a cartridge while the computer is
>on. All my Atari XL/E are upgraded with massive amounts of RAM and
>multi-os chip. I would not want to damage - surge or anything else to my
>system. Why in the WORLD would B&C design such a thing? Bob Puff also
>stated that it would be EASY to developed Mydos on a CART that would just sit
>in the machine while on. Im now wondering about the new Sparta dos X33a
>cart?
>

3656. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <x-WrqH+.tandrews16@delphi.com>
Source record: 63735

"Carl & Delinda Tenney" <delitene@netins.net> writes:

>What is the difference between a 600XL and 800XL if they both have 64KB
>RAM?
>

Well, I'm not sure about this one, but if memory serves, the 600XL lacks a
monitor jack. All it has is the TV jack for screen output.

TJ

3657. .Pro, .ATR and .XFD

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6gpgan$4nb$1@xmission.xmission.com>
Source record: 63736

Where are all the .PRO, .ATR and .XFD files hidden? I know I created a good collection of them on my 8bit Atari CD, but since then, its like the supply line has dried up.

I know that Jellystone has a few, but all of them are GNUzipped! EGAD!

Any help appreciated!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3658. Re: Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.net>
Message-ID: <30FB0B29.E5C4062E@bellsouth.net>
Source record: 63916

Linda Shippert wrote:

> Yesterday at the local Goodwill, I found a Magnavox composite monitor for
> $25.

<etc. etc.>

You should hook it up to the biggest stereo system possible & crank up the
Ballblazer music! :)

3659. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.net>
Message-ID: <30FB1477.F05D580C@bellsouth.net>
Source record: 63917

Alan Christie wrote:

>Yeah I remember Dos 2.6f.. it was kind of a hacked dos 2.0, will special

> options like RPM test floppy drive and things like that. If I remember
> right, it was VERY close to SmartDos. There certainly were a tonne of
> DOS' for the Atari 8bit. Dos 1.0, Dos 2.0s, Dos 2.0d, Dos 2.5, Dos 2.6f,
> Dos Xl, Dos Xe, SuperDos (never did use that one), Top Dos (a million
> versions of this one), SpartaDos (a million versions of that one), MyDos,
> BIBI dos (never used that one either)...
>

I liked SuperDOS... for one thing, it was Australian :)

..the coolest thing about it though was that it could read & write at high speed on a US Doubled 1050, and would run a lot more programs (read *games*) than SpartaDOS (the other high speed DOS...)

I had 2.6f, the guy who gave it to me told me it could read & write faster than regular 2.0, but it never seemed faster to me... maybe it was faster on an 810 (which I didn't have back then)... maybe it had to do with sector skew, but I seem to remember that those drives didn't have any way to custom-format a disk.. you said "!" to SIO and that was that... probably that guy was full of bull?

3660. Re: Atari: The Pilgrimage (demented and sad

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Er892w.2pM@iglou.com>
Source record: 63918

In article <6gfsug$89j$1@news.campus.mci.net>, DarkChyld wrote:
> That was the year they moved it from the beginning of Dec. to October.

At that same time, I was in Williamsport, PA, not far, about 4 hours drive. My friend and I were gonna go, but as things turned out, we would never have had time, what with the things we were to do that day. (sigh) I met Jennifer and Dave at the next to last Atarifest, not the little one in Indianapolis.

But of course, it was the last, as you said. However, is it possible, somehow, to set up an Atarifest in Cincinnati or some points west, like in Louisville, KY, or Nashville, TN?

But did Toad REALLY drop Atari support? I've gotten reports that they have and have not. Since Best Electronics still has most all the parts you need, I got one question. I have a power supply from them that died. Since I no longer have the receipt, can I still exchange it for a working?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

3661. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998041104193000.AAA23454@ladder01.news.aol.com>
Source record: 63919

After speaking with Bob Puff about this new Mydos cartridge, He made it perfectly clear that its not good to PULL out a cartridge while the computer is on. All my Atari XL/E are upgraded with massive amounts of RAM and multi-os chip. I would not want to damage - surge or anything else to my system. Why in the WORLD would B&C design such a thing? Bob Puff also stated that it would be EASY to developed Mydos on a CART that would just sit in the machine while on. Im now wondering about the new Sparta dos X33a cart?

3662. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd6500$c57ab2c0$430d8ea7@login.netins.net>
Source record: 63920

The thing that made it faster was that there is a menu option in there that allows you to turn off Write Verify - making the writing faster. But you can do the same thing with regular DOS 2.0, if you know the location and value to POKE - then go into DOS and re-write DOS.SYS to the disk and it would stay like that.

> I had 2.6f, the guy who gave it to me told me it could read & write faster than
> regular 2.0, but it never seemed faster to me... maybe it was faster on an 810
> (which I didn't have back then)... maybe it had to do with sector skew, but I
> seem to remember that those drives didn't have any way to custom-format a disk..
> you said "!" to SIO and that was that... probably that guy was full of bull?

3663. Re: Converting images to Atari disks in PC drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd6502$1695d4e0$430d8ea7@login.netins.net>
Source record: 63921

Instead of writing Atari format on your PC, what about reading PC format on your Atari disk drive? Maybe someone can verify this, but wasn't there a version of the Happy Chip software that would read and write IBM PC Compatible diskettes? Perhaps that would work for you...

> Basically I just wanna find something that'll let me pop a disk in my
> drive, type some big thingy on a command line, and it'll put the image on

> the disk in an atari format! Does *anything* like that exist???

3664. 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd6504$f0a59560$430d8ea7@login.netins.net>
Source record: 63922

What is the difference between a 600XL and 800XL if they both have 64KB
RAM?

3665. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <352ef847.6741226@news.nowhere.net>
Source record: 63923

euskara@aol.com (Euskara) wrote:

>Ok, so I ordered the MYDOS cart. It arrives, pull out the docs and behold:
>You are supposed to boot the computer with the cartridge on, then pull it in
>order for MYDOS to load. Yes, that's pull it as in all the way out while the
>computer is on. Now, I am not an expert on hardware, but isn't the purpose
>of a cartridge to save your computer memory? Seems to me that a pull out
>cartridge is kind of a waste. Also, is it not harmful to the computer to pull
>out a cartridge while it's on. I thought you were not supposed to do this!
>Anyway, your feedback is appreciated

You ordered one too... Should have read my post about it before you
bought it. OK, from DOS format a disk, write DOS.SYS and DUP.SYS to it
and reboot. Now chuck the cart. Haven't used it after the first couple
of times. MyDOS45 now resides on my PC and I use APE to access it.
Isn't there something about a fool and his money...

3666. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6511$5330d300$c0374382@vidar>
Source record: 63924

Well, the 600XL is smaller, has a different RF unit (can't be seen on the outside, though), has NOT an expansion port (I think) and only RF out.

Take Atarian care

Carl & Delinda Tenney <delitene@netins.net> wrote in article <01bd6504$f0a59560$430d8ea7@login.netins.net>...
> What is the difference between a 600XL and 800XL if they both have 64KB
> RAM?
>
>

3667. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6511$d784dca0$c0374382@vidar>
Source record: 63925

```
Did you turn off the high speed ? Try to set it to 1*SIO and I think it
will disappear (It does for me) In Win95 however, it's doing such things.
```

Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> wrote in article
<892253255@stackbbs.xs4all.nl>...
> < as far as I know nobody has this overrun-error when writing to disk
with
> APE >
> Well, I did, and probably still do...
>
> I tried the "30-days versions" of APE, and reading is going great, but
> writing causes lot's of errors, and the computer just hangs very often.
> Most of the time it starts to hang when the image had to change to a
> sector which is to far away to let APE keep track.
>
> I have this problem with all versions of APE, and most of the time when I
> use Sparta-Dos, using slow-writes cause fast-writes are not allowed in
the
> unregistered versions (but is possible with some tricks also !).
>
> The Pc I have is an old 386, running at 40 MHz, so it could be that my PC
> is too slow. I'm running MS-DOS 6.22.
>
> Have tried all my 4 COM-ports, but the problem stays...
>
> Sysop Fox-1
>
>
> Personal mail: fox-1 AT dds DOT nl
>
>
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
> ---
>
>

3668. FS: ATARI Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: IS0515@yahoo.com
Message-ID: <6gn1k1$lb6$1@nnrp1.dejanews.com>
Source record: 63926
Cross-posted to: comp.sys.palmtops,comp.sys.handhelds,comp.sys.atari.8bit,misc.forsale.computers.pc-specific.portables

For Sale:

*ATARI Portfolio
*128KB Memory Card
*File Manager ROM card
*Serial port adapter
*box and manuals

All in good condition.

$175 OBO + shipping.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3669. Re: Audio out? (Thrift store gold)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2btu8ttg0.fsf@caligula.srv.net>
Source record: 63927

Ras Thavas <lordspat@bellsouth.net> writes:

> You should hook it up to the biggest stereo system possible & crank up the
> Ballblazer music! :)

Highly recommended: put the speakers *behind* you, cranked loud, and
play Star Raiders.

Brent

3670. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m27m4wtt1a.fsf@caligula.srv.net>
Source record: 63928

"Vidar \"Hawk\" Olavesen" <olavese@online.no> writes:

> Well, the 600XL is smaller, has a different RF unit (can't be seen on the
> outside, though), has NOT an expansion port (I think) and only RF out.
>
> Take Atarian care
>
> Carl & Delinda Tenney <delitene@netins.net> wrote in article
> <01bd6504$f0a59560$430d8ea7@login.netins.net>...
> > What is the difference between a 600XL and 800XL if they both have 64KB
> > RAM?

I've heard here that there are minor differences in the ROMs. I have
not verified this.

The Fight Night cartridge does not work on my 64K 600XL. I don't know
why.

It has a PBI port. I don't think the external RAM expander has a
passthrough for the PBI, so you can't use the PBI on a 600XL expanded
to 64K with the external expander with other PBI devices.

I have used a 600XL expanded to 64K internally with the Black Box.
Worked beautifully.

The composite/split video out can be restored. I have done this. It
is an enormous amount of effort for what you get, but it is nice.

Brent

3671. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Michael Norman <mnorman@worldnet.att.net>
Message-ID: <6gnuo4$qep@bgtnsc03.worldnet.att.net>
Source record: 63929
Cross-posted to: cmh.forsale,comp.sys.atari.8bit

Atari stuff for sale

3 800XLs
6 1050 Disk Drives (1 with Happy Enhancement)
1 1027 Printer
2 410 Cassette Players
1 Atari 1030 modem
1 Atari Touch Tablet
1 Tech Sketch Light Pen
1 Trak Ball
1 Ape Face printer interface
1 MPP 1150 Parallel Printer Interface
1 Monochrome monitor
2 sets of paddles
a number of joysticks

Everything works. Docs for most everything.
Only 1 800XL power supply missing, all others included and working.

Antic Magazines: Jan. '84 - July '88
Analog Magazines: Jan. '85 - June '89
Compute Magazines: Jan. '87 - Dec. '88
SAMS Computer facts for 800XL and 1050

Original Software (Includes Docs!)
On Disk...
Eidelon Ball Blazer
Print Shop Spy vs. Spy
Print Shop Companion Spite & Malice
Print Shop Graphics Library Astro Chase
Castle Wolfenstein Huey
Jupiter Mission 1999 Crown of Gold
Flight Simulator II Karateka
Lode Runner's Rescue Cross Fire
and more..

On Cartridge...
Donkey Kong PacMan
Defender Galaxian
Qix Pitfall
E.T. Phone Home Sky Writer
Robotron 2084 Eastern Front
Joust Star Raiders
Centipede Atari Writer
Droids BASIC

and more...

Plus another 250 or so disks (in 3 disk holders) consisting of
PD software, Analog and Antic disks, and other programs.

I would like to sell this to someone who can pick it up in Columbus
or Cincinnati, OH. I will sell all of the above for $500 or best offer.

3672. Re: SIO2PC yippees

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd655f$ea1fe820$9ac2accf@asharkis.erols.com>
Source record: 63930

I'm kind of resigned to using the SIO2PC software for transfers from .ATRs to Atari floppies and A. P. E. for everything else. The computer doesn't ever hang, but the other problem is there.

To Vidar:

And no, Vidar, I don't run either program under Windows 95. As I've stated several times and will restate here in more detail:

I have two boot partitions on my hard drive and one or the other is "hidden." They were created
with Partition Magic for just that purpose. When the PC boots up, I can choose to boot one or
the other. When I want to run SIO2PC, or A. P. E., or any number of emulators or DOS-based
games that don't get along with Windows '95, I choose the partition that contains only MS-DOS 6.22. This is not the same as the DOS "7" that came with Windows '95. AFAIK, only Xformer
'98 is designed to work under Windows '95 and that's how I keep it. The problems I see with A. P. E. are either due to peculiarities in my Atari system or to the A. P. E. software itself.

Now back to Fox-1:

Just for comparison, and just for the sake of getting to the bottom of that overrun problem, here's what I have at the Atari end:

130XE with US OS+ and 320K RAM installed by Bob Puff and set to US OS+ mode
(I've tried it in 800 mode with no change)

Quintopus with lines to P: R: connection (printer disabled) and SIO2PC switched

SIO2PC is older Nick Kennedy-constructed model with no diode and two chips

D1: stock XF-551 connected directly to Quintopus

D2: stock 1050 connected directly to Quintopus

D3: stock 1050 daisy-chained to D2:

Wizztronics MidiMax interface daisy-chained to D3:

Xetec Graphics AT printer interface connected directly to Quintopus0

When running SIO2PC or A. P. E., I keep the P: R: switched off and the SIO2PC switched on. At other times, the reverse is true.

What's your equipment list like? Perhaps we can find a common cause for the overrun problem?

Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> wrote in article <892253255@stackbbs.xs4all.nl>...
> < as far as I know nobody has this overrun-error when writing to disk with
> APE >
> Well, I did, and probably still do...
>
> I tried the "30-days versions" of APE, and reading is going great, but
> writing causes lot's of errors, and the computer just hangs very often.
> Most of the time it starts to hang when the image had to change to a
> sector which is to far away to let APE keep track.
>
> I have this problem with all versions of APE, and most of the time when I
> use Sparta-Dos, using slow-writes cause fast-writes are not allowed in the
> unregistered versions (but is possible with some tricks also !).
>
> The Pc I have is an old 386, running at 40 MHz, so it could be that my PC
> is too slow. I'm running MS-DOS 6.22.
>
> Have tried all my 4 COM-ports, but the problem stays...
>
> Sysop Fox-1
>
>
> Personal mail: fox-1 AT dds DOT nl
>
>
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
>
>

3673. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_892300671@rtfm.mit.edu>
Source record: 63931
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3674. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6goc7b$io6@freenet-news.carleton.ca>
Source record: 63932

GUY1015 (guy1015@aol.com) writes:
> After speaking with Bob Puff about this new Mydos cartridge, He made it
> perfectly clear that its not good to PULL out a cartridge while the computer is
> on. All my Atari XL/E are upgraded with massive amounts of RAM and
> multi-os chip. I would not want to damage - surge or anything else to my
> system. Why in the WORLD would B&C design such a thing?

Because it takes just a few lines of code to write a program to copy
a block of memory down to another location, using a standard cart board. A
cart on/off system would require some glue logic. Perhaps they dont understand
how to do it, or just want to make a few quick bucks off doing it half way.

Do they even have permission to sell MyDOS? Anyone could slap the binary
version on a cart that needed to be 'ripped out'. Since the source is
available, they should have put the effort into doing it right in any case.

> Bob Puff also
> stated that it would be EASY to developed Mydos on a CART that would just sit
> in the machine while on. Im now wondering about the new Sparta dos X33a
> cart?

Why 3.3a? Is that the one that uses no ram under the OS? Oh joy, another
disk on a cart.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3675. wizards crown

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-11 00:00:00 UTC
From: steve carpenter <stevec03@globalnet.co.uk>
Message-ID: <01bd658d$5c102d00$29537ec2@stevecar>
Source record: 63933

Hi
has anybody played wizards crown using an emulator and did you have any
problems.

steve

3676. Re: Hardware interfacing an Atari 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <3530c296.0@news3.ibm.net>
Source record: 63737

In <6gjejd$gg7$2@m5.columbus.rr.com>, "Ken Siders" <ksiders@columbus.spam.rr.com> writes:
>
>Frank McKenney wrote in message <352d129c.0@news3.ibm.net>...
>>
>>I needed a small and reasonably-priced printer for a home data-logging
>>project. The nice RS232 printers start at $130, so I'm trying to use an
>>Atari 1020 Color Printer ($15-20) and trade my coding skills, sweat, and
>>soldering gun for the other $100 (may be a losing battle (;-)).
>.....

Ken,

Thanks for the reply. I didn't get back to you immediately because I got
distracted playing with... er, attempting to assess the specifics of the
printer's interface (;-).

Unfortunately, all I've been able to get the printer to do so far is draw
little squares when I power it up. I can't even get the printer to send me
an ACK or NAK response to my command block. This could be because I'n not
doing it properly, or it could be that the printer is not set up to send
an ACK/NAK.

>> a) I'm assuming that WRITE (0x57) is the appropriate command byte to
>> send. Can anyone confirm this? Is there a list of the command bytes
>> that the 1020 responds to?
>
>
>For disk drives WRITE(0x57) does a write with verify and PUT(0x50) does a
>write
>without verify. I would assume a printer would take either.

Thanks. I'll try both (;-). Maybe it responds to WRITE and my code or
hardware is in error. Maybe the 1020 only responds to PUT, and NOT to
WRITE. Or maybe something else... (;-).

It would be nice if this was in the Field
Service Manual, but I suspect it's a bit late to send a nasty letter to
Atari (;-).

>> b) I'm assuming that the printer ignores DAUX1 and DAUX2. Can anyone
>> confirm this?
>
>
>I think they both should take to 0. I thought somewhere I read different
>DAUX1 values could possible select different "packet" sizes.

Hm. I've tried 00/00 with no success, but then, there are so many
variables in this that 00/00 could be valid and it's something else
blocking my attempts.

'Course, one of these fields would be really handy for sending a length
attribute to the printer.

>> c) The data "packet" does not have a length attribute. What terminates
>> it, from the printer's point of view? How does the printer _know_
>> whether a byte represents the trailing checksum or just another
>> character to br printed? Is CR/LF (or just CR, or just LF) used to
>> signal the almost-end of a data packet? If not, then what?
>
>
>Printer "packets" normally always have 40 bytes of data I believe. Don't
>forget to get a CR/LF on the printer you will have to send an 0x9B which
>is the character atari 8 bits used for end of line.

Hm. Any idea if that would be...

- 40 including EOL(0x9B) and checksum, or
- 40 including EOL(0x9B), plus checksum, or
- 40, plus EOL(0x9B) and checksum?

Some other considerations...

- The printer can be set up to print 20 or 80 characters per line. How
would I print 80 character across if I have to send an EOL at 40?

- If I only want to print 20 characters on a given line, how do I pad
the 40-byte block? 0x00? Space?

It gets even more confusing when I look at the BASIC program in the FSM,
which has code which prints all byte values 0-126 (excluding 27, "Esc")
as a continuous stream (without an EOL) using

? #1;CHR$(X); (e.g. PRINT #1;CHR$(X);)

and sends an end-of-line with

? #1;CHR$(127) (no trailing semicolon = no EOL)

Of course, BASIC _could_ be buffering up the characters, 40 at a time, and
sending when the buffer fills or a PRINT-with-EOL command is executed.

>> d) Atari SIO data is 10 bits: start bit, 8 data bits LSB first, stop bit.
>> RS232 serial I/O is transmitted the same way, albeit at +/-12V
>> levels. Could I just put a level-shifter (+12V/-12V <-> 5V/0V)
>> between a 19200 Baud RS232 signal and talk directly to the printer?
>
>Should work. SIO2PC cables essentially do this.

Thanks for the pointer. Looking over the SIO2PC cable pinouts helped me
reduce the number of unknowns in the picture.

Thansk again for your feedback. Any other comments will be greatly appreciated.

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123

3677. 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <353102ed.2364548@news.nowhere.net>
Source record: 63738

Hi, question to anyone here. I just picked up a 130XE
that has had a 320K mem upgrade done to it. However
I have no idea as to which one. All the ones that I
have seen on the net are the same and different from
this one. Anybody know anything about this. Here are
the pin assignments. It only uses a 74LS158 and 33 ohm
resistor.

pin 1 of 74LS158 to pin 30 of U17 (GTIA)

pin 2 of 74LS158 to pin 15 of U23 (PIA)
(PIA 15 lifted. No longer goes to pin 18 of U34)

pin 3 of 74LS158 to pin 16 of U23 (PIA)

pin 4 of 74LS158 to 33 ohm to pin 1 of 41256's (U26-U33)

pin 8 and 15 of 74LS158 to ground

pin 16 of 74LS158 to VCC

I guess I can't see how they bank the extra 192k of mem
without the extra MMU.

Thanks..

3678. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: dwmoar <dwmoar@teleport.com>
Message-ID: <35311483.DFB34FDC@teleport.com>
Source record: 63739

Hey from what you describel that sound like the 320K upgrade that was done by Scott Peterson. The PIA is what selects the different banks of the memory. I have all the docs for all of his upgrades here at home. If there is something specific you need to know drop me email at dwmoar@teleport.com

tikk wrote:

> Hi, question to anyone here. I just picked up a 130XE
> that has had a 320K mem upgrade done to it. However
> I have no idea as to which one. All the ones that I
> have seen on the net are the same and different from
> this one. Anybody know anything about this. Here are
> the pin assignments. It only uses a 74LS158 and 33 ohm
> resistor.
>
> pin 1 of 74LS158 to pin 30 of U17 (GTIA)
>
> pin 2 of 74LS158 to pin 15 of U23 (PIA)
> (PIA 15 lifted. No longer goes to pin 18 of U34)
>
> pin 3 of 74LS158 to pin 16 of U23 (PIA)
>
> pin 4 of 74LS158 to 33 ohm to pin 1 of 41256's (U26-U33)
>
> pin 8 and 15 of 74LS158 to ground
>
> pin 16 of 74LS158 to VCC
>
> I guess I can't see how they bank the extra 192k of mem
> without the extra MMU.
>
> Thanks..

3679. Re: DOS 2.6 - has anyone ever even seen this before?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6gr5rl$lae@bgtnsc02.worldnet.att.net>
Source record: 63740

dos 2.6 also had the write verify off.. I prefer most of all my happy drive
with the tab reader diablable by a swith we put in replacing the atai logo..
looks very nice, and it's very fast!!

And best of all, it even still works!! ;)))))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Carl & Delinda Tenney wrote in message
<01bd6500$c57ab2c0$430d8ea7@login.netins.net>...
>The thing that made it faster was that there is a menu option in there that
>allows you to turn off Write Verify - making the writing faster. But you
>can do the same thing with regular DOS 2.0, if you know the location and
>value to POKE - then go into DOS and re-write DOS.SYS to the disk and it
>would stay like that.
>
>> I had 2.6f, the guy who gave it to me told me it could read & write
>faster than
>> regular 2.0, but it never seemed faster to me... maybe it was faster on
>an 810
>> (which I didn't have back then)... maybe it had to do with sector skew,
>but I
>> seem to remember that those drives didn't have any way to custom-format a
>disk..
>> you said "!" to SIO and that was that... probably that guy was full of
>bull?
>

3680. Re: I will pay $ for any of these 8 bit titles:

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6gr5rm$lae@bgtnsc02.worldnet.att.net>
Source record: 63741

synapse?? SLAMBALL?? never heard of that one.. but you DID forget SLIME!
(and fort apoclypse)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Swozniak wrote in message
<19980410031428OO.XAA17683@ladder03.news.aol.com>...
>If you have any of these 8 bit cartridges and are willing to sell, email me
>with what you want for them. (Don't ask me what I'd pay for them.)
>
>ACTIVISION
>The Designer's Pencil
>The Dreadnought Factor
>Pastfinder
>
>ADVENTURE INTERNATIONAL
>Rally Speedway
>
>ATARI
>Crystal Castles
>
>BIG FIVE
>Bounty Bob Strikes Back
>
>BRODERBUND
>Seafox
>Serpentine
>
>CBS SOFTWARE
>Blue Print
>Domino Man
>K-Star Patrol
>Madden's Football
>Omega Race
>Satan's Hollow
>Solar Fox
>
>EPYX
>Alien Garden
>Lunar Outpost

>Monster Maze
>
>FIRST STAR
>Astro Chase
>Bristles
>Boulder Dash
>Flip and Flop
>
>GEBELLI
>Doc Goodlode's Cavern
>Embargo
>
>HES
>Gridrunner
>Mr. TNT
>
>IDSI
>Pool 400
>Survival of the Fittest
>
>PANDORA
>Powerstar
>
>PARKER BROS.
>Gyruss
>James Bond 007
>Risk
>Tutankham
>
>ROKLAN
>Castle Hassle
>
>ROMOX
>Ant Eater
>Attack at EP-CYG-4
>Flapper
>Fortune Hunter
>Princess and the Frog
>Whiz Kid
>
>SEGA
>Star Trek
>Super Zaxxon
>Tac-Scan
>Tapper
>Up 'N Down
>
>SIERRA ON-LINE
>Creepy Corridors
>Jawbreaker

>Jawbreaker II
>Maurauder
>Oil's Well
>Sammy Lightfoot
>
>SIRIUS
>Alpha Shield
>Capture The Flag
>Fantastic Voyage
>Worm War I
>
>SYNAPSE
>Drelbs
>Nautilus
>The Pharoah's Curse
>Picnic Paranoia
>Shadow World
>Slamball
>Survivor
>
>THORN EMI
>Orc Attack
>
>
>

3681. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980412161334.25699M-100000@fissure.scar.utoronto.ca>
Source record: 63742

On 10 Apr 1998, Euskara wrote:

> Ok, so I ordered the MYDOS cart. It arrives, pull out the docs and behold:
> You are supposed to boot the computer with the cartridge on, then pull it in
> order for MYDOS to load. Yes, that's pull it as in all the way out while the
> computer is on. Now, I am not an expert on hardware, but isn't the purpose
> of a cartridge to save your computer memory? Seems to me that a pull out
> cartridge is kind of a waste. Also, is it not harmful to the computer to pull
> out a cartridge while it's on. I thought you were not supposed to do this!
> Anyway, your feedback is appreciated

Removing a ROM while the computer is on is definitely NOT recommended.. I
have to do sometimes in order to reboot my 256k 800Xl (I guess it is
getting flaky with its old age..)

But I have NEVER heard of any ROM that has instruction to remove the
cart.. that is very weird.. maybe it's an April fool?

Alan
University of Toronto
Computer Science, Management and Economics

3682. Re: wizards crown

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980412162257.25699N-100000@fissure.scar.utoronto.ca>
Source record: 63743

On 11 Apr 1998, steve carpenter wrote:

>
> Hi
> has anybody played wizards crown using an emulator and did you have any
> problems.
>
> steve

Wizard's Crown did not work under Xlit 0.20 nor Xformer 3.6.. I fiddled
with the 800 and XE emulations, basic on and basic off.. still no luck.

has anyone got Wizard's Crown for the 8bit working? (Using an emulator
that is!)

Alan
University of Toronto
Computer Science, Management and Economics

3683. Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980412162720.25699O-100000@fissure.scar.utoronto.ca>
Source record: 63744

I have heard some talk aboout this game, very rare, great grafx, ONLY 600 ever released, blah blah..

Is this a real game? Does anyone here own it? If yes, what the game about? Plot? Sound/Music? Grafx? Is it even in the same class as say Zybex or Draconus???

Alan
University of Toronto
Computer Science, Management and Economics

3684. Buying...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: Petros <parousia@erols.com>
Message-ID: <01bd6652$9340a280$fdf1accf@sotis>
Source record: 63745

I am currently seeking any Atari 2600/VCS or Matel Electronics
Intellivision video game systems, any cartridges, manuals, or boxes from
either sytems. Atari ST/XE and Commodore products I also buy. No resonable
offer refused. Please send a detailed reply of all listed items.
The more you have, the more I'll buy.

Thanx
Me

3685. Re: I will pay $ for any of these 8 bit titles:

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998041221251500.RAA24070@ladder03.news.aol.com>
Source record: 63746

gareee@worldnet.att.net wrote:

<<synapse?? SLAMBALL?? never heard of that one.. but you DID forget SLIME! (and fort apoclypse)>>

What are you talking about? I didn't forget anything. I didn't list Slime or Fort Apocalypse because I have them already. This is a list of stuff I want!

3686. Atari Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: Sam Casas <scasas@ix.netcom.com>
Message-ID: <353135D9.5FEA7222@ix.netcom.com>
Source record: 63747

Missed the MIST show this year???... did ya' also miss the Houston SAFARI show, too???... read on and expect updates throughout the year...

DEUCE 98

The Atari Users of North Texas (AUNT) Computer Exposition will be coming again to Dallas this November in conjunction with the monthly DFW XChange Super Saturday activities at the beautiful Dallas Infomart. Show date is planned for Saturday the 14th. As with the last three DEUCE shows, the actual show date will be finalized 120 days prior to the exposition. The exposition, along with the Super Saturday activities, charge no admission fees and are open to the general public. The one day exposition is planned to begin at 8:30 AM and run until 4:00 PM. A Friday evening pre-show get together and a post show get together are also being planned.

November is still a great time to visit the Dallas Metroplex. The DFW Xchange Super Saturday activities are a monthly computer extravaganza where thousands of computer enthusiast get together, share their computer interests and enjoy some of the best computer and high-tech electronic buys in Texas. This November will be special for us Atarians because many of our finest developers and dealers will be participating in the activities.

The Dallas Infomart facility, a replica of the famous 1895 world fair crystal palace, is located in the heart of the Dallas commerce district at 1950 Stemmons Freeway (I-35E). The facility is leased by the DFW Xchange each month to provide a community service to all computer users in the Metroplex area. The Atari Users of North Texas is one of many participating user groups that help support this community service by sharing our Atari computer interests, general computer expertise and providing user assistance to our local Atarians and the interested general public.

Vendors are being lined up. Systems for Tomorrow, chroMagic, Crawly Crypt Corporation, and Emmulators have already expressed their interest in participating in the show. Vendors interested in participating can contact David Acklam at (972) 242-9655 or on-line at d.acklam@genie.com. You can also visit the AUNT home page at http//www.startext.net/homes/aunt.

3687. Where can I get "op_400," "op_sysxl," or "op_5200" emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: ashes@bellsouth.net
Message-ID: <353143dd.4165888@news.rdu.bellsouth.net>
Source record: 63748
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I've got this thing called "Rainbow" but it won't work until I find
one of the above files. Where can I get them?

--David

3688. Re : Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998041223152901.TAA10233@ladder03.news.aol.com>
Source record: 63749

Alan,

Powerstar is a text/graphics adventure released by Pandora Software.
The graphics are colorful but not fantastic and the game is not too difficult
to play; the parser doesn't seem to be the best around, but it's OK.
It's definitely not in the same category as Draconus, Zybex, Cavernia, Druid or
some other European games, but considering this program was developed in the
States, it's a nice effort (sorry, but I'm having a hard time just finding
three or four good games released in the US in the past ten years...).
There should be a demo version of Powerstar somewhere on the Net.

Take care,
Bertrand.

3689. FST: *LEFTY's* GIANT "U,R,ER" SALE/TRADE LISTING -PART 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: leftyle5@delphi.com
Message-ID: <pnWqT4O.leftyle5@delphi.com>
Source record: 63750

```
#
**************************************************************************
04/10/98 --> TRADE LISTING *PART-2* - DISKS (800/C64/IBM/etc)<-- 04/10/98
**************************************************************************
#
NOTES ON TRADE/CASH/COMBO OFFERS (PLEASE READ):
===============================================
Hi, I have the following Disk listings for Sale or Trade. My "WANT LIST"
is at the end of these listings. If you wish to buy or trade (or both),
make me an offer. Items have not been priced. I'm really interested in
doing some trading, but unfortunately, I also need a bit of cash right
now, so make your best offer and I'll let you know.
#
Most of the items have not been tested, but everything is guaranteed to
work upon arrival or you will receive a replacement for the same disk
(provided I have an extra one), or choose another one of equal value, or
refund your money and/or trade disk at my expense. I have many references
if your interested.
#
If your buying, send me a reasonable offer that I can live with, and it's
yours. I certainly don't expect to give these disks away, but I also
don't expect an arm and a leg for them, either. Make me your best offer
and I might surprise you. Of course, if I receive two or more offers on
the same item(s), then the higher item will be the one considered.
#
If you are interested in making a trade, please specify which item(s) you
have for trade and which item(s) you would like to trade for or are
interested in. Please be as specific as you can with your trades, since
this will allow me to respond back in a quick and efficient manner. I'm
ready and willing to trade multiple disks for disks in my "WANT LIST".
Again, just make me a reasonable offer and I'll let you know.
#
Cash offers on disk(s) that are "R/ER" will be placed on "HOLD" until all
trade offers for these disks have been looked at (unless, of course,
someone makes me an offer that I can't refuse ;) ). I will notify you
if your offer(s) have been placed on "HOLD". Items placed on "HOLD" will
remain their up to a Maximum of 1-week.
#
I will also entertain cash offers or combo offers (cash + trade), but will
only accept those offers that I feel are reasonable. Of course, the cash
and offer goes both ways. If you feel that an item that I want is worth
more than the item that you want to trade for, then make me a trade offer
and include a reasonable amount that you want for it besides.
#
```

Please DO NOT send me your complete listings of carts to trade (except for Sears carts -See "WANT LIST"). Use my WANT listing and send me offers only. Thank you for your cooperation on this request. All offers will be looked at and responded to, but not necessarily accepted. However, please be patient for any and all responses.
#
Carts in my "MOST WANTED LIST" take preference over carts outside of this list. You will find a wide variety of carts that I'm interested in, but the carts at the beginning of this list are the ones that I am most interested in. Most of the carts I have to trade are in very good condition or better and all work good. If your interested in the condition of a cart, please make sure you ask about it up front.
#
I will do my best to respond to all offers within 2-3 days, depending on the amount of offers that I receive at once. Shipping will be shared amongst myself and the tradee (I ship mine/He or She ships theirs) either by USPS (my preference) or UPS. Overseas trades are welcomed, but my preference will be given to NTSC games and shipping will be either by Ground or Air (depending on the agreement - NOTE: I prefer Air!).
#
Well, that's it. Remember, I may not accept every offer, but I will also not be insulted by any offer that anyone gives. I'm here to trade and sell, just as you are. All that's needed is for us to arrive at a mutual agreement. Just make your offer and see what happens. Thank you for taking the time to read & look through this large, but worthwhile listing.
#
****
********** START OF TRADE LIST **********
****
#
ATARI-ST GAME DISKS (3-1/2" -Boxed): ___Number of Disks (TYP)
/
10th Frame Bowling Pro Bowling Simulator..... 1 by ????????
> Regular Open-end Box (Crushed), and instructions.
Aces of the Great War: Blue Max..... 2 by Mindscape
> Book Type Slip-on Box with sleeve, instructions, registration card,
> and quick reference card.
Alternate Reality: The City..... 1 by DataSoft
> Regular Open-end Box with flip-up cover flapi (price and sticker on
> the box), guidebook to the city, DataSoft frequent buyer program
> (with enrollment card, registration card, and coupon), reference
> card, advertisement, and map.
Annals of Rome..... 1 by War Gamers Series
> Book type Slip-on Box, 30-page player guide, registration card,
> reference card, and map.
Autoduel..... 2 by Origin Systems Inc.
> Book type Slip-on Box (slightly crushed), 32-page manual,
> registration card, player reference card, and map.
Balance of Power..... 1 by Mindscape
> Regular Open-end Box (crushed), 91-page manual, and reference card.

Balance of Power..... 1 by Mindscape
> Flip-up Book Type Box, 87-page manual, and gameplay book and guide.
Bard's Tale, The..... 2 by Electronics Arts
> Comes with folder, instructions, and command summary.
B.A.T. ..... 3 by ReadySoft Inc.
> Regular Open-end Box (Crushed), and multi-language instructions.
Batman..... 3 by Data East
> Book Type Slip-on Box w/sleeve, and instruction manual and guide.
Battle Chess..... 2 by Interplay
> Disk stored in CD type case (with cover card - NO Box), instructions,
> refistration card, and reference card.
Battleship..... 1 by Epyx
> Regular Open-end Box, game manual, and 16-page advertisement.
Bloodwych..... 1 by Image Works
> Book Type Slip-on Box, instructions, and three small poster
> poster advertisement.
Brimstone.?????..... 1 by Synapse and Broderbund
> Book Type Slip-on Box with sleeve, 93-page manual and electronic
> novel, reference card, map, diary, and more.
Carrier Command..... 1 by Rainbird (Realtime)
> Book Type Slip-on Box, and 64-page operation guide.
Celebrity Cookbook..... 2 by Merrill Ward & Assoc
> Comes with folder, instructions, registration card, and code sheet.
Chaos Strikes Back..... 1 by FTL Games
> Regular Open-end Box, 23-page manual, dundgeon master editor, gaming
> aids, and 70-page secrets of dundgeon master.
Charge of the Light Brigade, The..... 1 by Impressions
> Book Type Slip-on Box (slightly crushed), 40-page manual, and
> 13-page tutorial.
Defender of the Earth..... 1 by Enigma Variations
> Book Type Slip-on Box, and 24-page manual.
Deja Vu II ..... 2 by Mindscape
> Regular Open-end Box, 14-page manual, registration card, ref card.
Dragon's Lair: Escape from Singe's Castle... 6 by ReadySoft
> Book type Slip-on Box, instructions, registration card, and hints.
Dragon's Lair II..... 6 by ReadySoft Inc.
> Regular Open-end Box (Crushed), and manual with 46 scenes.
Dundgeon Master..... 1 by FTL Games
> Regular Open-end Box (crushed), and 26-page manual.
Essex.?????..... 1 by Synapse and Broderbund
> Book Type Slip-on Box with sleeve, 93-page manual and electronic
> novel, reference card, map, diary, and more.
F-16 Combat Pilot..... 2 by Electronic Arts
> Flip-up Book Type Box (slightly crushed), 43-page manual, and quick
> reference card.
First Letters and Words..... 1 by First Byte
> Regular Open-end Box (crushed), instructions, and advertisements.
First Shapes..... 1 by First Byte
> Regular Open-end Box (crushed), instructions, and advertisements.
Giants Package: Outrun, Gauntlet II, 1943, Street Fighter.....

..... 6 by World Beaters
> Regular Book Type Plastic Case, and instructions.
Global Commander..... 1 by DataSoft
> Book Type Slip-on Box, instructions, registration card, decals, map.
Goofy's Railway Express..... 1 by Disney Software
> Book Type Slip-on Box w/sleeve, 33-page manual, advertisement,
> decals, registration card.
Impossible Mission..... 1 by Epyx
> Book type Slip-on Box (slightly crushed and torn), 13-page manual,
> registration card, and command card.
Interphase..... 1 by Imagic Works
> Book Type Slip-on Box, and 47-page manual.
Legend..... 2 by Mindscape
> Book Type Slip-on Box, 44-page multi-language manual with quick
> reference and installation guide, registration card, and a
> 209-page multi-language game play and character book.
Lemmings..... 1 by Psygnosis
> Book Type Slip-on Box w/sleeve, and 35-page multi-language manual.
Let's Spell at the Shops..... 1 by Soft Stuff Software
> Book Type Slip-on Box, parents instruction booklet, and registration
> card.
Mega lo Mania..... 3 by Image Works
> Book Type Slip-on Box, instructions, overseas games on disk, and
> a 50hz boot disk.
Mickey's Runaway Zoo..... 1 by Disney Software
> Book Type Slip-on Box with sleeve, 25-page manual, advertisement,
> registration card, and decals.
Mother Goose..... 2 by Sierra
> Book Type Slip-on Box with sleeve, parent guide instructions, and
> poster with Mother Goose ryhmes.
Nord & Bert Couldn't Make Head or Tail of it 1 by Infocom
> Box with slide out insert that holds instructions, Nord & Bert Comic
> comic book, reference card, and registration card.
North and South: Les Tuniqueues Bleues..... 1 by Infogames
> Book type Slip-on Box, instructions, and registration card.
Ogre..... 1 by Origin Systems Inc.
> Book Type Slip-on Box, 28-page manual and playbook, player reference
> card, 27-page manual of strategy & notes, and registration card.
Ogre..... 1 by Origin Systems Inc.
> Book type Slip-on Box (slightly crushed and corner is a bit torn),
> 27-page manual of strategy & notes, and map.
Oh No! More Lemmings ..... 1 by Psygnosis
> Book Type Slip-on Box w/sleeve, 35-page multi-language manual, and
> registration Card (NOTE: You need the original Lemmings to use
> this disk).
Phatasm..... 1 by Exoctet Software
> Book Type Slip-on Box w/sleeve, and instructions.
Populous.?????..... 1 by Electronic Arts
> Book Type Slip-on Box with disk stored in CD type case (with cover
> card), instructions, warrantee card, phamplet, and quick reference

> sheet.
Populous.?????..... 1 by Electronic Arts ('89)
> Flip-up Book Type Box, 37-page manual, 33-page manual, and
> registration card.
Populous II..... 1 by Electronic Arts ('89)
> Book type Slip-on Box, instructions, registration card, hints,
> posters, and advertisements.
Powermonger..... 1 by Electronic Arts ('89)
> Flip-up Book Type Box, instructions, registration card, and
> command summary card.
Rings of Medusa..... 2 by Starbyte
> Book Type Slip-on Box, and 29-page manual.
Roadwar..... 1 by S.S.I.
> Book type Slip-on Box, 18-page manual, and reference card.
Shadowgate..... 2 by Mindscape
> Comes with folder, 15-page manual, and registration card.
Sim City..... 1 by Broderbund (Maxis)
> Book Type Slip-on Box with sleeve, 50-page documentation, reference
> card, and hi-score card.
Space Quest II..... 3 by Sierra
> Book type Slip-on Box with sleeve, instructions, and reference card.
Stellar Crusade..... 2 by Strategic Sim Inc
> Book Type Slip-on Box (worn), 35-page manual, and game disk plus
> scenerio disk.
Starflight..... 1 by Electronic Arts
> Flip-up Book Type Box, 37-page manual, command summary card, star
> map, and 24-page cluebook.
Starglider..... 1 by Rainbird (Firebird)
> Book Type Slip-on Box, and 64-page manual.
Startrek: The Rebel Universe..... 1 by Rainbird
> Flip-up Book Type folder, 62-page manual, codebook, and
> registration card.
Supremacy Virgin..... 3 by Melbourne House
> Book Type Slip-on Box, 96-page manual, quick reference card, poster,
> and non-english phamplet.
Third Reich..... 2 by Avalon Hill
> Book Type Slip-on Box, 19-page manual and rulebook, advertisement,
> map, and part and price list.
Utopia..... 3 by Gremlin Graphics
> Book Type Slip-on Box, 86-page tutorial, registration card, and
> one 50hz disk plus one scenario disk.
Vegas Craps..... 1 by California Dreams
> Book Type Slip-on Box, 43-page manual, copy-protection card, and
> registration card.
Vegas Gambler..... 1 by California Dreams
> Book Type Slip-on Box, 43-page manual, copy-protection card, and
> registration card.
Wizard's Crown..... 2 by S.S.I.
> Book type Slip-on Box, 27-page manual, reference card, and
> advertisement phamplet.

Zynaps..... 1 by Hewson
> Book Type Slip-on Box, and instructions.
#
#
ATARI-ST GAME DISKS (3-1/2" -Complete except for Box):
##
Alternate Reality: The City..... 1 by DataSoft
> Loose, guidebook to the city, official Adventurer's Survival Handbook
to the City, reference card, and map.
Alien Fires 2199 AD..... 3 by Jagware, Inc.
> Loose, 10-page manual, and loading instructions.
Baseball..... 1 by Gamestar
> Loose, and 20-page player's guide for C64/128 and, notes for Amiga
and Atari ST. Disk is for the Atari ST.
Basketball..... 1 by Gamestar
> Loose, and 30-page player's guide for C64/128 and, notes for Amiga
and Atari ST. Disk is for the Atari ST.
Battle Chess..... 2 by Interplay
> Loose, 34-page instruction and strategy guide, and quick reference
> card.
Breach..... 2 by Omnitrend Software Inc
> Loose, 34-page instruction and play guide, and free Breach disk
> offer,
Captain Blood..... 2 by Mindscape
> Loose, 26-page manual, quick reference manual, and tips & hints.
Chessmaster 2000..... 2 by The Software Toolworks
> Loose, 20-page guide book, instruction manual, registration card,
> and advertisement.
Deep Space..... 2 by Psygnosis
> Loose, 12-page mission manual, comic book, loading instructions, and
> poster.
Defender of the Crown..... 2 by Mindscape
> Loose, and instructions with notes and map, and a reference card.
Dragon's Lair..... 2 by Telarium
> Loose, and instructions, play pamphlet, registration card, misc other
help cards, and an envelope to store all of the items in & which has
some sort of scroll type map on the front of it.
Golden Path..... 2 by Firebird
> Loose, and 34-page storyline and player instructions.
Gold Rush..... 5 by Sierra
> Loose, and 16-instructions, reference card, and 46-page hint book.
Gunship: The Attack Helicopter Simulation... 2 by Microprose
> Loose, 79-page manual and tactics guide, registration card, technical
> supplement guide, and keyboard overlay of commands.
Hardball..... 1 by Accolade
> Loose, and instruction booklet.
Hunt for Red October, The..... 1 by Datasoft
> Loose, 37-page manual/gameplay/strategy/tactics, ship recognition
> chart, registration card, frequent buyer program/coupon/enrollment
> card, and a large size poster of the game.

Kult..... 2 by Exxos (From France)
> Loose, and 35-page multi-language "How to Play" book, 31-page
> multi-language storyline, and 15-page multi-language book of origins.
Land of the Lounge Lizards, The..... 2 by Sierra
> Loose, Leisure Suit Larry game with 11-page instruction booklet, and
> reference card.
Maniac Mansion..... 1 by Lucasfilm
> Loose, 10-page instruction booklet, 47-page hint booklet with special
> red plastic decoder, owner's disarmament quick reference guide, and
> Maniac Mansion activity poster.
Obliterator..... 2 by Psygnosis
> Loose, and 8-page instruction manual.
Orbiter..... 2 by Spectrum HoloByte
> Loose, 73-page manual, quick reference card, and US Space Shuttle
> glider kit (paper model cut-up).
Pawn, The..... 1 by Rainbird
> Loose, and 55-page storyline with instructions and hints, 12-page
> gameplay booklet, quick reference guide, and poster.
Pirates of the Barbary Coast..... 1 by TDC Distributors
> Loose, and one small instruction sheet, and one graphic cover sheet.
President Elect (1988 Edition)..... 1 by S.S.I.
> Loose, and 26-page manual and map.
Red Storm Rising..... 2 by Microprose
> Loose, 100-page operation and tactical reference manual, technical
> supplement, and keyboard overlay of commands.
Roadwar 2000..... 1 by S.S.I.
> Loose, and 19-page manual & strategy guide.
Rocket Ranger..... 3 by Cinemaware
> Loose, 8-page operating instructions, 12-page story book, and secret
> decoder wheel.
S-D-I..... 2 by Mindscape
> Loose, 13-page instruction manual, and ship control card.
Shanghai..... 1 by Activision
> Loose, and 16-page player guide and instructions.
Silent Service..... 1 by Microprose
> Loose, and 47-page tactical operations manual, and reference card
with loading instructions.
Space Ace..... 4 by ReadySoft Inc.
> Loose, and instructions.
Space Quest..... 3 by Sierra
> Loose, and instructions with a comic book portion included in it,
and a comic book type cover with the title "Space Piston".
Space Shuttle II..... 1 by Michtron
> Loose, 16-page flight instructions.
Sundog..... 2 by Accolade/FTL
> Loose, and instructions with storyline, play guide, and hints.
Uninvited..... 2 by Mindscape
> Loose, 15-page instruction manual, and quick reference card.
Tanglewood..... 2 by Microdeal
> Loose, and 16-pages of notes and instructions.

```
Team Yankee.............................. 1 by Empire Software
> Loose, 60-page user guide, briefing notepad, and large scale map.
Time Bandit.............................. 1 by Michtron
> Loose, instruction booklet.
Treasure Island.......................... 2 by Windham Classics
> Loose, and Treasure Island guide, loading instructions, cardboard
insert story, and the Treasure Island map.
Wolf Pack................................ 1 by Mirror Soft
> Loose, and 83-page operation's manual.
Word Quest 2............................. 1 by Artisan Software
> Loose, instructions, and advertisement.
#
#
ATARI-800/800XL/XE GAME DISKS (5-1/4" -Loose) (* = SSI Rapid Fire Games):
##########################################################################################
400/800 Avalon Hl Gulf Strike w/Cardboard Map .... 44-Pg Bk,Map,Disk
400/800 Avalon Hl Space Station Zulu ............. 15-Pg Bk,Disk
400/800 Avalon Hl Telenguard ..................... 24-Pg Bk,Disk
400/800 Avalon Hl VC w/Games Newsletter .......... 15-Pg Bk,Disk
400/800 Broderbun Mask of the Sun, The ........... Instr,2-Disk/Sides A-D
400/800 Datasoft Sands of Egypt, The ............. Instr,Disk
400/800 Epyx .... Temple of Apshai ............... 50-Pg Bk,Ref,Disk
400/800 Infocom . Zork I w/Map Paper Copy ........ 9-Pg Bk,Map.Disk
400/800 Infocom . Zork II w/Cardboard Map ........ 9-Pg Bk,Map.Disk
400/800 Infocom . Zork III w/Cardboard Map ....... 9-Pg Bk,Map.Disk
400/800 Inhome .. Crypts of Terror ............... Instr,Disk
400/800 MUSE .... Beyond Castle Wolfenstein ...... 9-Pg Bk,Disk
400/800 MUSE .... Castle Wolfenstein ............. 8-Pg Bk,Regis,Disk
400/800 Sentient Cyborg ......................... Instr,Disk
--------------------------------------------------------------------------
800XL/XE Broderbun Lode Runner ................... 8-Pg Bk,Disk
800XL/XE Broderbun Operation Whirlwind ........... 27-Pg Bk,Map,Ref,Disk
800XL/XE Elec Arts Football ...................... Fld + Instr
800XL/XE Elec Arts Lords of Conquest ............. 10-Pg Bk,Ref,Disk
800XL/XE Elec Arts M.U.L.E. ...................... 16-Pg Bk,Disk
800XL/XE Elec Arts Murder on the Zinderneuf ...... Fld + Instr
800XL/XE Elec Arts Seven Cities of Gold, The ..... 9-Pg Bk,Ref,Disk
800XL/XE Elec Arts Skyfox ........................ Fld + Instr
800XL/XE Elec Arts Lords of Conquest ............. 12-Pg Bk,Disk
800XL/XE Epyx .... Temple of Apshai ............... 50-Pg Bk,Disk
800XL/XE MicroPros NATO Commander ................ 9-Pg Bk,Disk
800XL/XE Phoenix Adventure in Time ............... Instr,Disk
800XL/XE SSI ..... Battle of Bulge: Tiger in Snow . 6-Pg Bk,Map,Ref,Disk
800XL/XE SSI ..... Carr.. Midway: Solom's Coral Sea 15-Pg Bk,Map,Ref,Disk
800XL/XE SSI*..... Combat Leader ................. 19-Pg Bk,Disk
800XL/XE SSI ..... Conquest ...................... 26-Pg Bk,Map,Ref,Disk
800XL/XE SSI*..... Fortress (Backside = Apple) .... 18-Pg Bk,Disk
800XL/XE SSI ..... Gettysburg: The Turning Point .. 26-Pg Bk,Map,Ref,Disk
800XL/XE SSI ..... Kampfgruppe ................... 23-Pg Bk,Map,Ref,Disk
800XL/XE SSI ..... Knights of the Desert .......... 24-Pg Bk,Map,Ref,Disk
```

800XL/XE SSI ..... NAM ..... 15-Pg Bk w/Maps,Disk
800XL/XE SSI ..... Shattered Alliance ..... 16-Pg Bk,Map,Ref,Disk
800XL/XE SSI ..... Wargame Construction Set +Sce Dk 27-Pg Bk,Disk (2)
800XL/XE SSI ..... War in Russia ..... 9-Pg Bk,Map,Ref,Disk
800XL/XE Software Country Classics: Golden Oldies . 35-Pg Bk,Disk
---> Includes Adventure, Eliza, Life, and Pong!
800XL/XE Scott Adams' Adventure's (Adventure International):
---> Scott Adams' Graphic Adventures User's Guide w/Registration
---> The Official Scott Adams' Adventure Hint Book (B/W)
---> Scott Adams' Graphic Adventure Instructions (Cover in Color)
---> Scott Adams' S.A.G.A. #3: Mission Impossible
---> Scott Adams' S.A.G.A. #4: Voodoo Castle
---> Scott Adams' Adventure #13: Sorcerer of Claymorgue Castle
---> Scott Adams' Marvel Lim Series #2: Questprobe: Spider-man w/Comic
---> Scott Adams' Marvel Adv: Questprobe: Fantastic Four w/Instr
#
#
COMMODORE 64/128 GAME DISKS (5-1/4"):
##
C64 Epyx .. Temple of Apshai/Curse of Ra ..... Box + Instr (Complete)
C64 SubLogicFlight Simulator II ..... Box + Instr (Complete)

C64/128 Accolad 4th & Inches ..... Instr (NO BOX)
C64/128 Accolad Hardball ..... Instr (NO BOX)
C64/128 Accolad Test Drive ..... Instr (NO BOX)
C64/168 Disney Matterhorn Screamer ..... Instr (NO BOX)
C64/128 Epyx 4 x 4 Off-Road Racing ..... Instr (NO BOX)
C64/128 Epyx Impossible Mission II ..... Instr (NO BOX)
C64/128 Infocom Sherlock:Riddle of the Crown Jewels Box + Instr (Complete)
C64/128 MelHous J.R.R. Tolkien: War in Middle Earth Box + Instr (Complete)
C64/128 Mindscp High Roller ..... Fld + Instr (Complete)
C64/128 Mindscp Seven Cities of Gold, The ..... Fld + Instr (Complete)
C64/128 Mindscp Spell of Destruction ..... Fld + Instr (Complete)
C64/128 SesamSt Letter-Go-Round ..... Box + Instr (NO BOX)
C64/128 SSI ... Adv. D&D: Curse of the Azure Bonds Box + Instr (Complete)
C64/128 SSI ... Adv. D&D: Dragon Strike ..... Box + Instr (Complete)
C64/128 SSI ... Adv. D&D: Gateway to Savage Front'r Box + Instr (Complete)
C64/128 SSI ... Buck Rogers: Countdown to Doomsday Box + Instr (Complete)
C64/128 SSI ... Computer Baseball ..... Box + Instr (Complete)
C64/128 TradewesDouble Dragon ..... Box + Instr (Complete)
#
#
Apple II/IIe/c/GS GAME DISKS (5-1/4" -Loose):
##
Apple Sierra King's Quest II: Rom the Throne Load Instr,Disk/Seald
Apple IIe/II Sierra Black Cauldron, The ..... Load Instr,Disk/Seald
Apple IIe/c/GS Walt Disney Win, Lose or Draw ..... Disk Only
#
#
Amiga 500/1000/2000 GAME DISKS (3-1/2" -Boxed):

```
#########################################################
Amiga Arkanoid ............................. Box,Instr,Disk
#
#
IBM GAME DISKS (5-1/4" Unless NOTED; Infocom Games Incomplete -ASK!):
#################################################################################
ID Software Doom II (CD) ........................... Box,Instr,2-Disk
----------- Doom Fever(CD -Doom II Accessories/etc) Box,Instr,CD w/case
Accolade Mean 18 Ultimate Golf w/Course Disk ... Box,Instr,2-Disk
B&N Software Pinball Enigma (3.5"D) ................ Box,Instr,Disk
Blizzard Warcraft: Orcs and Humans (CD) ........ Box,Instr,CD w/case
Elec Arts Earl Weaver Baseball (3.5"D) .......... Box,Instr,Disk
Elec Arts Skate or Die w/Extra event disk ....... Box,Instr,Ref,2-Disk
Interstel Armada 2525 ............................ Box,2-Disk
Infocom Hitchhiker's Guide to the Galaxy ...... Box,Ref,Regis,Disk
Infocom Hollywood Hi-Jinks w/Will,Photo,etc ... Box,Instr,etc,Disk
Infocom Moonmist w/T-Shirt Logo,passport,etc .. Box,Instr,etc,Disk
Micro League Micro League Baseball II (2-3.5"D) .... Box,Instr,2-Disk
Microplay Global Conquest (3.5"D) ............... Box,Instr,2-Disk
Origin Sys 2400 A.D. (3.5"D) ..................... Box,Instr,Disk
Origin Sys Shadowcaster (CD) ..................... Box,Instr,CD w/case
Sierra (WDis)Black Cauldron, The ................... Box,Instr,Disk
Sierra King's Quest II & III (Incomplete) .... Box,Instr,Disk
Sierra King's Quest V (3.5"/5.25"D -Incomplete)Box,Instr,23-Disk
Sierra/DynamxA-10 Tank Killer (4-3.5") ............. Box,Instr,4-Disk
Sierra/DynamxRed Baron (2-3.5"/3-5.25"D) ........... Box,Instr,2-Disk
Softkey Nerves of Steel ....................... Box,Instr,CD w/case
Spinnaker Major League Manager (3.5"D) .......... Box,Instr,Disk
SSG Warlords (3.5"D) ..................... Box,Instr,Map,2-Disk
SSI Adv D&D: Eye of the beholder (3-3.5"D) Box,Rules/Regis/3Disk
SSI Second Front w/Scenario Disk .......... Box,Rules/Regis/2Disk
Virgin Games Conan the Cimmerian w/2-3.5" & 4-5.25"D Box,Instr,etc,Disk
Virgin Games Monopoly ............................. Box,Instr,Disk
#
************************ END REGULAR DISK LISTING ***********************
#
#
*****************************************************************************
---> W A N T L I S T <---
*****************************************************************************
#
======================== START MOST WANTED LIST ============================
I am very interested in acquiring the following carts. Carts preceded by
an asterisk (*) will take first preference, followed by NTSC carts, and
finally PAL carts. I expect most of these to be loose, but if they come
with a box and/or instructions, that's fine too. I realize that some of
these carts may be extremely hard to get, but they are the ones that I'm
most interested in. Thank you.
#
ATARI 2600:
```

##########
*Adventures on GX-12; Artillery Duel;
Assault; Bachelor Party/Gigolo;
*Boing; Challenge;
Condor Attack; Dice Puzzle;
*Espial; Great Escape;
Great Escape/Wall Defender; *Guardian;
*Halloween; *Harbor Escape;
Ikari Warriors (NTSC ONLY); Jungle Fever/Knight on the Town;
Marauder; *Miner 2049er Vol II;
*Mines of Minos; *Motorcross Racer;
*Motorodeo; Obelix (NTSC ONLY);
*Pengo; Robin Hood;
Robin Hood/Sir Lancelot; Robin Hood/Super Kung Fu;
*Room of Doom; Scuba Diver;
*Shuttle Orbiter; Space Monster;
Spider Kong; *Spike's Peak;
*Springer; *Stuntman;
*Subterranea; *Tomarc the Barbarian;
*Tooth Protectors; Universal Chaos;
*Up 'N Down.; Wall Defender;
#
NOTE: Some of the above titles are in PAL format. Although I'm am
interested in these, preferences will go to NTSC carts.
#
ATARI 2600 (Sears) (NOTE: Above carts take preference over the Sears):
##
Backgammon .... (99848); Basketball .... (75113);
*Cannon Man .... (99841); Capture ..... (75122);
*Checkers ..... (75156); Dare Diver .... (99843);
Football ..... (99827); *Math Grand Prix (75128);
Poker Plus .... (75151); Slots ..... (99823);
Space Combat .. (99812); Superman ..... (99845);
Video Chess ... (99817);
#
ATARI 5200 (Preferably with Box and Instructions -NOTE: NOT all are RARE):
##
*Bounty Bob Strikes Back; *Gyruss;
*H.E.R.O.; *James Bond 007
*K-Razy Shoot-out; Keystone Kapers;
*Meteorites; *Pitfall!;
*Quest for Quintana Roo Realsports Baseball;
Robotron 2084; *Star Trek;
*Star Wars: DSB *Zenji
#
ATARI 7800 (Complete with Box and Instructions ONLY):
##
Double Dragon; F-18 Hornet;
Impossible Mission; *Kung-Fu Master;
Mario Bros.; Monitor Cartridge;

*Tank Command; Tomcat F-14 Simulator
========== END MOST WANTED LIST ==========
#
#
#
========== START SECONDARY LISTING ==========
ATARI 2600:
==========
Artillery Duel/Ghost Manor; Artillery Duel/Spike's Peak;
BMX Airmaster (Atari); Bogey Blaster;
Bump 'n Jump (Telegames); Chuck Norris/Ghost Manor;
Chuck Norris/Spike's Peak; Cross Force (Spectravision/NTSC);
Dragonstomper (SC); Frogger (SC);
Ghost Manor; Glacier Patrol (Sunrise);
Karate (Ultravision); Killer Satellites (SC);
Kung Fu Master (Telegames); Party Mix (SC);
Quest for Quintana Roo (Sunrise); Rabbit Transit (SC);
Suicide Mission (SC); Super Challenge Baseball (Telegames);
Super Challenge Football (Telegames);Survival Island (SC);
Texas Chainsaw Massacre (Must have label);
#
ATARI 7800 (Have these - Need Box and Instructions only, unless noted):
##
Alian Brigade; Fatal Run;
Motor Psycho; Pete Rose Baseball;
Summer Games;
#
REPLACEMENTS:
=============
I will also trade for these items. I already have all of them, but I'm
basically looking to get better condition carts than what I already have
(near mint or better). Please note that these are very low priority, but
I may be interested in using them as fillers on a trade, if possible.
#
2600: 3-D Tic-Tac-Toe (Atari,Text,Red,'78), Backgammon (Atari,Pict,'86),
Barnstorming (Day Sky), Canyon Bomber (Atari,Pict'78,Black Label),
Canyon Bomber (Atari,Pict,'82,Silver Label), Crossforce, Dodger
Cars, Frostbite, G.I. Joe (Graphic Picture of a Cobra shooting
laser beams), Gunslinger (Sears #99822), Gyruss, Hunt & Score
(Atari,Text), Lost Luggage, Megamania, Challenge of the Nexar,
Oscar's Trash Race, Outer Space (Sears #99803), Pele's Soccer
(Atari,Pict,'86), Plaque Attack, Polaris, Porky's, Pressure Cooker,
Raiders Lost Ark (Upper Case,Cooper Black,Spelled as shown),
Revenge of the BeefSteak Tomatoes, Smurf: RIGC, Snoopy and the
Red Baron, Space Chase (Apollo,Dark Blue Label), and Summer Games.

Also, I collect label variations (priority is low on these, too, except
for Sears carts listed earlier), if you have any strange or hard to find
label variations, send me your list and I'll see if there's anything on it
that might interest me (make sure to give specific label details).

========================= END SECONDARY LISTING ==========================
#
Please email me at "LeftyLe5@Delphi.com" for all trade offers. Thank you.
#

3690. FS: Atari 8bit Cartridge Set

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: Stuart Leonard <leonards1@earthlink.net>
Message-ID: <353158BA.7D33@earthlink.net>
Source record: 63751

```
For sale: Great collection of Atari 8 bit computer cartridges,
with several XEGS enhanced cartridges,including:
Star Raiders, Final Legacy, Moon Patrool, Battlezone,
One on One Basketball, Fight Night, Flight Simulator II,
Midnight Magic, Bug Hunt (requires light gun).
Price: $20, plus $5 shipping (in US)
If interested: respond to leonards1@mail.earthlink.net

Stuart Leonard (Atari Addict)
```

3691. FS: ATARI Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: yn001@hotmail.com
Message-ID: <6gs0hb$9h5$1@nnrp1.dejanews.com>
Source record: 63752
Cross-posted to: comp.sys.tandy,comp.sys.atari.8bit,comp.sys.palmtops,comp.sys.handhelds

ATARI Portfolio

-ATARI Portfolio palmtop computer
-box and manuals
-Parallel port adapter
-128KB memory card
-File Manager/Tutorial card

*all in good conditon.
*$120 + shipping.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3692. Re: Where can I get "op_400," "op_sysxl," or "op_5200" emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: mile23@usa.net
Message-ID: <mile23-ya02408000R1204982228090001@nntp.ix.netcom.com>
Source record: 63753
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <353143dd.4165888@news.rdu.bellsouth.net>, ashes@bellsouth.net
(dfl/bkb) wrote:

>I've got this thing called "Rainbow" but it won't work until I find
>one of the above files. Where can I get them?
>
>--David

<http://www.emulation.net/> might have just what you're looking for.

--
Trying to email me without removing 'NOSPAM' from the address will result
in Bad Nasty Awful Things.

3693. Atari 8-bit hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-12 00:00:00 UTC
From: Karen Schneider <the_void@email.msn.com>
Message-ID: <uBp9PicZ9GA.114@uppubnews03>
Source record: 63754

```
1 Atari 800XL (Stock)
1 Atari 130XE (Stock)
1 Multi I/O 1MB RAM
1 XF-551 DS/DD Drive
1 1050 SS/DD Drive
1 SCSI 40MB Hard Drive
1 Adaptec SCSI Hard Drive Controller card

All in excellent working condition, all cables and power supplies included

Take your picks and make your offer. The_Void@msn.com
```

3694. Re: Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: "m.j.beau" <mjxbeau@texas.net>
Message-ID: <353165A7.4CAA@texas.net>
Source record: 63755

Alan Christie wrote:
>
> I have heard some talk aboout this game, very rare, great grafx, ONLY 600
> ever released, blah blah..

As far as only 600 ever being made, I do not beleive it. If there were
really only 600 in existence then it would be an extremely difficult
find today. But I have seen them offered for sale or trade many times
over the 'Net.

---> SPAM-BLOCK engaged; for REPLY mail please
remove the 'X' from mjXbeau@texas.net

3695. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <p9UKjeO.rldetlefsen@delphi.com>
Source record: 63756

Steven J. Tucker <ai123@FreeNet.Carleton.CA> writes:

>Do they even have permission to sell MyDOS? Anyone could slap the binary
> version on a cart that needed to be 'ripped out'. Since the source is
> available, they should have put the effort into doing it right in any case.

Wordmark Systems@Charles Marslett) put MYDOS into the public domain almost ten
years ago.
As for yanking carts, I have a program for my org 800 that lets you copy carts
to disk. After running the program, you insert the cart into the right slot.
If you don't lock up the computer, you can make a copy of it.
I do agree that with todays knowledge that yanking a cart with power on to run
an app is a terrible protection method.
Rick D.

3696. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pfdqL4K.rldetlefsen@delphi.com>
Source record: 63757

tikk <tikk@alt.anonymous.messages> writes:

>Hi, question to anyone here. I just picked up a 130XE
>that has had a 320K mem upgrade done to it. However
>I have no idea as to which one. All the ones that I
>have seen on the net are the same and different from

...
From my archives, this is the 130XE Superram upgrade by Jay Torres. I've used these instructions to upgrade many a 130XE to 320K. Works great. You don't another MMU, just another multiplexer to switch 16K bank lines(I think) into the 192K instead of the 64K that was there.
Rick D.

3697. Re: Hardware interfacing an Atari 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <hddJD0E.rldetlefsen@delphi.com>
Source record: 63758

First, the field service manuals will help you FIX the 1020. To create a communication system you need de re Atari and Mapping the Atari.
I have these articles also in my SIO file:Atari Zuchinni-Analog-Apr88 & May88, Atari Zuchinni hdwe-Analog-Jul88. I hope this helps!
Rick D.

3698. Re: Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980413031441.2941A-100000@home.ptd.net>
Source record: 63759

On Sun, 12 Apr 1998, Alan Christie wrote:

> I have heard some talk aboout this game, very rare, great grafx, ONLY 600
> ever released, blah blah..
>
> Is this a real game? Does anyone here own it? If yes, what the game
> about? Plot? Sound/Music? Grafx? Is it even in the same class as say
> Zybex or Draconus???
>
As a matter of fact I've got one of the carts right here. Let's
just say it was a primitive attempt at 3d graphics. When I had
a BBS up and running, a demo of this thing made the rounds...
matter of fact, I may still have the demo.....maybe...at any
rate it was nothing to write home to mother about....IMHO...

Paul Clark

3699. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3531FD93.6E5BDAC4@ix.netcom.com>
Source record: 63760

Yogi wrote:
>
> On 10 Apr 1998 05:15:36 GMT, euskara@aol.com (Euskara) wrote:
>
> -Ok, so I ordered the MYDOS cart. It arrives, pull out the docs and
> behold:
> -You are supposed to boot the computer with the cartridge on, then
> pull it in
> -order for MYDOS to load. Yes, that's pull it as in all the way out
> while the
> -computer is on. Now, I am not an expert on hardware, but isn't
> the purpose
> -of a cartridge to save your computer memory? Seems to me that a pull
> out
> -cartridge is kind of a waste. Also, is it not harmful to the
> computer to pull
> -out a cartridge while it's on. I thought you were not supposed to do
> this!
> -Anyway, your feedback is appreciated
> -
>
> They probably did this because the cart loads at $8000-$BFFF and dos
> is down from $700-$2400 or so. Therefore, you are losing 16k off the
> top if you dont pull the cart. It does seem silly, however. Why
> didnt they just put a switch on the cart to disable it?

All,
Seems to me that it should work something like the SDX cart, where the commands are in the cart. Wouldn't this save space? I mean using less of low mem and bank switching the command stuff from the cart. Switching OFF/pullong the cart tells me that this is nothing more than a disk image in ROM. It just loads faster that booting from a floppy. Seems like a waste to me. No useful gain except maybe some disk space and faster boot. This wouldn't seem to help with system resources.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3700. Re: Converting images to Atari disks in PC drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3531FF59.5B075824@ix.netcom.com>
Source record: 63761

Carl & Delinda Tenney wrote:
>
> Instead of writing Atari format on your PC, what about reading PC format on
> your Atari disk drive? Maybe someone can verify this, but wasn't there a
> version of the Happy Chip software that would read and write IBM PC
> Compatible diskettes? Perhaps that would work for you...
>
> > Basically I just wanna find something that'll let me pop a disk in my
> > drive, type some big thingy on a command line, and it'll put the image on
>
> > the disk in an atari format! Does *anything* like that exist???
carl & Delinda,
YES! From Happy Waro 6.x up had this feature. However, the PC formatted
disks could only be SSSD or SSDD (up to 180K). You don't find many of
these around. The single side requirement is because the Happy Drive
upgrade was only made for the 810 and 1050 drives. These were single
sided drives. The best you could get was 180K on the 1050.
There is/was also a software solution called (I think) AtariIBM.com
that would let you read PC format disks on a 1050 or XF551. I don't know
how well it worked or even if it did at all.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3701. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <353200B5.E4F1DCB5@ix.netcom.com>
Source record: 63762

Carl & Delinda Tenney wrote:
>
> What is the difference between a 600XL and 800XL if they both have 64KB
> RAM?

Carl & Delinda

No, the 600XL was only a 16K machine. You are thinking of the 65XE and
the 800XL. Both had 64K of RAM. However the 800XL has both a PBI and
cart slot while the 65XE had the unified ECI port. The OS of the 65XE
was a slight upgrade. Other than that the 65XE and the 800XL were very
much the same.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3702. Convert files from .exe to .atr

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Geule de rat <speyron@usa.net>
Message-ID: <6gt2or$d90$1@front5.grolier.fr>
Source record: 63763

I found site with atari files in .exe format and all emulators knows
only the .atr extension.
How to make them work ? I want to play with Boulderdash !!!

Thanks Jerome

3703. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35320850.404989250@news.ioa.com>
Source record: 63764

On Thu, 9 Apr 1998 15:38:16 -0700, James Hague <jhague@dadgum.com>
wrote:

>Steven Posey wrote:
>>>Hmmm.... then they should not have printed "This is this issue's
>>>PUBLIC DOMAIN type-in game."
>>
>>Yeah, that's what I had thought, too. That's why it would be nice to
>>hear from any of the people who ever worked at Analog.
>
>I never worked for ANALOG, but I wrote two machine language type-in games
>for 'em (and two non-games).
>
>In the early issues, the articles accompanying the big ML game of the
>month specifically said "public domain." But at that time all of those
>games were written by ANALOG staffers. Charles Bachand wrote Harvey
>Wallbanger. Tom Hudson wrote Fill 'er Up and Livewire and Retrofire.
>Kyle Peacock wrote Bacterion. Brian Moriarty wrote Crash Dive. Hudson
>and Bachand wrote Planetary Defense. Hudson and Peacock wrote Fire Bug.
>(For more fun credits, see <http://www.dadgum.com/giantlist.html>.)
>
>The contract I signed for each program I submitted had two options. I
>could either sell the rights to ANALOG or I could keep the rights (the
>first option paid slightly better). So some programs ended up being owned
>by ANALOG, and some ended up being owned by the authors. I gave ANALOG
>the rights for all four programs I wrote.
>
>ANALOG, of course, was eventually dissolved. I have heard from secondhand
>sources that when this happened all rights reverted back to the original
>authors, but I have not 100% confirmed this. Clayton Walnum was there
>until the end, and he's the most accessible ex-editor, so he might be able
>to give a definitive answer.
>
>Personally, I consider my old ANALOG games to be public domain, so have
>fun with them. And if anyone cares, I wrote a somewhat enhanced freeware
>version of one of them for the Power Mac in 1996. So far no one has
>noticed the similarities between "The Electroids" and "Boingo Electro,"
>but I can't say I'm surprised!
>
>Antic is an entirely different story; they were more persnickety than
>ANALOG in terms of payment and author rights. The publisher, James
>Capparell, is now the publisher of MacHome Journal. Trivia! Gotta love
>it :-)
>

>--
>James Hague
>Dadgum Games
>http://www.dadgum.com/
>

Thanks, James. It's great to hear from a supporting programmer. I'll have to look in my back-issues to see if I can find your progs. :-)

Well, that raises even more questions, doesn't it? OK, so we can assume that any program actually written by the Analog staff should be considered public domain, but James is right -- when Analog dissolved, those other games would have reverted to the original copyright holder. Now we have the challenge of finding out all the other programmers' positions on this.

Like I said before, I guess we'll never see a complete archive, huh?

Steven

3704. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2u37xlw6p.fsf@caligula.srv.net>
Source record: 63765

Robert S Ely <rely@ix.netcom.com> writes:

> However the 800XL has both a PBI and cart slot while the 65XE had
> the unified ECI port.

The 65XE does not have the ECI port like the 130XE.
At least mine doesn't.

Brent

3705. Re: 1050 drive mods

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35322501.CAC@pacbell.net>
Source record: 63766

Mathy Van Nisselroy wrote:

>
> Sounds cool. But the date on this message make me believe it's an April
> Fools joke. BOOOOOOOOOOOH!!!!
>
> Just a few days ago, I looked at the box of my XEGS again (still have to
> fix it, has a reddish/brownish screen if I remember correctly) and saw
> that picture again that is also on the 130XE box. This nice looking grey
> colored disk drive (which according to somebody here, I believe it was
> Curt Vendel, was a 1050 in a new case. SIGH. Wouldn't that be nice to
> have....even just the case....that do the Double Sided thingy mentioned
> above.......
>
> CU Mathy Van Nisselroy
>
> PS Please tell me if it was a joke or not.
---
no, it wasn't a joke.... the grey drive is an XF551, which has all the
goodies already in there. I was considering using the more available
1050 as a starting point. I think you can do 1.44 on the 1050...

Bob

3706. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35322646.6EBE@pacbell.net>
Source record: 63767

```
Carl & Delinda Tenney wrote:
>
> What is the difference between a 600XL and 800XL if they both have 64KB
> RAM?
----
the 800XL has a video output jack
the 600XL has a powered PBI buss - none of the other machines do that!

Bob
```

3707. Looking for 8bit Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998041315495400.LAA21909@ladder01.news.aol.com>
Source record: 63768

I'm looking to buy some 8bit XL/XE/XEGS cartridges. Mainly interested in games
but also looking for utils/apps (Atariwriter, etc.)

If you have any 8bit cart's that you no longer want, please contact me via
Email
(ComDungeon@aol.com) or by phone 708-547-7085

Thanks for taking the time to read this.

Al

3708. Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998041317355801.NAA06055@ladder01.news.aol.com>
Source record: 63769

I have 2 copies of Star Raiders. One says "Star Raiders" and the other says "Star Raider." (singular) Does anyone know why this is and if it is considered rare or an oddity? Thanks.

3709. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <35335d19.2596926@news.nowhere.net>
Source record: 63770

dwmoar <dwmoar@teleport.com> wrote:

>Hey from what you describel that sound like the 320K upgrade that was
>done by Scott Peterson. The PIA is what selects the different banks of
>the memory. I have all the docs for all of his upgrades here at home. If
>there is something specific you need to know drop me email at
>dwmoar@teleport.com
>
>

No, it's not the one by Scott. He use to live about 8 miles the other
side of town from me before moving to Texas. Anyway, I do have all
his docs. Was just curious who did this one.

Thanks for the info ..

3710. SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <35355fc4.3279491@news.nowhere.net>
Source record: 63771

Hi all, does anyone know if the SpartaDos-X cart came with a utility disk? I picked up a cart and manual but if say nothing about a disk. Just wondering because lots of the little COM files are missing.

Thanks..

3711. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <35345e30.2875605@news.nowhere.net>
Source record: 63772

rldetlefsen@delphi.com wrote:

>From my archives, this is the 130XE Superram upgrade by Jay Torres. I've used
>these instructions to upgrade many a 130XE to 320K. Works great. You don't
>another MMU, just another multiplexer to switch 16K bank lines(I think) into
>the 192K instead of the 64K that was there.
>Rick D.

Alright! Have any info on what software supports it. The ramdisk
drivers on my MyDOS disk don't see it.

Oh, might you have the info on the mod in electronic form?

Thanks...

3712. Atari 1200XL in the Box!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3532603A.B88A344@csfb.com>
Source record: 63773
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

If you want to own one of Atari's coolest and most stylish 8-bit computers, then the Atari 1200XL computer is for you! This unit comes in its original box with power supply and RF cable & switch box, starting price is only $1.99 follow the below link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10951518

3713. Re: Convert files from .exe to .atr

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: James Worley <jworley@rmi.net>
Message-ID: <35326CB4.452910AE@rmi.net>
Source record: 63774

Geule de rat wrote:

> I found site with atari files in .exe format and all emulators knows
> only the .atr extension.
> How to make them work ? I want to play with Boulderdash !!!
>
> Thanks Jerome

A not too elegant way of transferring single atari files to an atr
image is by using PC Xformer. It can
make individual files accessable from dos. Example: load xformer with
mydos in drive 1, a blank atr image in drive 2 and the file you wish to
transfer in drive 3. then simply do a copy d3:*.* d2:*.*.

3714. Re: Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: tom_cody@onospamne.net
Message-ID: <6gu11i$530$2@usenet41.supernews.com>
Source record: 63775

In article <19980413173558O1.NAA06055@ladder01.news.aol.com>, swozniak@aol.com (Swozniak) wrote:
>I have 2 copies of Star Raiders. One says "Star Raiders" and the other says
>"Star Raider." (singular) Does anyone know why this is and if it is
>considered rare or an oddity? Thanks.
>
i have no idea but I also have copies of star raiders and star raider for the home computer, any one else have this?

3715. Re: Hardware interfacing an Atari 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <35329276.0@news3.ibm.net>
Source record: 63776

In <hddJD0E.rldetlefsen@delphi.com>, rldetlefsen@delphi.com writes:
>First, the field service manuals will help you FIX the 1020.

Rick,

Yes... assuming your "fixing" is limited to board replacement or
mechanical adjustments (;-).

> ... To create a
>communication system you need de re Atari and Mapping the Atari.

De Re Atari covers the Atari OS interface to SIO. Unfortunately, it
doesn't go much deeper, and I don't have the OS available to me in my
environment (;-).

However, thank you for making me re-read parts of De Re - it suggests I
might use values of 01/4E for the AUX1 and AUX2 bytes sent to the printer.

>I have these articles also in my SIO file:Atari Zuchinni-Analog-Apr88 & May88,
>Atari Zuchinni hdwe-Analog-Jul88. I hope this helps!

Um... er, sure! Just give me the internet address which will let me link
to your "SIO" file (;-).

I assume you're referring to issues of the old Analog magazine here.
Haven't had any luck locating it on the 'web - there's a pointer to
ftp.clark.net that says it's there, but all I can find there is the
source/object code for a logfile analysis program called "analog".
The directory structure looks a bit odd as well.

Anyway, if those are Analog articles, and you can point me at them, I'd
be most grateful.

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123

3716. 8-bit Emu Floppy Cable?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Kenneth Cohn <ken@binary.net>
Message-ID: <3532975B.AEB7C2F3@binary.net>
Source record: 63777

Does anyone have the schematic for that cable to go from the old 8-bit Atari disk drives to a PC for the emulators? I really want to archive my 8-bit software collection onto a ZIP disk.

Any help would be appreciated.

Thanks!
--
Ken@binary.net

3717. FS:T/ ?Value? Atari 1025 Printer NEW IN BOX!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <1998041322530600.SAA24113@ladder01.news.aol.com>
Source record: 63778

Found this today. A 1025 Printer new in the box.....I was thinking about keeping it, but depending on what it is worth, I may sell it to someone who'll treat it as well as I would've. Not sure how much to ask for it, so please make reasonable offers. As far as I can tell, it has never been used. It is still packed all up in styrofoam and plastic, includes all dox, and even still has items taped to the print head (so it appears). I didn't open it up, since it has apparently been preserved! :) BTW, I collect classic video game cartridges, and some 8 bit games. If you are interested in trading, send me a list of atari 8 bit carts, 2600 carts, coleco carts, or even handhelds that you might have and want to get rid of.

Thanks,
Brett

3718. Re: I will pay $ for any of these 8 bit titles:

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6gu7jr$hhk@bgtnsc03.worldnet.att.net>
Source record: 63779

I don't think synapse made slamball though.. anyone else ever hear of that
title for the atari?

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Swozniak wrote in message
<19980412212515O0.RAA24070@ladder03.news.aol.com>...
>gareee@worldnet.att.net wrote:
>
><<synapse?? SLAMBALL?? never heard of that one.. but you DID forget SLIME!
(and
>fort apoclypse)>>
>
>What are you talking about? I didn't forget anything. I didn't list Slime
or
>Fort Apocalypse because I have them already. This is a list of stuff I
want!

3719. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3532A6B8.EC9B1162@sisna.com>
Source record: 63780

If the 600XL has been upgraded to 64k the only difference it the size of the case as the 600XL was much smaller, took up less space.

bob

3720. Brand new SEALED Atari 1010 available

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3532A604.28619D22@csfb.com>
Source record: 63781
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace,rec.video.marketplace

If your into Atari computers and are also a collector, then look no further, here is a MUST HAVE addition to your original in the box collection of Atari items, an Atari 1010 data recorder in a perfect factory mint box, STILL SEALED!!! Don't let this one slip away...

Follow the link, opening price: ONLY $1.99 !!!!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10973684

3721. FT: Classic 80's Computer games (RPG's, Adventure, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6gu5sudgu1@geraldo.cc.utexas.edu>
Source record: 63782
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.atari.8bit,comp.sys.cbm,rec.games.int-fiction,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.mac.games.marketplace,comp.sys.tandy

I have some classic computer games for different systems available for trade.
Ultima, Wizardry, M&M, Infocom, others. I'm looking for Atari 2600 stuff
from my want list. You can see my want list and trade list at my Atari 2600
Nexus site. The computer software is at the bottom of the tradelist.

http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

Thanks!
--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/

3722. APE Questions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: staalejg <staalejg@ix.netcom.com>
Message-ID: <6gud2j$3ja@sjx-ixn6.ix.netcom.com>
Source record: 63783

I would like to create a DOS 2.5, MyDos 4.53, or SpartaDOS boot diskette for my Atari. Is this possible with APE? I tried doing this by setting up my 1050 Disk Drive as D2: and then booted MyDos (MyCopr) and simply tried to do a Duplicate Disk from D1: to D2. MyCopr sometimes reads all of the sectors from the .ATR Dos image but most of the time will stop reading at the middle point. I seem to have a lot of problems reading from APE when I hook it through my 1050. Any help would be appreciated.

3723. Re: 600XL vs. 800XL - difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2emz1rnwn.fsf@caligula.srv.net>
Source record: 63784

Bob Woolley <rwoolley@pacbell.net> writes:

> the 600XL has a powered PBI buss - none of the other machines do that!
>
> Bob

Cool! I didn't know that!

Brent

3724. Re: Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-13 00:00:00 UTC
From: andreas@ppp.de
Message-ID: <6gu7vk$j0j@news.ppp.net>
Source record: 63785

```
tom cody (tom_cody@onospamne.net) wrote:
: In article <1998041317355801.NAA06055@ladder01.news.aol.com>, swozniak@aol.com
(Swozniak) wrote:
: >I have 2 copies of Star Raiders. One says "Star Raiders" and the other says
: >"Star Raider." (singular) Does anyone know why this is and if it is
: >considered rare or an oddity? Thanks.
: >
: i have no idea but I also have copies of star raiders and star raider for the
: home computer, any one else have this?

On my original carton stands STAR RAIDERS. (Yes, all in caps.)

Andreas

--------------------------------------------------------------------------------
Andreas Sons | E-Mail: in5y248 at public.uni-hamburg.de
```

3725. Looking to Sell!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: ravabbahcr@aol.com
Message-ID: <1998041400421400.UAA13817@ladder01.news.aol.com>
Source record: 63786

I'm looking to sell a large amount of atari components.

Cartridges, Hardware, disk drives, modem, joysticks, touch-tablet, cx85, 9-pin printers, (even one of the early Cassette Tape drives) for use or for collectibles.

520ST, 600XL, 800, 800XL, 800XE

Lots of programs, Atariwriter...

contact Ravabbahcr@aol.com

3726. Reading Atari disks in a PC 5.25 drive.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd6750$0bb1fae0$3dd9ccc3@default>
Source record: 63787

I seem to remember finding a PC programme that would enable you to
read/write Atari 8-bit format disks in your PC's 5.25 disk drive.
I can't seem to remember where I read this.
Does anyone know of such a programme?

Thanks,
Christian Fowler

3727. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980414000931.4500A-100000@home.ptd.net>
Source record: 63788

On Mon, 13 Apr 1998, tikk wrote:

> Hi all, does anyone know if the SpartaDos-X cart came with a utility
> disk? I picked up a cart and manual but if say nothing about a disk.
> Just wondering because lots of the little COM files are missing.
>
> Thanks..
>
>
>
no....everything you need should be on the cart rom, just do a

DIR CAR:
you should see at least a screen full of files unless it's
been damaged somehow.....

Paul Clark

3728. Re: Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Kyle Dain <kdain@apollotrust.com>
Message-ID: <35331319.116C@apollotrust.com>
Source record: 63789

tom cody wrote:
>
> In article <1998041317355801.NAA06055@ladder01.news.aol.com>, swozniak@aol.com
(Swozniak) wrote:
> >I have 2 copies of Star Raiders. One says "Star Raiders" and the other says
> >"Star Raider." (singular) Does anyone know why this is and if it is
> >considered rare or an oddity? Thanks.
> >
> i have no idea but I also have copies of star raiders and star raider for the
> home computer, any one else have this?

I have a 'star raiders' cart. Haven't seen 'star raider.' If you want
to check for differences, read the ROMs and do a checksum or CRC of
them.
--

```
__ __ __
/ //_/ __ __ / / ___
/ ,< / / / / / / / _ \ http://www.apollotrust.com/~kdain
/ /| | / /_/ / / / / __/ Voice 724-697-5580
/_/ |_| \__, / /_/ \___/ ICQ 4194029
/____/
```

3729. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Kyle Dain <kdain@apollotrust.com>
Message-ID: <35331631.590B@apollotrust.com>
Source record: 63790

tikk wrote:
>
> rldetlefsen@delphi.com wrote:
>
> >From my archives, this is the 130XE Superram upgrade by Jay Torres. I've used
> >these instructions to upgrade many a 130XE to 320K. Works great. You don't
> >another MMU, just another multiplexer to switch 16K bank lines(I think) into
> >the 192K instead of the 64K that was there.
> >Rick D.
>
> Alright! Have any info on what software supports it. The ramdisk
> drivers on my MyDOS disk don't see it.
>
> Oh, might you have the info on the mod in electronic form?
>
> Thanks...

Try SpartaDOS 3.2g, or SpartaDOS-X 4.22. If SDX 4.22 doesn't see it,
please let me know, and I'll investigate further.

--

__ __ __
/ //_/ __ __ / / ___
/ ,< / / / / / / / _ \ http://www.apollotrust.com/~kdain
/ /| | / /_/ / / / / __/ Voice 724-697-5580
/_/ |_| __, / /_/ ___/ ICQ 4194029
/____/

3730. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6gvfq9$ip0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 63791

Howdy folks

Re: MyDOS cart

>All,
> Seems to me that it should work something like the SDX cart, where the
>commands are in the cart. Wouldn't this save space? I mean using less of
>low mem and bank switching the command stuff from the cart. Switching
>OFF/pullong the cart tells me that this is nothing more than a disk
>image in ROM. It just loads faster that booting from a floppy. Seems
>like a waste to me. No useful gain except maybe some disk space and
>faster boot. This wouldn't seem to help with system resources.
>
>--
>Robert S Ely

I hoped it would work like SDX, but feared it wouldn't.
This fool was able to keep his money in his pocket just long enough. Then
the first messages started comming in.

Let's not be to hard on Lance, he tried. Maybe somebody will see this as a
challenge and make a MyDOS cart like it should be. Man, the stuff you could put
in there. Hmm, Bob Puff doesn't have time, maybe Mr. Kendrick could do this.....?

CU Mathy Van Nisselroy

3731. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6gvgf5$ip0$2@nets3.rz.RWTH-Aachen.DE>
Source record: 63792

In article <35345e30.2875605@news.nowhere.net>, tikk@alt.anonymous.messages (tikk) says:
>
>rldetlefsen@delphi.com wrote:
>
>>From my archives, this is the 130XE Superram upgrade by Jay Torres. I've used
>>these instructions to upgrade many a 130XE to 320K. Works great. You don't
>>another MMU, just another multiplexer to switch 16K bank lines(I think) into
>>the 192K instead of the 64K that was there.
>>Rick D.
>
>Alright! Have any info on what software supports it. The ramdisk
>drivers on my MyDOS disk don't see it.
>
>Oh, might you have the info on the mod in electronic form?
>
>Thanks...
>
Howdy folks

You'll have to do the configuration yourself. Choose option O from the MyDOS
menu. After a couple a questions about other stuff, you'll be asked about the
presents and after that the size of the RAMdisk. Then it asks for standard
configuration. If answering "Y" won't help, you'll have to enter the bank
sequence by hand. It uses pins 2, 3, 4 and 5, I guess that means 4 + 8 + 16
+ 32 gets added top some value somewhere. I haven't really taken the time
to figure this sequence thing out, but I'll probably have to soon. I wanna
install a SIMM upgrade in my 65 and 800 XE (both "new design" motherboard, read:
only two 64 by 4 RAMchips inside.

CU Mathy Van Nisselroy

PS Anybody have a pile of co25953's lying somewhere (s)he wants to get rid off??

3732. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35334A46.EAEC468A@ix.netcom.com>
Source record: 63793

Mathy Van Nisselroy wrote:

> I hoped it would work like SDX, but feared it wouldn't.
> This fool was able to keep his money in his pocket just long enough. Then
> the first messages started comming in.
>
> Let's not be to hard on Lance, he tried. Maybe somebody will see this as a
> challenge and make a MyDOS cart like it should be. Man, the stuff you could put
> in there. Hmm, Bob Puff doesn't have time, maybe Mr. Kendrick could do this.....?
>
> CU Mathy Van Nisselroy
>

Mathy,
I'm only be hard on the guy that decided to put MyDOS on cart this way.
Lance had no way of knowing and I guess someone had to be the first to
try it out. I've never been much for MyDOS, myself. However, since it
has such a huge following, I had hoped that this would have been a much
better effort. I generally use SpartaDOS (disk and cart) for most of my
stuff. I have most of the other DOSes too just for the sake of having
them and in case it's necessary for some reason or other.
Bill seems to be heavy into X-windows game programming lately. However,
he certainly is one of the ones that could probably accomplish this,
properly!

3733. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6gvl1l$l3n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 63794

>Mathy Van Nisselroy wrote:
>
>> I hoped it would work like SDX, but feared it wouldn't.
>> This fool was able to keep his money in his pocket just long enough. Then
>> the first messages started comming in.
>>
>> Let's not be to hard on Lance, he tried. Maybe somebody will see this as a
>> challenge and make a MyDOS cart like it should be. Man, the stuff you could put
>> in there. Hmm, Bob Puff doesn't have time, maybe Mr. Kendrick could do this.....?
>>
>> CU Mathy Van Nisselroy
>>
>
>
>Mathy,
> I'm only be hard on the guy that decided to put MyDOS on cart this way.
>Lance had no way of knowing and I guess someone had to be the first to
>try it out. I've never been much for MyDOS, myself. However, since it
>has such a huge following, I had hoped that this would have been a much
>better effort. I generally use SpartaDOS (disk and cart) for most of my
>stuff. I have most of the other DOSes too just for the sake of having
>them and in case it's necessary for some reason or other.
> Bill seems to be heavy into X-windows game programming lately. However,
>he certainly is one of the ones that could probably accomplish this,
>properly!

I'm a MyDOS man myself. Didn't know that there was a huge following. I just know
Bob Puff, Bob Woolley and Bill Kendrick (and me) don't want anything else.

I do have Sparta, but only use it when I need to.

Man, I'd REALLY love a good MyDOS cart.

Speaking of cart. I dug up my Analog issues (45 till end) and found an ad
by Canoe. They sold cartridges that were supposed to be memory upgrades.
Up to 1 MB. Anybody ever see those???? And MAgna Systems said they also
had XL/XE memory upgrades (underneath their AXLON compatible 800 memory upgrades)

Anybody ever seen those???

CU Mathy Van Nisselroy

3734. Pro BBS network

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6gvl89$l3n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 63795

Howdy folks

Could somebody on the American side of the Atlantic tell the Sysop that
we're (the European side of the same ocean) NOT getting any mail anymore
from them. Oops, this is about the BBS Express PRO BBS network.

I guess the SysOp of Jail BBS is to blame for this.
(Robert - Fox-1 - Verdaasdonk told me.)

CU Mathy Van Nisselroy

3735. Re: Reading Atari disks in a PC 5.25 drive.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6gvt6g$52r$1@nnrp1.dejanews.com>
Source record: 63796

In article <01bd6750$0bb1fae0$3dd9ccc3@default>,
"Christian Fowler" <nospam-cfsoft@mailcity.com> wrote:
>
> I seem to remember finding a PC programme that would enable you to
> read/write Atari 8-bit format disks in your PC's 5.25 disk drive.
> I can't seem to remember where I read this.
> Does anyone know of such a programme?
>
> Thanks,
> Christian Fowler
>

Ok, i'm gonna tell you how i make myutil works:

1. Only use 360k disks never use HD those don't work in transfers.
2. Format the disk in the PC using 360k mode.
3. Use Util or Myutil to re-format the disk in Atari mode.
4. Made the transfer usin the options W to write and B for binary transfer.

I've been doing this without loose a disk for the last year, using an XF551,
never tried in other drive. Hope it helps. BTW Util and Myutil can be found
in the UMICH Atari archive, you can check the FAQ for the URL.

Javier

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3736. Airball

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6gvtmh$5m1$1@nnrp1.dejanews.com>
Source record: 63797

Looking trough an old pile of Antic mags, i found a review of a game called Airball, the picture looks cool and somebody told me once this game was something good, so, somebody knows if i can find this game on the net???, i tried to bought it but Atari never brought this title to Mexico, is it good enough?????. Just curious.....

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3737. Re: Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998041413363701.JAA04855@ladder01.news.aol.com>
Source record: 63798

I don't really think there are any differences as far as the ROM image. That's not even what I care about. What I want to know is why some labels say "Star Raider" and if this is a rarity.

3738. Re: Reading Atari disks in a PC 5.25 drive.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Jerome <speyron@usa.net>
Message-ID: <6gvrm9$q8t$1@front5.grolier.fr>
Source record: 63799

http://ch.twi.tudelft.nl/~sidney/atari/index.html

You will get what you are looking for.

Jerome

3739. Re: Reading Atari disks in a PC 5.25 drive.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Jerome <speyron@usa.net>
Message-ID: <6gvrma$q8t$2@front5.grolier.fr>
Source record: 63800

http://www.cs.dartmouth.edu/~crow/atari/

You can try this also

Jerome

3740. Re: Reading Atari disks in a PC 5.25 drive.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Jerome <speyron@usa.net>
Message-ID: <6gvr8d$pe6$1@front5.grolier.fr>
Source record: 63801

http://www.cs.dartmouth.edu/~crow/atari/

Bye Jerome // speyron@usa.net

3741. Re: Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Graham Thornton <nero@nospam.chicagonet.net>
Message-ID: <01bd67b2$95435760$b0f7c9c7@cct-w95-gtho>
Source record: 63802

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.980412162720.25699O-100000@fissure.scar.utoronto.ca>...
> I have heard some talk aboout this game, very rare, great grafx, ONLY 600
> ever released, blah blah..
>
> Is this a real game? Does anyone here own it? If yes, what the game
> about? Plot? Sound/Music? Grafx? Is it even in the same class as say
> Zybex or Draconus???
>
> Alan
> University of Toronto
> Computer Science, Management and Economics
>
>

Alan,

Steve what-his-name has a Powerstar cartridge for sale/trade at
http://bbs.prowlers.net/stever/INDEX.HTM in the Atari section.
There's no price though - he wants offers.

I have dealt with him in the past and have had no problems, but some
of his boxed cartridges are a bit expensive when compared to B&C or
Bravo-Sierra.

I'd be interested to know how much a Powerstar cartridge would go for,
and if anyone knows where to buy Airball for the 8-bit - let me know.

Thanks

Graham.

3742. XL/XE/XEGS Cartridges Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998041414534601.KAA16407@ladder03.news.aol.com>
Source record: 63803

I'm looking to buy Atari 8bit cartriges. Mostly interested in games but would also like some utils/apps (Atari Writer, SpartaDOS, etc.)

Since I don't have many cart's at all, I'd be willing to buy just about any title.

If you have any 8bit carts for sale (or know of someone who does) please Email me at "ComDungeon@aol.com" or call 708-547-7085.

Thanks in advance!

Al Horton

"Support Shareware Authors"

3743. What is a files with extension .exe / need which emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Jerome <speyron@usa.net>
Message-ID: <6gvst5$sr2$1@front5.grolier.fr>
Source record: 63804

Thanks to answer

Jerome

3744. Re: Airball

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd67b8$ce2952e0$51374382@vidar>
Source record: 63805

It's actually very good, perhaps a bit hard, but that's maybe because I'm
getting old :-)
Well worth the money I think. I unfortunately only have one, so I can't
sell it to you

Take Atarian care

rojasdelap@yahoo.com wrote in article <6gvtmh$5m1$1@nnrp1.dejanews.com>...
> Looking trough an old pile of Antic mags, i found a review of a game
> called Airball, the picture looks cool and somebody told me once this
game
> was something good, so, somebody knows if i can find this game on the
net???,
> i tried to bought it but Atari never brought this title to Mexico, is it
> good enough?????. Just curious.....
>
>
> Javier.
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
>

3745. WTD: 130XE in Scandinavia

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd67ba$b567d220$afd8ccc3@default>
Source record: 63806

Atari 130XE (PAL) and/or Atari 1050 w/US Doubler wanted in Norway.
Preferably from Norway or Sweden.

Christian Fowler,
(NOTE: Please remove "nospam-" in e-mail to reply!)

3746. Re: Airball

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd67bd$ed28dd00$afd8ccc3@default>
Source record: 63807

rojasdelap@yahoo.com wrote:
> Looking trough an old pile of Antic mags, i found a review of a game
> called Airball, the picture looks cool and somebody told me once this
game
> was something good, so, somebody knows if i can find this game on the
net???,
> i tried to bought it but Atari never brought this title to Mexico, is it
> good enough?????. Just curious.....

Airball is one of my favourites! The music is excellent and the gameplay
lasts for hours (years in my case ;-)). I don't think you'll be able to
get this game on the net.
I think it was only released on ROM cartridge. I have a copy on ROM, but
I'm afraid I don't want to sell it.
However, I have seen it on the net for the Atari ST emulators. You can find
it in the games archive at Little Green Desktop. I think the URL is:
http://www.fatal-design.com/desktop/
Go to the Games Archive and search for Airball. I think it's on Automation
disk #4.
You'll also need the PacifiST Atari ST emulator for your PC. You'll find
all the information you need on PacifiST etc. + TOS ROM images at Little
Green Desktop.
Get TOS v1.62. Most games work with that version.
Believe me, it's worth the try!

Christian Fowler.

3747. Re: APE Questions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd67c0$fd5611e0$4cc2accf@asharkis.erols.com>
Source record: 63808

You know, I've been trying to solve this problem for years. Stephen Tucker couldn't figure it out. I can do that kind of duplicating using SIO2PC software but not A.P.E. Only one other guy in this newsgroup has had the problem and I'm waiting for him to write a message with his equipment list so that we can compare notes. It might also help if you posted your equipment list.

There are guys here who will tell you that you have the problem because you're trying to run A.P.E. under Windows 95. Guess what. I don't do that. I run it under MS-DOS 6.22 and I still have the problem. Also -- changing settings in A.P.E. doesn't help, and neither does using a different copier. Even the Atari DOS 2.5 "J" option gives the same results.

I've gone over my equipment, eliminating or changing everything except the serial cable to no avail.

It bugs me. A.P.E. is a great program except for that one problem, which many others say they don't have.

I hope we can work a solution out together.

staalejg <staalejg@ix.netcom.com> wrote in article
<6gud2j$3ja@sjx-ixn6.ix.netcom.com>...
> I would like to create a DOS 2.5, MyDos 4.53, or SpartaDOS boot diskette
for
> my Atari. Is this possible with APE? I tried doing this by setting up
my
> 1050 Disk Drive as D2: and then booted MyDos (MyCopr) and simply tried
to
> do a Duplicate Disk from D1: to D2. MyCopr sometimes reads all of the
> sectors from the .ATR Dos image but most of the time will stop reading at
> the middle point. I seem to have a lot of problems reading from APE when
I
> hook it through my 1050. Any help would be appreciated.
>
>
>
>

3748. Re: Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6h0ehjlcv1@pale-rider.INS.CWRU.Edu>
Source record: 63809

Would be cool if I owned a copy of PowerStar, as I _live_ in
Pandora, Ohio! I remember seeing the ad in either A.N.A.L.O.G.
or Antic. Looked like gr. 5 or 7 graphics, but the thing was that
you could see in 4 directions at any location! Just turn to face
whatever cardinal direction you wanted.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3749. Re: MYDOS cart: What were they smoking!!???

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6h0f66$6pp$1@alexander.INS.CWRU.Edu>
Source record: 63810

Exactly. I would rather concentrate on getting SDX 4.22!
I don't even use MYDOS (although it seem I may have to set up
a MYDOS partition on the HD to run the stuff that either SDX or
3.2g refuse to run. Didn't someone say that ICD has some 8-bit
stuff listed on their homepage? Would be cool if the rights to
Sparta reveterted back to them after FTE disappeared...
Last thing I got from Hohman was an SDX 4.21 ROM, but
supposedly I need a new cartridge board, as the ROM doesn't
like my cartridge board in my SDX cart. It locked up all the
time, so I went back to 4.20. sigh...
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3750. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6h0frm$99c$1@alexander.INS.CWRU.Edu>
Source record: 63811

```
SpartaDOS X is completely self-contained. No need for a support
disk. What .COM files are you referring to?
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \
```

3751. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6h0gbtakq1@alexander.INS.CWRU.Edu>
Source record: 63812

Where did you get a copy of SDX 4.22?????????? I'd LOVE to
get a copy for myself! Then I'd sell my old SDX 4.20 cart to a friend
thatis running Sparta 3.2d. Half price, of course...
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3752. Re: Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3534c5d9.1188849@news.pipeline.com>
Source record: 63813

I did this and there is no difference in the programs. Star Raider
seems to be the rarer (if you want to use that word) of the two.
No idea why the difference though. Maybe an early printing mistake...

John
jhardie@pipeline.com
www.atarihq.com

Kyle Dain <kdain@apollotrust.com> wrote:
>
>I have a 'star raiders' cart. Haven't seen 'star raider.' If you want
>to check for differences, read the ROMs and do a checksum or CRC of
>them.
>--
> __ __ __
> / //_/ __ __ / / ___
> / ,< / / / / / / / _ \ http://www.apollotrust.com/~kdain
> / /| | / /_/ / / / / __/ Voice 724-697-5580
> /_/ |_| __, / /_/ ___/ ICQ 4194029
> /____/

3753. Atari Deflector Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3533ddd9.4864160@news.nowhere.net>
Source record: 63814

I picked up a XL/XE only cart called Deflector (c) ATARI. The EPROM inside says "DEFLECTOR PROTOTYPE". When you boot the cart it says "Deflector" in a gruff voice then goes into some neat music. Question, how rare is this cart if at all and does anybody have any docs on it. I have no Idea how to play it. Oh, it has a green paper label taped to the cart case.

Thanks..

3754. Modern modems and 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: shredkdl@umd.umich.edu
Message-ID: <iCRY.25$BO3.177760@news.itd.umich.edu>
Source record: 63815

I have a pile of 6551 UARTs. I have a stock 600XL. I already plan
to buy a serial printer and disk drive (which ones work with the 600XL?)

Is there any way to add the 6551 to the serial data chain in order to
connect a modern XTAL modem. Thanks in Advance.

--the Rurban Pioneer

3755. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3534e6a0.7111397@news.nowhere.net>
Source record: 63816

Kyle Dain <kdain@apollotrust.com> wrote:

>Try SpartaDOS 3.2g, or SpartaDOS-X 4.22. If SDX 4.22 doesn't see it,
>please let me know, and I'll investigate further.

I have SDX 4.20 but am not sure how to set up a ram disk with it.
I did get RD.COM from SD3.2X to see it.

Is SDX 4.22 a cart? What features does it have that 4.20 doesn't?

Anyway, I may just redo it the act like Scott's but got to fix my
ATR8500 first.

Later and thanks..

3756. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3535e85f.7558641@news.nowhere.net>
Source record: 63817

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>You'll have to do the configuration yourself. Choose option O from the MyDOS
>menu. After a couple a questions about other stuff, you'll be asked about the
>presents and after that the size of the RAMdisk. Then it asks for standard
>configuration. If answering "Y" won't help, you'll have to enter the bank
>sequence by hand. It uses pins 2, 3, 4 and 5, I guess that means 4 + 8 + 16
>+ 32 gets added top some value somewhere. I haven't really taken the time
>to figure this sequence thing out, but I'll probably have to soon. I wanna
>install a SIMM upgrade in my 65 and 800 XE (both "new design" motherboard, read:
>only two 64 by 4 RAMchips inside.

I seem to remember something about that from an old 3.116 or something
version of MyDOS. I'll have to dig out the docs and see.

Thanks for the help. It's been 10 years or so since I last did
anything with all this stuff. I'm surprised that it all still works.
Even the old disks are still good. Now that I have the room, the
Atari's are going up along side the CP/M systems and the PC's.

Later..

3757. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3536e9e2.7944951@news.nowhere.net>
Source record: 63818

"triger@ptdprolog.net" <triger@ptdprolog.net> wrote:

> no....everything you need should be on the cart rom, just do a
>
> DIR CAR:
> you should see at least a screen full of files unless it's
> been damaged somehow.....
>
> Paul Clark
>

Thanks. I never thought of doing that. I'll have to reread the manual
a little slower next time. Sometimes you just can't see the
forest.....

3758. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3537ea61.8072107@news.nowhere.net>
Source record: 63819

he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>
>SpartaDOS X is completely self-contained. No need for a support
>disk. What .COM files are you referring to?

The ones like the ones on the SPD 3.2x disks. I guess I missed the
part in the manual about doing DIR CAR:

Was trying to set up a ramdisk but no RD.COM, at least I couldn't find
it. Nothing in the manual that I saw either. Will have to read it
again a little slower this time.

Thanks..

3759. WTB carts/disks 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <353410A7.21CDD486@AMERITECH.NET>
Source record: 63820

I'm looking for the following programs (either on cart or disk)

Agent USA
Assembler Editor (prefer it to include docs).
AtariWriter
BallBlazer
BBS Express (already have all the docs)
BobTerm
Great American Cross Country Road Race -never released
circulated heavily as a prototype in the 80's
Mountain King
One on One
Rescue on Fractalus
Sector Copier
Seven Cities of Gold
Heart of Africa -sequel to the previous
Sparta Dos.

reply here or email to: sstephens@ameritech.net

Thanks in advance

3760. Re: PC XFORMER 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-14 00:00:00 UTC
From: Kevin Steinhaus <kevins@hutchtel.net>
Message-ID: <6h13uq$214$1@news3.mr.net>
Source record: 63821

>I have tested it, but XL IT 0.20 is much better!
>Xformer 98 has bad sound, really... and all good
>demos don't work well IF they work...
>Anyway emulator is too slow. I have Pentium MMX
>233 and it runs slowly even on half of screen!
>To Darek: If You want I can tell You what is wrong
>exactly.
>
>Alex
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==----

I agree. I got my update of Xformer 98 recently. Here's what I'm seeing:
- Runs very slow on my P 233 with 64 MB RAM and Stealth Video
- Sound is very choppy
I'm using DirectX 5.0 like what is recommended but for now I'll also stick
the XL-it. Just wish XL-it could support the Xformer cable....
-kevin

>http://www.dejanews.com/ Now offering spam-free web-based newsreading

3761. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <353406d1.520648733@news.pacbell.net>
Source record: 63822

On Thu, 9 Apr 1998 15:38:16 -0700, James Hague <jhague@dadgum.com>
wrote:

>ANALOG, of course, was eventually dissolved. I have heard from secondhand
>sources that when this happened all rights reverted back to the original
>authors, but I have not 100% confirmed this. Clayton Walnum was there
>until the end, and he's the most accessible ex-editor, so he might be able
>to give a definitive answer.

As to ANALOG being dissolved, the complexity here is that ANALOG was
owned by two different entities. When LFP bought the magazine I do not
recall if they got all the rights to past published works, or if those
rights were released back to the authors. I know in my own case when
ST Log folded I wrote to LFP and requested all my old articles be
officially released to me, and I got a letter from them agreeing.

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

3762. Re: Old Antic and Anolog programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: NOSPAMmauricem@bigfoot.com
Message-ID: <353405b5.520364258@news.pacbell.net>
Source record: 63823

On Thu, 09 Apr 1998 18:36:07 GMT, stevenposey@usa.net (Steven Posey)
wrote:

>Yeah, that's what I had thought, too. That's why it would be nice to
>hear from any of the people who ever worked at Analog.

Well, I used to write for ANALOG, and I'm still in touch with Clayton
Walnum, who edited the magazine in its later years. He might have an
opinion. You might try e-mailing him via his home page and see if he
has an opinion.

http://www.connix.com/~cwalnum/index.html

--Maurice

mauricem@spambigfoot.com
http://members.tripod.com/~Molyneaux

3763. FA: Atari 400, 410, 600XL on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <354b0990.8527046@news.earthlink.net>
Source record: 63824

You have the following auctions underway:

10833103: Atari 600XL computer
Current bid: $10.56
Auction ends on: 04/15/98 05:57:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10833103

10833442: TI 99/4A Texas Instruments computer
Current bid: $10.49
Auction ends on: 04/15/98 06:07:13 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10833442

10582907: Atari 400 computer in original box
Current bid: $18.50
Auction ends on: 04/16/98 06:56:25 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10582907

10583346: Atari 410 cassette player in original box
Current bid: $9.99
Auction ends on: 04/16/98 07:06:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=10583346

ZZyzx

"Me, indecisive? I'm not so sure about that."

3764. Re: Airball

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <ErG3tq.A0u@cix.compulink.co.uk>
Source record: 63825

In article <6gvtmh$5m1$1@nnrp1.dejanews.com>, rojasdelap@yahoo.com ()
wrote:

> Looking trough an old pile of Antic mags, i found a review of a game
> called Airball,
That was an ST game wasn't it? Not bad. Quite good graphics for its time
and some good puzzles.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3765. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: dd@denscicorp.force9.co.uk
Message-ID: <MPG.f9dffb11b1c1947989890@news1.force9.net>
Source record: 63826
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Holy Zarquons, Singing Fish! Benjamin.Ryzman@SOLsoft.Com says ....
> At the time, Sinclair had been producing a multitasking (even if it was just
> task switching, really) computer running a windowed environnement on a
> Motorola 68008 (8/16bits microprocessor).

Ermm, the Sinclair QL, was definitely true preemptive multitasking, you
could even set the priorities and stuff.

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

3766. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: dd@denscicorp.force9.co.uk
Message-ID: <MPG.f9e00bebb5a451e989891@news1.force9.net>
Source record: 63827
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,comp.sys.atari.st

Holy Zarquons, Singing Fish! robertm@jagunet.com says ....
> Of course not. The Jaguar is a dead parrot. However it appear that Atari, the
> name and the ideal, will get yet another chance. Its possible that the Lynx
> may get a make over or that a cip or two from the Jaguar may get used in
> something but don't get your hopes up. I'm hoping for an updated Yars
> Revenge. :)

Would it be nice if they did a lowerpowered (ie, longer battery
life!) Lynx with a better screen, sound and a bit more speed?! It'll
rule!

--
==========
Dave Denscombe (aka Zaphod)
"There's a guy who really knows where
his towel is" - Ford Prefect

ICQ: 3719723
E-mail: dd@denscicorp.force9.net
Web site: http://www.denscicorp.force9.co.uk
==========

3767. Re: 8-bit Emu Floppy Cable?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: un55@rz114s1.rz.uni-karlsruhe.de
Message-ID: <6h25bu$b1v@rz114s1.rz.uni-karlsruhe.de>
Source record: 63828

In article <3532975B.AEB7C2F3@binary.net>,
Kenneth Cohn <ken@binary.net> wrote:
>Does anyone have the schematic for that cable to go from the old 8-bit
>Atari disk drives to a PC for the emulators? I really want to archive my
>8-bit software collection onto a ZIP disk.

I think you are looking for the XFormer cable. How to build one is described
on http://www.emulators.com/xformer.htm#CABLE

Hope this helps.

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

3768. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6h2ict$qb1$1@nnrp1.dejanews.com>
Source record: 63829
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

OK, guys, here is my little contribution to the subject:

I've own Ataris for mor than 10 years, it is IMHO one of the best designed computer systems of all times, but, as time goes by so computers, i don't own PC's, but i work with them all day long, the main reason i don't wanna buy a PC is the tech groundbreak, i've been thinking buying one just because i want APE for my Atari, anyhow, i don't think Hasbro or anyone will take the A8 out of the basquet, the many out there who own one of the newer game consoles know exactly why, in the meantime we are seeing a resurrection of old 8-bit tiltes, the last one, i think, is robotron for the N64.... So, games we will see lots of resurrections, systems, i don't think we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3769. tv cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: Miroslav Stibor <smsti@hp8.fce.vutbr.cz>
Message-ID: <Pine.HPP.3.91.980415155031.22647A-100000@hp735.fce.vutbr.cz>
Source record: 63830

We have not original atari tv cable. What is that "magic box" :) on
original cable?
The picture quality with alternate cable is poor...

3770. Re: tv cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998041514103701.KAA14357@ladder03.news.aol.com>
Source record: 63831

The magic box encased a ring of iron with the cable looped through it a few times. Why this helps, I have no idea.

Bostone1@aol.com

3771. Re: 8-bit Emu Floppy Cable?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998041514103701.KAA11675@ladder01.news.aol.com>
Source record: 63832

Another route is to use APE or SIO2PC with a real Atari computer attached to the PC along with the drive. Then you can use the old PC as a slave for your Atari too.:)

Bostone1@aol.com

3772. looking to sell...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: charles <charles@dorsai.org>
Message-ID: <3534B7FF.6E0B1206@dorsai.org>
Source record: 63833

```
i have an atari 800 xl
not in box, but in the original styrofoam

make an offer please
and shipping is added

own a piece of history!

email offers please
and have a great day
```

3773. XL-It .2 and MULE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: Rohan Langley <rohan@pacific.net.sg>
Message-ID: <3534C3EC.16DD@pacific.net.sg>
Source record: 63834

Hi,

Has anyone tried to make XL-It's Alt-Arrow keys joystick emulation work for MULE? I'm getting "paddle" and the program keeps asking me to plug in at least one stick even though I've hit f6 to get kbd joy emulation going...

... I seem to remember this problem with MULE some 14 years ago when I was playing it on the 600XL... XL Translator fixed it _I Think_ Wow my memory aint that good. Anyone got any suggestions?

Sadly Brucelee doesn't work properly either on this seemingly excellent emulator.

Rohan

3774. Re: Airball

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6885$f93e7140$12374382@vidar>
Source record: 63835

It was released by Atari on cartridge for the Atari 8-bit also. It's quite
good too!

"Iain Laskey" <ilaskey@cix.compulink.co.uk> wrote in article
<ErG3tq.A0u@cix.compulink.co.uk>...
> In article <6gvtmh$5m1$1@nnrp1.dejanews.com>, rojasdelap@yahoo.com ()
> wrote:
>
> > Looking trough an old pile of Antic mags, i found a review of a
game
> > called Airball,
> That was an ST game wasn't it? Not bad. Quite good graphics for its time
> and some good puzzles.
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT Journalist *
> **
>

3775. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6j9mjc.1f5.jedi@dementia.mishnet>
Source record: 63836
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Wed, 15 Apr 1998 10:06:05 -0600, rojasdelap@yahoo.com <rojasdelap@yahoo.com
> wrote:
>
>
>
> OK, guys, here is my little contribution to the subject:
>
> I've own Ataris for mor than 10 years, it is IMHO one of the best
>designed computer systems of all times, but, as time goes by so computers,
>i don't own PC's, but i work with them all day long, the main reason i don't

If you decide to 'go PC', I suggest trying Linux or
FreeBSD first. They, as unixen, tend to be a bit
harsher on newcomers but, they're much more reliable
than WinXX and perform better (more responsive) on
similar hardware. You will likely be quite shocked
with how much computing horsepower it takes to just
do basic computing with WinXX.

>wanna buy a PC is the tech groundbreak, i've been thinking buying one just
>because i want APE for my Atari, anyhow, i don't think Hasbro or anyone
>will take the A8 out of the basquet, the many out there who own one of the
>newer game consoles know exactly why, in the meantime we are seeing a
>resurrection of old 8-bit tiltes, the last one, i think, is robotron for the
>N64.... So, games we will see lots of resurrections, systems, i don't think
>we'll see any.... Still, i buy any piece of A8 hardware that crosses my path.

3776. Re: tv cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6h2nbt$62q$1@dartvax.dartmouth.edu>
Source record: 63837

Miroslav Stibor writes:

>We have not original atari tv cable. What is that "magic box" :) on
>original cable?
>The picture quality with alternate cable is poor...

On the original 800, that was built-in. The cable was wrapped around
a metal ring before it left the case. I suspect that did something to
cut out interferrence.

If your TV has RCA inputs, your best bet is to make a monitor cable
and bypass the channel 2/3 stuff (unless you have a 600XL). I made
such a cable a few weeks ago--I've never seen clearer graphics from my
800.

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

3777. Re: XL-It .2 and MULE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: Brett Gaskill <bgaskill@niu.edu>
Message-ID: <6h2qbi$28m@corn.cso.niu.edu>
Source record: 63838

Do yourself a favor and download Atari800 0.9.1 at
http://www.signus.demon.co.uk/david/, it should solve all of your problems,
and bruce lee even works

3778. Re: XL-It .2 and MULE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: Scott Faulkner <scott.faulkner@boeing.com>
Message-ID: <01bd6897$b24d4240$f1ac2a82@e882299>
Source record: 63839

Rohan Langley <rohan@pacific.net.sg> wrote in article
<3534C3EC.16DD@pacific.net.sg>...
> Hi,
>
> Has anyone tried to make XL-It's Alt-Arrow keys joystick emulation work
> for MULE? I'm getting "paddle" and the program keeps asking me to plug
> in at least one stick even though I've hit f6 to get kbd joy emulation
> going...
> Sadly Brucelee doesn't work properly either on this seemingly excellent
> emulator.

I think you may have to use an actual joystick or gamepad to get this to
work correctly. I found Bruce Lee works with Atari800Win much better
(although the keyboard controls are rather clumsy). You can find it at
http://www.concentric.net/~Twist/atari800win/

-Scott

3779. ICD PR: Connection Interfaces available

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998041518311700.OAA07229@ladder03.news.aol.com>
Source record: 63840

Hi everyone,

I have 5 ICD PR: connections up on Ebay available for $9.99 to the first 5 people, after that you have to bid on any higher prices, but the first 5 people get them complete with 1 brand new sealed ICD RS-232c modem cable for $9.99 each, follow the below link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11131805

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

3780. Re : WTB carts/disks 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998041522415300.SAA04985@ladder03.news.aol.com>
Source record: 63841

Just for your info, Road Race WAS released commercially on the Atari 8-bit and Heart Of Africa only appeared on C64 (and maybe Apple II).

3781. FA: Upgraded Atari 1200XL Computer (ebay) (photo)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6h3b76$93j@freenet-news.carleton.ca>
Source record: 63842
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

```
---
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11144977
---

Rare 1200XL in good condition.

Enhancements Include

APE Warp+ 4-in-1 OS Upgrade Pre-Installed!
APE Warp+ OS
Atari 1200XL OS
Atari 130XE OS w/ Reverse Basic
Atari 800 Compatible OS

SuperVideo 2.1 Upgrade (very sharp chroma/luma or composite video)

Internal APE/SIO2PC Interface (DB25 Jack)

256k 130XE Compatible Ram Upgrade

Includes: Original 1200XL Power Supply
RF Cable
Switchbox

BASIC
Game Cartridges
Joysticks
Paddles

Low minimum, fave fun!

Bid at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11144977

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
```

3782. Re: tv cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35352A8C.F6C0E786@sisna.com>
Source record: 63843

The Magic Box (not really magic), hides a magnet which is in about a 2 inch circle maybe less. Find one of these and wrap your cord through it about 4 times and you have what Atari put out as a video cable.

bob

3783. Atari Logo

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35352E60.F49AEF04@sisna.com>
Source record: 63844

Programing Cartridge with manual $8.00 shipping included.

Atari Writer Cartridge with manual $8.00 shipping included.

bob

3784. Cadalac Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35352DB7.1AF3A372@sisna.com>
Source record: 63845

Indus for the Atari 8-bit. Double density, density 1/2 (Atari Double),
and single density capabilities. Power supply and SIO cable $35.00
shipped. Guranteed 30 days.

bob

3785. Atari 8-bit CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-15 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35352F56.5EDC59BE@sisna.com>
Source record: 63846

CD-ROM read by IBM and emulated or transfered to the Atari 8-bit computer with over 8,000 Public Domain/Shareware items. Complete disks in Discom format, Text files, ect.. Price $23.00 shipping included anywhere in the world..

bob

3786. Re: you just can't lose

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: sean@spamspam.spam
Message-ID: <892712916mnewssean@spamspam.spam>
Source record: 63847

Fark orff!!!!!!!!
>
>
>
> So, do you want to make money? If you have ONLY US$6 or a bit more(6
> stamps), you can do it!!!
>
> **
> PLEASE READ ON ABOUT HOW TO BE SUCCESSFUL
> **
>
> 1. IS THIS REALLY LEGAL??
> I called a lawyer first. The lawyer was a little skeptical that I
> would actually make any money but he said it WAS LEGAL if I wanted to
> try it. I told him it sounded a lot like a chain letter but the
> details of the system (SEE BELOW) actually made it a legitimate legal
> business.
> 2. Would the Post Office be ok with this....I called them:
> 1-800-725-2161 and they confirmed THIS IS ABSOLUTELY LEGAL! (See Title
> 18,h sections1302 NS 1341 of Postal Lottery Laws). This clarifies the
> program of collecting names and addresses for a mailing list.
> 3. Is this moral? Well, everyone who sends me a buck has a good
> chance of getting A LOT of money ... a much better chance than buying
> a lottery ticket!!!
> ============
> HOW IT WORKS
> ============
> Mail the 6 envelopes to the following addresses:
> STEP 1:
> Get 6 separate pieces of paper and write the following on each
> piece of paper:
> PLEASE ADD ME TO YOUR MAILING LIST.
> $1 US DOLLAR PROCESSING FEE IN ENCLOSED.
> (THIS IS KEY AS THIS IS WHAT MAKES IT LEGAL SINCE YOU ARE PAYING FOR
> AND LATER OFFERING A SERVICE).
> Now get 6 $1.00 bills and place ONE inside EACH of the 6 pieces of
> paper so the bill will not be seen through the envelope to prevent
> theft/robbery (Add one chemical paper for example;this will turn your
> bill invisible and the letter still light).
> Then, place one paper in each of the 6 envelopes and
> seal them. You should now have 6 sealed envelopes, each with a piece
> of paper stating the above phrase and a U.S. $1.00 bill.
>
> #1 Ronald Stevens

> 20 Lordly court
> Kings Park NY 11754
> USA
>
> #2 J. Turley
> P.O. Box 50604
> Knoxville, TN 37950-0604
> USA
>
> #3 K. Agler
> 109 Fraternity Ct.
> Chapel Hill, NC 27516
> USA
>
> #4 R Sauter
> 3500 Crescent Ct
> Flower Mound, TX 75028
> USA
>
> #5 Catherine Watkins
> P.O. Box 67
> Chapel Hill, NC 27514-0067
> USA
>
> #6 Ryan
> 1201 Holleybank Dr.
> Matthews, NC 28105
> USA
>
> STEP 2:
> Now take the #1 name off the list that you see above, move
> the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR Name
> as number 6 on the list. (If you want to remain anonymous, put a
> nickname, but the address MUST be correct. It, of course, MUST contain
> your country, state/district/area, zip code, etc!!! You wouldn't want
> your money to fly away, would you?!?!).
>
> STEP 3:
> Now post your amended article to at least 200 newsgroups.
> Remember, 200 postings is just a guideline. The more you post, the more
> money you make!
>
> NOTE:
> IN MANY NEWSGROUPS THERE ARE PEOPLE THAT DELETE THIS KIND OF MESSAGES
> I RECOMEND YOU TO POST 1 OR EVEN 2 TIMES A WEEK TO 300 NEWSGROUPS SO OTHER
> PEOPLE CAN SEE YOUR MESSAGES.THIS IS A WAY TO INCREASE THE
> POSSIBILITIES
> FOR YOU TO GET MORE MONEY!!
>
> ---

> The TOP 200 newsgroups can be found at --->
> www.op.net/usenet-stats.html
> *** BOTS ***
> Bots are small computer programs on a usenet server.
> 1) Bots look for certain characters in the "Subject:" field of your
> newsgroup posting.
> 2) Bots also look for "multiple postings".
> 3) If a Bot discovers any of the above, it will delete your posting.
> 4) Then send you a nasty e-mail.
> ***OUTSMART THE BOTS***
> 1) You will make a lot MORE money if you outsmart the BOTS.
> 2) Post your message only ONCE.
> 3) Do NOT use characters such as (! $ % + # & * @ ?) in the "Subject"
> field.
> ---
>
> > ---
> > **REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU
> > WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200**
> > That's it! You will begin receiving money from around the world within
> > day's! You may eventually want to rent a P.O. Box due to the large
> > amount of mail you receive. If you wish to stay anonymous, you can
> > invent a name to use, as long as the postman will deliver it.
> > **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**
> >--
>
> =================
> Now the WHY part:
> =================
> Out of 200 postings, say I receive only 5 replies (a very low
> example). So then I made $5.00 with my name at #6 on the letter. Now,
> each of the 5 persons who just sent me $1.00 make the MINIMUM 200
> postings, each with my name at #5 and only 5 persons respond to each of
> the original 5, that is another $25.00 for me, now those 25 each make
> 200 MINIMUM posts with my name at #4 and only 5 replies each, I will
> bring in an additional $125.00! Now, those 125 persons turn around and
> post the MINIMUM 200 with my name at #3 and only receive 5 replies
> each, I will make an additional $626.00! OK, now here is the fun part,
> each of those 625 persons post a MINIMUM 200 letters with my name at
> #2 and they each only receive 5 replies, that just made me $3,125.00!!!
> Those 3,125 persons will all deliver this message to 200 newsgroups
> with my name at #1 and if still 5 persons per 200 newsgroups react I will
> receive $15,625,00! With a original investment of only $6.00! AMAZING!
> And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30!
> So lets put those figures at just 15 responses per person. Here is
> what you will make:
> at #6 $15.00
> at #5 $225.00
> at #4 $3,375.00
> at #3 $50,625.00

> at #2 $759,375.00#1 $11,390,625.00
> When your name is no longer on the list, you just take the latest
> posting in the newsgroups, and send out another $6.00 to names on the
> list, putting your name at number 6 again. And start posting again.
> The thing to remember is, do you realize that thousands of people all over
> the world are joining the internet and reading these articles everyday,
> JUST LIKE YOU are now!! So can you afford $6.00 and see if it really
> works?? I think so... People have said, "what if the plan is played out
> and no one sends you the money? What are the chances of that
> happening when there are tons of new honest users and new honest people
> who are joining the internet and newsgroups everyday and are willing to
> give it a try? Estimates are at 20,000 to 50,000 new users, every day,
> with thousands of those joining the actual internet.
> Remember, play FAIRLY and HONESTLY and this will work. You just have to
> be honest.
>
>
> ** By the way, if you try to deceive people by posting the messages
> with your name in the list and not sending the money to the rest of the
> people already on the list, you will NOT get as much. Someone I talked
> to knew someone who did that and she only made practically nothing, and that's
> after seven or eight weeks! Then she sent the 6 $1.00 bills, people
> added her to their lists, and in 4-5 weeks she had over $10k.
>
> This is the fairest and most honest way I have ever seen to share the
> wealth of the world without costing anything but our time!!! You also
> may want to buy mailing and e-mail lists for future dollars.
> Make sure you print this article out RIGHT NOW! Also, try to keep a
> list of everyone that sends you money and always keep an eye on the
> newsgroups to make sure everyone is playing fairly.
> Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the
> basic idea to make the money!!
> GOOD LUCK to all and please play fairly and reap the huge rewards
> from this, which is tons of extra CASH.
> Please remember to declare your extra income. Thanks once again...
> --
>
>
> --
>
> .

3787. Machine Language For Beginners

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6h3o07eoq2@mohawk.hwcn.org>
Source record: 63848

I have an extra copy of "Machine Language For Beginners" by Compute!
Books......$5 plus shipping.

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3788. Re: tv cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3535748f.3071388@news.nowhere.net>
Source record: 63849

Miroslav Stibor <smsti@hp8.fce.vutbr.cz> wrote:

>We have not original atari tv cable. What is that "magic box" :) on
>original cable?
>The picture quality with alternate cable is poor...

The little ring was a ferrite core used to de-couple the RF generated
by the computer from the outside world. It was done as part of the FCC
type acceptance and to present a nice 75 ohm load to the switch box
that had a nice little balum which converted the 75 ohm impedance to a
300 ohm impedance that most TV's like.

3789. FT/Sega/Super Nintendo Copier.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998041603112700.XAA10901@ladder03.news.aol.com>
Source record: 63850

I have a Sega genny and Super Nintendo Copier it is in good shape. This item is very RARE I am willing to accept trades only...I do not want money for this..Please send a list of what you have to trade. I collect for every system and systems I don't have yet :-(

Alan
I am a colletor of ALL Classic video games
Atari 2600 - 5200 - 7800 - Jaguar - Lynx -
Intellivision
Colecovision - Odyssey 2 - Pong - Hand Helds - Table Tops

3790. Hardware interfacing an Atari 1020 printer - Update

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <35357c71.0@news3.ibm.net>
Source record: 63851

In <3530c296.0@news3.ibm.net>, rrs0059@ibm.net (Frank McKenney) writes:
> In <6gjejd$gg7$2@m5.columbus.rr.com>, "Ken Siders" <ksiders@columbus.spam.rr.com>
writes:
>>
>>Frank McKenney wrote in message <352d129c.0@news3.ibm.net>...
>>>
>>>I needed a small and reasonably-priced printer for a home data-logging
>>>project. The nice RS232 printers start at $130, so I'm trying to use an
>>>Atari 1020 Color Printer ($15-20) and trade my coding skills, sweat, and
>>>soldering gun for the other $100 (may be a losing battle (;-)).
>>.....

Progress Has Been Made. The printer now prints my (very unoriginal) line
of 39 "A"s and a CRLF (0x9B).

What finally got me over the last hurdle (so far (;-)) was discovering my
old copy of the "Atari Personal Computer System Operating System User's
Manual and Hardware Manual", November 1980. This book has detailed specs
on the SIO bus, including...
...
...
...
(wait for it! (;-)) ...
...
...
...
... TIMING DIAGRAMS for the SIO bus!

Yes, I was driving old NMOS chips (6805/4 MHz) with a 10 MHz PIC16F84, and
just running too fast for the printer to keep up.

Here's an outline of my revised code:

1) Send the command frame.
- Bring /CMD low ("This is a command frame coming").
- Wait 750-1600 usec.
- Send the 5-byte command frame:
0x40 (Printer device ID)
0x57 (Write)
0x4E (AUX1 - probably ignored)
0x01 (AUX2 - probably ignored)
0xE6 (checksum)
- Wait 650-950 usec.
- Bring /CMD high (End of command sequence).
- Wait 0-16000 usec for ACK/NAK of command frame
2) Send the data frame

- Wait 1000-1800 usec
- Send data frame + checksum (41 bytes)
39 repeats of "A"
0x9B (EOL)
0x8C (Checksum)
- Wait 850-16000 usec for ACK to data frame
3) Wait for completion of command
- Wait 250-250E6 usec for "complete"

And it prints!

It's not completely clean... The ACKs I get back are 0xA1, 0xA1, and 0xA3 instead of 0x41, 0x41, and 0x43 (ACK/ACK/Complete). And I need to do more testing to make sure I can send text other than capital As (;-).

But I'm close.

I'd like to express my appreciation to Ken, Rick, and those maintaining the various Atari 'web sites around the world. I couldn't have done it without you guys.

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123

3791. Re: XL-It .2 and MULE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Rohan Langley <rohan@pacific.net.sg>
Message-ID: <35358524.EF2@pacific.net.sg>
Source record: 63852

Brett Gaskill wrote:
>
> Do yourself a favor and download Atari800 0.9.1 at
> http://www.signus.demon.co.uk/david/, it should solve all of your problems,
> and bruce lee even works

Thanks this does work and well. Tis a good emulator, but I wish I could
remap the joy keyboard map to the arrow keys for a laptop :) I guess
real emu users have desktop machines !

Rohan

3792. WTB: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: "Faith C. Weeks" <fweeks@home.com>
Message-ID: <35354856.70D0E0C8@home.com>
Source record: 63853

I need an 850 Interface Module to transfer files from Atari 800XL to Mac.
Or perhaps there are other ways of transferring the data from the disks (I
have access to dual floppy drive PCs at work) to my Mac.

Thanks,
Faith Weeks
fweeks@home.com

3793. Re: you just can't lose

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Erl2wx.206@cix.compulink.co.uk>
Source record: 63854

> > 1. IS THIS REALLY LEGAL??
> > I called a lawyer first. The lawyer was a little skeptical that I
> > would actually make any money but he said it WAS LEGAL
Probably thought you were a dumb-fuck too.

> > details of the system (SEE BELOW) actually made it a legitimate legal
> > business.
Must be some new meaning of the word business I wasn't previously aware
of.

> > 2. Would the Post Office be ok with this....I called them:
> > 1-800-725-2161 and they confirmed THIS IS ABSOLUTELY LEGAL!
And did they confirm you were a dumb-fuck?

> > 3. Is this moral?
Just very, very annoying. Childish, immature and generally low-IQ.

> > STEP 1:
Switch off brain.

> > STEP 2:
Lose all credibility throughout the entire world!

> > STEP 3:
> > Now post your amended article to at least 200 newsgroups.
Get flamed, piss people off, lose your ISP connection for spamming. Break
every Internet rule in the book. Fun, fun, fun!

> > Remember, 200 postings is just a guideline. The more you post, the
> > more money you make!
And the greater the chance some psycho nutter will go to your home and
shoot you! (elsewhere in the world we just use harsh language but for the
US citizens, a big gun is the only way).

> > NOTE:
> > IN MANY NEWSGROUPS THERE ARE PEOPLE THAT DELETE THIS KIND OF MESSAGES
> > I RECOMEND YOU TO POST 1 OR EVEN 2 TIMES A WEEK TO 300 NEWSGROUPS SO O
And be *really* sure you get blown away!

> > 3) If a Bot discovers any of the above, it will delete your posting.
> > 4) Then send you a nasty e-mail.
There is a reason for this. Is it getting through yet??

> > ***OUTSMART THE BOTS***
More likely the bots will outsmart you. What's it like being beaten by 15
lines of code?

> > 3) Do NOT use characters such as (! $ % + # & * @ ?) in the "Subject"
> > field.
But those funny characters are *sooo* hard to use mummy.

> > > day's! You may eventually want to rent a P.O. Box due to the large
More like your real address will no longer be safe to use.

> > > amount of mail you receive. If you wish to stay anonymous, you can
Def. for the best. If we find you, your dead!

> > > invent a name to use, as long as the postman will deliver it.
Shit, good tip, I never thought of making it possible to receive the
letters. Wow!

> > =================
> > Now the WHY part:
> > =================
> > Out of 200 postings, say I receive only 5 replies (a very low
> > example).
Plus 10,000 hate mail, a letter from your ISP< 2 doz assorted nutters...

> > at #2 $759,375.00#1 $11,390,625.00
Duh!

> > and no one sends you the money? What are the chances of that
> > happening when there are tons of new honest users and new honest peopl
Honest, schmonest. you need idiots not honest people.

> > give it a try? Estimates are at 20,000 to 50,000 new users, every day,
And how many get fed up with all this spamming crap and leave again?

> > Please remember to declare your extra income. Thanks once again...
Dear Mr taxman, I am awesomely rich and do you know how? You too can be
rich beyond your wildest dreams!!! Reduce the nations enormous deficits!
Send this letter to each and every taxpayer and watch your fiscal worries
dissolve, everyone becomes multi millionaires in days! fantastic!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

3794. ECI on 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6h4ntveud1@nets3.rz.RWTH-Aachen.DE>
Source record: 63855

Howdy folks

Re: no ECI on American 65XE's.

Has anyone ever looked at the motherboard of the American 65XE?
Does it really differ from the 130XE's or did they just not solder in
the ECI connector?

As you might know the 65XE's that were sold in Europe (mainly Poland) all
have the "new design" motherboard. With space for FOUR 64 by 4 RAMchips. But
only two of those are filled. It DOES have the ECI. And a fermer keyboard,
and a faster and improved selftest. It'll test 128 kB if it finds that much.
But they threw the function key stuff out of the OS (so you cannnot add the
F1-F4 the 1200XL had anymore.

Would be nice, if the American 65XE's could be upgraded by soldering in the new
connector. And since you'll have to contact Best Electronics anyway, you can
order the bottom case halve of the 130XE at the same time. :-)

CU Mathy Van Nisselroy

3795. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3535E51E.FAF5FA15@ix.netcom.com>
Source record: 63856

tikk wrote:
>
> Hi all, does anyone know if the SpartaDos-X cart came with a utility
> disk? I picked up a cart and manual but if say nothing about a disk.
> Just wondering because lots of the little COM files are missing.
>
> Thanks..

tikk,
Besides the CAR: files, many of the .COM files for 3.2D work. The
SpartaDOS Tool Kit has a few programs on it that are not part of SDX.
There are loads of nice utilities available oat varoius web/FTP sites.
If you are looking for something special that you can't seem to find,
e-mail me. I just might have what you are looking for.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3796. DON'T READ MY PREVIOUS MESSAGE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6h4ojveud5@nets3.rz.RWTH-Aachen.DE>
Source record: 63857

Howdy folks

Sorry folks, I made a HUGE mistake which I only discovered while the computer was busy posting it. Please do not read the file named "RE. MYDOS (BOOT SECTORS). I wanted to MAIL it, I posted it. Sorry. I still don't have a clue about how the PC's work and they also changed the system YESTERDAY.

SORRY.

CU Mathy Van Nisselroy

3797. Re: APE Questions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3535E731.148F6AD4@ix.netcom.com>
Source record: 63858

Alan Sharkis wrote:
>
> You know, I've been trying to solve this problem for years. Stephen Tucker
> couldn't figure it out. I can do that kind of duplicating using SIO2PC
> software but not A.P.E. Only one other guy in this newsgroup has had the
> problem and I'm waiting for him to write a message with his equipment list
> so that we can compare notes. It might also help if you posted your
> equipment list.
>
> There are guys here who will tell you that you have the problem because
> you're trying to run A.P.E. under Windows 95. Guess what. I don't do
> that. I run it under MS-DOS 6.22 and I still have the problem. Also --
> changing settings in A.P.E. doesn't help, and neither does using a
> different copier. Even the Atari DOS 2.5 "J" option gives the same
> results.
>
> I've gone over my equipment, eliminating or changing everything except the
> serial cable to no avail.
>
> It bugs me. A.P.E. is a great program except for that one problem, which
> many others say they don't have.
>
> I hope we can work a solution out together.
>
> staalejg <staalejg@ix.netcom.com> wrote in article
> <6gud2j$3ja@sjx-ixn6.ix.netcom.com>...
> > I would like to create a DOS 2.5, MyDos 4.53, or SpartaDOS boot diskette
> for
> > my Atari. Is this possible with APE? I tried doing this by setting up
> my
> > 1050 Disk Drive as D2: and then booted MyDos (MyCopr) and simply tried
> to
> > do a Duplicate Disk from D1: to D2. MyCopr sometimes reads all of the
> > sectors from the .ATR Dos image but most of the time will stop reading at
> > the middle point. I seem to have a lot of problems reading from APE when
> I
> > hook it through my 1050. Any help would be appreciated.
> >
> >
> >
> >

Al,
I haven't tried this, as my A.P.E. cable seems to only work in one

direction, at the moment. But... Form what I understand, you can boot the Atari with A.P.E. and a bootable .ATR image (I Think). If this boot image also includes Discomm and a second image includes a DCM'd boot disk file, couldn't you unDCM the boot file to the floppy? You may not be able to duplicate a disk, but DCM should work. Let me know if this is possible.

--

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com

====|||====Atari 8-bit user since 1982====|||=====

===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3798. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-1604980832470001@portland15.portland.com>
Source record: 63859
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> If you decide to 'go PC', I suggest trying Linux or
> FreeBSD first. They, as unixen, tend to be a bit
> harsher on newcomers but, they're much more reliable
> than WinXX and perform better (more responsive) on
> similar hardware. You will likely be quite shocked
> with how much computing horsepower it takes to just
> do basic computing with WinXX.

I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost as responsive as my Macintosh at work (7200/75). I run Microsoft Office products and have never had a complaint about performance.

I would like to try Linux but it does seem intimidating. Also, where does one get software for it (like word processing, graphic)? This is an honest question.

-scott

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

3799. 130xe to 1702 cable?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1531.00080513@condor.circa.ufl.edu>
Source record: 63860

I was wondering if anyone had the specs on making a cable to go from a 130xe
to a 1702?

Thanks,

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

3800. Re: ECI on 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6h55tu$8ep$1@nnrp1.dejanews.com>
Source record: 63861

In article <6h4ntveud1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
>
> Howdy folks
>
> Re: no ECI on American 65XE's.
>
> Has anyone ever looked at the motherboard of the American 65XE?
> Does it really differ from the 130XE's or did they just not solder in
> the ECI connector?
>
> As you might know the 65XE's that were sold in Europe (mainly Poland) all
> have the "new design" motherboard. With space for FOUR 64 by 4 RAMchips.
But
> only two of those are filled. It DOES have the ECI. And a fermer keyboard,
> and a faster and improved selftest. It'll test 128 kB if it finds that
much.
> But they threw the function key stuff out of the OS (so you cannnot add the
> F1-F4 the 1200XL had anymore.
>
> Would be nice, if the American 65XE's could be upgraded by soldering in the
new
> connector. And since you'll have to contact Best Electronics anyway, you
can
> order the bottom case halve of the 130XE at the same time. :-)
>
> CU Mathy Van Nisselroy
>
>

NO, i have 2 North American 65xe and the layout is different from the 130XE,
no much room inside no ECI port..... But, i'll look at them tonight, just in
case.... let me think, a little long ago i bought what i tought was a 130XE
because has the ECI port, the case says 65XE, maybe this is what you are
looking for, i tought for a long time this was a crippled 130...

Javier

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3801. Re: you just can't lose

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Technical Innovations <domepage@erols.com>
Message-ID: <35360D67.61A8@erols.com>
Source record: 63862

Good response, but this spam probably came from some mass mailing
wanker, so the little tosser isn't likely to read your reply...

Gregm

(Man I love British pejoratives!)

Iain Laskey wrote:
>
> > > 1. IS THIS REALLY LEGAL??
> > > I called a lawyer first. The lawyer was a little skeptical that I
> > > would actually make any money but he said it WAS LEGAL
> Probably thought you were a dumb-fuck too.
>
> > > details of the system (SEE BELOW) actually made it a legitimate legal
> > > business.
> Must be some new meaning of the word business I wasn't previously aware
> of.
>
> > > 2. Would the Post Office be ok with this....I called them:
> > > 1-800-725-2161 and they confirmed THIS IS ABSOLUTELY LEGAL!
> And did they confirm you were a dumb-fuck?
>
> > > 3. Is this moral?
> Just very, very annoying. Childish, immature and generally low-IQ.
>
> > > STEP 1:
> Switch off brain.
>
> > > STEP 2:
> Lose all credibility throughout the entire world!
>
> > > STEP 3:
> > > Now post your amended article to at least 200 newsgroups.
> Get flamed, piss people off, lose your ISP connection for spamming. Break
> every Internet rule in the book. Fun, fun, fun!
>
> > > Remember, 200 postings is just a guideline. The more you post, the
> > > more money you make!
> And the greater the chance some psycho nutter will go to your home and
> shoot you! (elsewhere in the world we just use harsh language but for the
> US citizens, a big gun is the only way).
>
> > > NOTE:
> > > IN MANY NEWSGROUPS THERE ARE PEOPLE THAT DELETE THIS KIND OF MESSAGES

> > > I RECOMEND YOU TO POST 1 OR EVEN 2 TIMES A WEEK TO 300 NEWSGROUPS SO O
> And be *really* sure you get blown away!
>
> > > 3) If a Bot discovers any of the above, it will delete your posting.
> > > 4) Then send you a nasty e-mail.
> There is a reason for this. Is it getting through yet??
>
> > > ***OUTSMART THE BOTS***
> More likely the bots will outsmart you. What's it like being beaten by 15
> lines of code?
>
> > > 3) Do NOT use characters such as (! $ % + # & * @ ?) in the "Subject"
> > > field.
> But those funny characters are *sooo* hard to use mummy.
>
> > > > day's! You may eventually want to rent a P.O. Box due to the large
> More like your real address will no longer be safe to use.
>
> > > > amount of mail you receive. If you wish to stay anonymous, you can
> Def. for the best. If we find you, your dead!
>
> > > > invent a name to use, as long as the postman will deliver it.
> Shit, good tip, I never thought of making it possible to receive the
> letters. Wow!
>
> > > ==========
> > > Now the WHY part:
> > > ==========
> > > Out of 200 postings, say I receive only 5 replies (a very low
> > > example).
> Plus 10,000 hate mail, a letter from your ISP< 2 doz assorted nutters...
>
> > > at #2 $759,375.00#1 $11,390,625.00
> Duh!
>
> > > and no one sends you the money? What are the chances of that
> > > happening when there are tons of new honest users and new honest peopl
> Honest, schmonest. you need idiots not honest people.
>
> > > give it a try? Estimates are at 20,000 to 50,000 new users, every day,
> And how many get fed up with all this spamming crap and leave again?
>
> > > Please remember to declare your extra income. Thanks once again...
> Dear Mr taxman, I am awesomely rich and do you know how? You too can be
> rich beyond your wildest dreams!!! Reduce the nations enormous deficits!
> Send this letter to each and every taxpayer and watch your fiscal worries
> dissolve, everyone becomes multi millionaires in days! fantastic!
>
> **********
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *

> **
> * Analyst Programmer/ Freelance IT Journalist *
> **

3802. Re: ECI on 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m290p53nqp.fsf@caligula.srv.net>
Source record: 63863

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> Howdy folks
>
> Re: no ECI on American 65XE's.

> Has anyone ever looked at the motherboard of the American 65XE?
> Does it really differ from the 130XE's or did they just not solder in
> the ECI connector?

I am pretty sure the one I had did not have the ECI on the
motherboard.

> As you might know the 65XE's that were sold in Europe (mainly
> Poland) all have the "new design" motherboard. With space for FOUR
> 64 by 4 RAMchips. But only two of those are filled. It DOES have
> the ECI. And a fermer keyboard, and a faster and improved selftest.
> It'll test 128 kB if it finds that much.

I am pretty sure mine does not have these things.

> Would be nice, if the American 65XE's could be upgraded by soldering
> in the new connector. And since you'll have to contact Best
> Electronics anyway, you can order the bottom case halve of the 130XE
> at the same time. :-)

I think my 65XE is a little smaller than a 130.

I will check.

Brent

3803. Re: Winter Games for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <6h535pibj1@testinfo.uoguelph.ca>
Source record: 63864

```
: A "WINTER GAMES" game I beleive was released for other platforms, not the
: 8bit. But the previous game I mentioned is as close as you will get.

Perhaps he's confusing the 7800 "Winter Games" which was released
for an Atari 8-bit version?

--
-------------------------------------------------------------------------
Mark Rathwell

E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
Home of the Incredible Hulk television series page!

"If you want time to pass quickly, just give me your note for 90 days"
- R.B. Thomas
-------------------------------------------------------------------------
```

3804. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1604980949350001@macmcurrent.library.carleton.edu>
Source record: 63865

In article <6h0gbtakq1@alexander.INS.CWRU.Edu>,
he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>Where did you get a copy of SDX 4.22?????????? I'd LOVE to
>get a copy for myself! Then I'd sell my old SDX 4.20 cart to a friend
>thatis running Sparta 3.2d. Half price, of course...

I bought my SDX 4.22 chip direct from Fine Tooned Engineering/Mike Hohman
about Dec 1995. Which was just before he made himself disappear.

Unless you manage to find someone who's willing to sell, I think they're
rather scarce.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3805. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <35361B07.E62FE967@sprynet.com>
Source record: 63866
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Scott Tirrell wrote:

> I would like to try Linux but it does seem intimidating. Also, where does
> one get software for it (like word processing, graphic)? This is an
> honest question.

There's a free (not for profit) office suite called Star Office
available for Linux. I've got it, I use it very occasionally. I end up
using Word 97 more often because I don't get the same quality print in
Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
Linux is primarily done with postscript, so if you have a postscript
printer you should have no problem. I, on the other hand, don't so I
have to use a postscript filter (apsfilter) to make it work with my
printer...and then I have to use a BJ-200e driver (which is half the
resolution).

StarOffice is not bad. It supports conversion of various format
documents (albeit, not Word 97, but will do Word 6.0). It has everything
you'd expect in a word processor. I especially like having the
mathematical formula editor...which comes with the package.

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3806. Bounty Bob Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998041615441800.LAA23917@ladder03.news.aol.com>
Source record: 63867

I've played and loved both Miner 2049er (which I still have and play) and Bounty Bob Strikes Back (unfortunately I have lost that cartridge and would love to find another one).

At the time that Bounty Bob was released, advertisements for another Big Five game began appearing: Scraper Caper staring Bounty Bob. In it, Bob appeared to be a fire fighter who had to deal with putting out fires in sky-scrapers The game was supposed to be for the Atari 8bits, Commodore 64, and Colecovision. But I never saw the game itself.

Does anyone know if Scraper Caper was ever released for any system?

Thanks in advance!

Al Horton
"Support Shareware Authors"

3807. Re: Bounty Bob Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998041616053000.MAA22979@ladder01.news.aol.com>
Source record: 63868

comdungeon@aol.com wrote:

<<At the time that Bounty Bob was released, advertisements for another Big Five game began appearing: Scraper Caper staring Bounty Bob. In it, Bob appeared to be a fire fighter who had to deal with putting out fires in sky-scrapers The game was supposed to be for the Atari 8bits, Commodore 64, and Colecovision. But I never saw the game itself.
Does anyone know if Scraper Caper was ever released for any system?>>

Man, you've just jarred a long, lost memory in my brain! I vaguely remember this game's title, but I'm not so sure if it had Bounty Bob in it, or if it was released. Now I want to know the answer to this as well, or I'll go crazy! (Sorry if I got your hopes up by posting this response...you probably thought it was an answer, right?)

3808. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6h59a5$fm7@freenet-news.carleton.ca>
Source record: 63869

> I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost
> as responsive as my Macintosh at work (7200/75). I run Microsoft Office
> products and have never had a complaint about performance.
>
> I would like to try Linux but it does seem intimidating. Also, where does
> one get software for it (like word processing, graphic)? This is an
> honest question.

Go to www.cheapbytes.com and get the newest redhat cd, plus a couple
of the linux archive cd's for under $10 total. Should be everything
you need and then some :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3809. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jcc1c.1p6.jedi@dementia.mishnet>
Source record: 63870
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 09:51:51 -0500, Geoff Oltmans <geoff@sprynet.com> wrote:
>Scott Tirrell wrote:
>
>> I would like to try Linux but it does seem intimidating. Also, where does
>> one get software for it (like word processing, graphic)? This is an
>> honest question.
>
>There's a free (not for profit) office suite called Star Office
>available for Linux. I've got it, I use it very occasionally. I end up
>using Word 97 more often because I don't get the same quality print in
>Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
>Linux is primarily done with postscript, so if you have a postscript
>printer you should have no problem. I, on the other hand, don't so I
>have to use a postscript filter (apsfilter) to make it work with my
>printer...and then I have to use a BJ-200e driver (which is half the
>resolution).

Have you tried the printfilters in the latest Redhats?

3810. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jcbug.1p6.jedi@dementia.mishnet>
Source record: 63871
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 08:32:47 -0400, Scott Tirrell <stirrell@portland.com> wrote
:
>> If you decide to 'go PC', I suggest trying Linux or
>> FreeBSD first. They, as unixen, tend to be a bit
>> harsher on newcomers but, they're much more reliable
>> than WinXX and perform better (more responsive) on
>> similar hardware. You will likely be quite shocked
>> with how much computing horsepower it takes to just
>> do basic computing with WinXX.
>
>I am running Windows 95 on a 486DX-66 and it runs decently. Seems almost
>as responsive as my Macintosh at work (7200/75). I run Microsoft Office
>products and have never had a complaint about performance.

Ouch! 95+Office+486?

>
>I would like to try Linux but it does seem intimidating. Also, where does
>one get software for it (like word processing, graphic)? This is an
>honest question.

The major linux vendors distribute it (like Redhat or Caldera)
and you can find it in places like *linuxmall*. For games that
have been 'un'released, you can just pick up the game at CompUsa
and download the Linux version of the executable (QII, UO).

There's also a 'freeware' ST emulator called STonX that
you might want to try out. You'll have to provide ROM
images however (not hard to find on the web).

Linux will likely run more responsively on the hardware
you're using now. Although, unless you have lots of ram,
I would not expect much out of either '95 or linux.
Although Linux is a lot easier to trim and tune.

I never found the performance of M$ OSes to my liking.
I also found the registry and plug-n-pray quite annoying
as well.

3811. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <353639CE.FA0@cfcsc.dnd.ca>
Source record: 63872
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Geoff Oltmans wrote:
> Scott Tirrell wrote:
> > I would like to try Linux but it does seem intimidating. Also, where does
> > one get software for it (like word processing, graphic)? This is an
> > honest question.
> There's a free (not for profit) office suite called Star Office
> available for Linux. I've got it, I use it very occasionally. I end up
> using Word 97 more often because I don't get the same quality print in
> Linux that I do in Windows. I'm using a Canon BJ-200ex. Printing in
> Linux is primarily done with postscript, so if you have a postscript
> printer you should have no problem. I, on the other hand, don't so I
> have to use a postscript filter (apsfilter) to make it work with my
> printer...and then I have to use a BJ-200e driver (which is half the
> resolution).

have you tried by chance the PaPyrus for Linux?

> *Geoff!*

3812. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <35365dea.437994@news.tmisnet.com>
Source record: 63873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Atari dealers are taking reservations on a
Linux 2.x CD-ROM, rumored to be available
Real Soon Now.

-- George Crissman
-- strads@tmisnet.com

On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
wrote:

>>I would like to try Linux but it does seem intimidating. Also, where does
>>one get software for it (like word processing, graphic)? This is an
>>honest question.
>
> The major linux vendors distribute it (like Redhat or Caldera)
> and you can find it in places like *linuxmall*. For games that
> have been 'un'released, you can just pick up the game at CompUsa
> and download the Linux version of the executable (QII, UO).

Member Of The Atari WebRing, Featuring USA Links
http://www.tmisnet.com/~strads/hq/atari.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

3813. Re: Bounty Bob Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.892761226@manatee>
Source record: 63874

comdungeon@aol.com (ComDungeon) writes:

>I've played and loved both Miner 2049er (which I still have and play) and
>Bounty Bob Strikes Back (unfortunately I have lost that cartridge and would
>love to find another one).

>At the time that Bounty Bob was released, advertisements for another Big Five
>game began appearing: Scraper Caper staring Bounty Bob. In it, Bob appeared to
>be a fire fighter who had to deal with putting out fires in sky-scrapers The
>game was supposed to be for the Atari 8bits, Commodore 64, and Colecovision.
>But I never saw the game itself.

>Does anyone know if Scraper Caper was ever released for any system?

I posted this same question about a year ago. No
one was able to recall it ever being released. I've
never even seen screen shots of it. If it was indeed
released, it may have been on the Colecovision (but there
are no ROM images available to the best of my knowledge).

If you do find it, PLEASE let all of us know.

Mario


```
**********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
**********************************************************
```

3814. Trade Mac System for 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: swolfe1@mindspring.com
Message-ID: <6h673cmij1@nnrp1.dejanews.com>
Source record: 63875

Sorry about using Dejanews guys... I'm getting a 440 with my server

I'm looking to trade a Complete MAC SE System for 8 bit stuff... I am
looking for 1050's, printers, 130 XE's and anything else for that matter!

The SE has the following...

20 Meg HDD
800k 3.5 Floppy
(probably an external 800k floppy to if I can weasel it from someone)
4 megs of ram
System 7
a bunch of software
other stuff

I'll get into More detail once I get a reply...

Thanks a mil

I.B.S.
The Basement Microcomputer Society

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3815. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jd3nl.2kk.jedi@dementia.mishnet>
Source record: 63876
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Thu, 16 Apr 1998 19:44:59 GMT, George Crissman <strads@tmisnet.com> wrote:
>Atari dealers are taking reservations on a
>Linux 2.x CD-ROM, rumored to be available
>Real Soon Now.

Eagle will be nice and all. However, most Atari's
still floating around now are still limited to 4M
which for GEM is nice but for Unix even in curses
mode, it's a bit cramped. That's just the RAM,
mind you, and not even getting into storage...

>
>-- George Crissman
>-- strads@tmisnet.com
>
>On Thu, 16 Apr 1998 16:20:32 +0000, jedi@dementia.mishnet (jedi)
>wrote:
>
>>>I would like to try Linux but it does seem intimidating. Also, where does
>>>one get software for it (like word processing, graphic)? This is an
>>>honest question.
>>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>Member Of The Atari WebRing, Featuring USA Links
>http://www.tmisnet.com/~strads/hq/atari.html
>Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

3816. Display font in Scott Addams Adventures

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-16 00:00:00 UTC
From: Sydtech <REMOVENOSPAMsydtech@email.msn.com>
Message-ID: <6h6dmm$a7g@bolivia.earthlink.net>
Source record: 63877

There's some sort of key combination or command in the Scott Addams text adventures for the Atari 8-bit that switches the text display from the difficult-to-read cursive font to the standard Atari character set. Unfortunately, I've long since forgotten it. Anyone here remember?

Thanks...

3817. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-1704980841090001@portland15.portland.com>
Source record: 63685
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>
> Ouch! 95+Office+486?
>
Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end Power Macs, Suns, Pentium IIs and while it can't compare to those systems, it runs nicely. Especially for simple tasks like Microsoft Office. I do have 28 megs of RAM but even under 16 it wasn't bad.

> The major linux vendors distribute it (like Redhat or Caldera)
> and you can find it in places like *linuxmall*. For games that
> have been 'un'released, you can just pick up the game at CompUsa
> and download the Linux version of the executable (QII, UO).

I have seen Redhat at Electronics Boutique. The problem I might have with Linux is that I only have a 500 meg hard drive.... Are these commercial versions easy-to setup as, say, other major OSes? Like a nice setup program?

>
> There's also a 'freeware' ST emulator called STonX that
> you might want to try out. You'll have to provide ROM
> images however (not hard to find on the web).

I have heard good things about it. Does it allow different resolutions other than the three standard ST ones?

>
> Linux will likely run more responsively on the hardware
> you're using now. Although, unless you have lots of ram,
> I would not expect much out of either '95 or linux.
> Although Linux is a lot easier to trim and tune.

If by trimming and tuning I have to wade through tons of configuration files, I am not sure I want to. Are many packages for Linux "complete" or do you have to compile most packages yourself? Sorry I am so clueless on Unix.

>
> I never found the performance of M$ OSes to my liking.
> I also found the registry and plug-n-pray quite annoying
> as well.

The registry is fairly easy to configure, IMHO. Also, for some odd reason (I know I am in the minority), Plug-n-Play has worked flawlessly for me. Windows detected all of my components and I had no conflicts. Strange ;-)

Thanks for all the responses and help!

-scott tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

3818. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998041712533200.IAA12220@ladder03.news.aol.com>
Source record: 63686

I think its time to start a new subject

Re: Hasbro/Atari Speculations/Fantasies --> Linux

3819. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <35376923.0@news3.ibm.net>
Source record: 63687

In <6h6ftr$9qo$1@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>(Mentions 1020s with bad nylon gear.)
>Yes. I got some of those 10-15-20 dollar wonders. They all
>busted that gear. I still have some with that busted
>gear. I don't know why, but older 1020s didn't do that,
>I think. The paper has to be exact, the pens have to be
>exact. It is a tough printer/plotter, but I had fun
>with it for a while.

James,

Thanks for letting me know I'm not the only one with this problem. The printer/plotter mechanism for the Atari 1020 is (I believe) the same one used in the Tandy/Radio Shack CGP series and the Commodore 1520(?), and was made by a company named ALPS. I'm about to send an e-mail message to ALPS' technical support group to see if anyone there remembers the thing.

Hey, it couldn't hurt... (;-)

> ... For $15, you should be able to
>pick up a regular, old timey, 9-pin printer, with
>centronics port. Then, for $7 plus $3.50 ship, someone
>here will provide you with some kind of printer interface.
>(APE (not APE by S. Tucker), U-Print, Grapix, seems
>like there were a bunch of them.)

Actually, I already have a DEC '50, 80 columns, 8.5x11, serial interface. Ideal from _my_ point of view. Unfortunately, the "customer" (my father) thinks the DEC, plus the paper stack, will take up much too much space.

I'm building a low-use data logger, and what I _really_ need is an inexpensive (under $40) and small-footprint printer (preferably with a serial interface). These are manufactured as "POS printers" and "receipt printers" (used to be called "panel printers"), but new ones start at $300 and go 'WAY up, and the lowest I've seen a used one for is $150. Which is why I'm bludgeoning myself with the $15-by-mail-order Atari 1020.

Anyone know where cash registers go to die? Is there some "NCR graveyard" somewhere in Africa, perhaps? (;-)

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123

3820. Atari 8-bit Collectors: lab prototype cart FT

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: rcooper185@aol.com
Message-ID: <1998041715042300.LAA22791@ladder01.news.aol.com>
Source record: 63688

Hi--I have a prototype cart for the Atari 400/800 that I am looking to trade for an ER Atari 2600 cart and/or empty cart boxes. The cart is a Thorn EMI River Rescue, which may or may not have ever been released in cart form. The special printed Thorn label, dated 1982, says "For Demonstration Purposes Only. Not For Resale. Then typed in (apparently by typewriter) is River Rescue. It's a very cool collectable.

3821. FT/ Multi Game Hunter Sega/Super Famicom Copier

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998041715575500.LAA27297@ladder01.news.aol.com>
Source record: 63689

I have a Multi Game Hunter For Trade.It copys Sega and Super Famicom..Send list of what you have for trade....

I am looking for anything game related....

I am a colletor of ALL Classic video games
Atari 2600 - 5200 - 7800 - Jaguar - Lynx -
Intellivision
Colecovision - Odyssey 2 - Pong - Hand Helds - Table Tops

3822. WTB : 1200XL keyboard or just T key

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6a2f$b8ea1e40$4a374382@vidar>
Source record: 63690
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I need to fix up my 1200XL. The T key is broken, but functioning. Do anybody have old 1200XL keyboards, broken or working ? I would appreciate of course that the ... TA DA ... T key was present and working ;-)

Thanks for any help! Take Atarian care and have an Atarian day

3823. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6jf9hb.735.jedi@dementia.mishnet>
Source record: 63691
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 17 Apr 1998 08:41:09 -0400, Scott Tirrell <stirrell@portland.com> wrote:
>>
>> Ouch! 95+Office+486?
>>
>Honestly, it runs along at a nice pace! Keep in mind, I;ve used high-end
>Power Macs, Suns, Pentium IIs and while it can't compare to those systems,
>it runs nicely. Especially for simple tasks like Microsoft Office. I do
>have 28 megs of RAM but even under 16 it wasn't bad.

Run 'nicely' is not something I would describe of
any version of Windows. They're far too bloated
for too little actual functionality. Until I switched
to Linux, I was constantly contemplating an ST
emulator so that I could run more efficient (yet
useful) applications.

That fixation is gone. (although STonX is still
kinda nifty)

>
>> The major linux vendors distribute it (like Redhat or Caldera)
>> and you can find it in places like *linuxmall*. For games that
>> have been 'un'released, you can just pick up the game at CompUsa
>> and download the Linux version of the executable (QII, UO).
>
>I have seen Redhat at Electronics Boutique. The problem I might have with
>Linux is that I only have a 500 meg hard drive.... Are these commercial
>versions easy-to setup as, say, other major OSes? Like a nice setup
>program?

Yup. Hardware configuration is more Win 3.1ish. There is
some plug-n-pray but that's primarily with PCI devices.
Whether or not this is a good thing tends to correlate
to one's Win95 experiences (good or bad). For LInux,
500 may be a bit tight. I would expect it to be tight
for Win95 as well. If you dont have any intention of
using the linux dev tools are some of the more hardcore
unix utilities (like tex) you should be fine.

>
>>
>> There's also a 'freeware' ST emulator called STonX that
>> you might want to try out. You'll have to provide ROM
>> images however (not hard to find on the web).

>
>I have heard good things about it. Does it allow different resolutions
>other than the three standard ST ones?

Yes, but it only runs in 256 color mode.

>
>>
>> Linux will likely run more responsively on the hardware
>> you're using now. Although, unless you have lots of ram,
>> I would not expect much out of either '95 or linux.
>> Although Linux is a lot easier to trim and tune.
>
>If by trimming and tuning I have to wade through tons of configuration
>files, I am not sure I want to. Are many packages for Linux "complete" or
>do you have to compile most packages yourself? Sorry I am so clueless on
>Unix.

Yes, there is configuration overhead. Unix is a system
where you boss around the OS, instead of vice-versa.

>
>>
>> I never found the performance of M$ OSes to my liking.
>> I also found the registry and plug-n-pray quite annoying
>> as well.
>
>The registry is fairly easy to configure, IMHO. Also, for some odd reason
>(I know I am in the minority), Plug-n-Play has worked flawlessly for me.
>Windows detected all of my components and I had no conflicts. Strange ;-)

Win95 did detect my 2nd CDROM drive, my tape drive & still
doesn't have a proper driver for it, didn't have a useful
monitor type for my monitor & misconfigured my ethernet
card disabling my modem in the process. Yes YMMV.

The registry is too prone to corruption & not a help to me
as I would be directly modifying it anyways to bend the
machine to suit me.

3824. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998041719054200.PAA12656@ladder03.news.aol.com>
Source record: 63692

> _Both_ printers have the same broken gear, the little one
> attached to the Paper Feed motor. As the motor turns, the
> "idle" gear teeth hit the slightly-larger-than-normal gap and
> jam. Frequently, but not always (;-).
>
> Anyone know any sources for a 0.125" diameter nylon gear
> with a slightly-under-.0625" hole and... 13 (yes, thirteen) teeth?

You might want to try a hobby shop, especially the ones that
specialize in model trains and model cars. I had the same
thing happen to mine, and have never gotten around to getting
it fixed. Be sure to take the gear with you so it can be matched
up.

Spammers and other obnoxious morons cheerfully ignored.

3825. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1704981556010001@macmcurrent.library.carleton.edu>
Source record: 63693

In article <353a1aea.98719216@news.pressenter.com>, jmelbo@pressenter.com wrote:

>Anyone out there a SpartaDOS fan.... use an XEP80 (or other 80 col
>method).... and use a program called either WDIR.COM or DIRW.COM?

I've used the XEP80 under SDX some, but I don't think I had wdir.com or
dirw.com. Are they just wide directory listings? DIR /P worked for me
(pauses after each full screen.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3826. FA: ATARI 800XL and 1050 Disk Drive on ebay with PIX

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <3537d2fb.575640@news.mindspring.com>
Source record: 63694
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.classic

Up for bids on ebay thorough Sunday.
Click on the links below to see a photo and place a bid.

ATARI 800XL with mint Joystick, 2 game carts and power supply in
excellent condition.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11094683

ATARI 1050 in excellent condition with power suppply in box and styro.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11288612

Thanks for looking!

3827. Re: Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980417172534.16145E-100000@fissure.scar.utoronto.ca>
Source record: 63695

On 14 Apr 1998, Graham Thornton wrote:

> > I have heard some talk aboout this game, very rare, great grafx, ONLY 600
> > ever released, blah blah..
> >
> > Is this a real game? Does anyone here own it? If yes, what the game
> > about? Plot? Sound/Music? Grafx? Is it even in the same class as say
> > Zybex or Draconus???
>
> Steve what-his-name has a Powerstar cartridge for sale/trade at
> http://bbs.prowlers.net/stever/INDEX.HTM in the Atari section.
> There's no price though - he wants offers.
>
> I have dealt with him in the past and have had no problems, but some
> of his boxed cartridges are a bit expensive when compared to B&C or
> Bravo-Sierra.

Yes, I have seen a few sellers for this game, but I guess even you haven't
seen this game or are able to tell me anything about. Maybe someone else
can answer my question.

Alan
University of Toronto
Computer Science, Management and Economics

3828. Re: Pandora's : POWERSTAR

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980417173556.19339A-100000@fissure.scar.utoronto.ca>
Source record: 63696

On 14 Apr 1998, Bill R. Core wrote:

>
> Would be cool if I owned a copy of PowerStar, as I _live_ in
> Pandora, Ohio! I remember seeing the ad in either A.N.A.L.O.G.
> or Antic. Looked like gr. 5 or 7 graphics, but the thing was that
> you could see in 4 directions at any location! Just turn to face
> whatever cardinal direction you wanted.

hi Bill!

Seems like this game is a bit of a mystery. Everyone that has replied to me either wants a copy, knows where I can buy one, but knows VERY little about the game in terms of sound, grafx, game play and comparison to 8bit gems like Zybex or Draconus.. gr.5 or gr.7 doesnt sound like 'hot' grafx.. and I dont understand what you mean by "seeing in 4 direction at any location".. a little vague don't you think?

Thanks for your response though!

Alan
University of Toronto
Computer Science, Management and Economics

3829. ST Mouse, Flash 8, Mouse OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: NOSPAMronwizbot@juno.com
Message-ID: <3537cbf2.113307730@news.ou.edu>
Source record: 63697

Hello,

Just a point of interest for newcomers:
An Atari ST Mouse will work with an Atari 130XE, 800XL,or any Atari 8bit, please visit:

http://aegis.mcs.kent.edu/~clisowsk/8bit/controller.html

There they talk about the STM1, the first Atari ST Mouse, as being an inverted Trackball. If a Mouse is an Atari STM1 or compatible ST Mouse, then it should work without modification like a Trackball on a 130 XE.

Does anyone have Freeware or Shareware MOUSE driven programs for an 8bit Atari? Do you know where I can download some?

--- Unrealted issues
Has anyone considered a CPU upgrade, like the Commodore 64 Flash 8? The FLASH 8 is a GEOS-compatible module for the Commodore expansionport with a 65816 CPU that speeds the C64 to 8Mhz by highest compatibility with existing software.? I wonder if that upgrade can be modified to work with an Atari 8bit machine? Someone with an Extra Atari and a Flash 8 may be willing to experiment with this modified configuration... sorry, I don't have those resources.

Also, what was the Mouse driven Operating System from Germany? Is it still available?

Ron
NOSPAMronwizbot@juno.com
(remove the NOSPAM from my e-mail if you want to reply)

3830. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: atari@ehrich.com
Message-ID: <MARZ.391$Td1.2453462@news2.voicenet.com>
Source record: 63698

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists
and the latest Atari list.

Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) (2)..... $10
Atari 400 Program Recorder (tape deck)..... $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Paddles (3 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $4.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer Leader Board Golf Game (no
box) MatchBoxes MegaFont II
from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore

Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers

$2.50 each (5 for $10) diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) International Hacker

Jingle Disk High Tech Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10

Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (5 for $25)

Atari Artist Basic Language Computing (2)
Demon Attack Donkey Kong
Galaxian Millipede
Music Composer (2) Pacman

Sky Writer
.....
Tape Software for Atari Computers $2.95 each (4 for $9)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC

Atari 440 Programmer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

atari@ehrich.com

http://www.voicenet.com/~generic

Also lots of other for sale lists for the following:

PC Amiga Apple Commodore TI VIC20

Video Games Music CD's

Click on the following URL to see the lists:

http://www.voicenet.com/~generic

3831. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6h8q4hgoe1@news.dmv.com>
Source record: 63699

Frank McKenney (rrs0059@ibm.net) wrote:
:
: _Both_ printers have the same broken gear, the little one attached to the
: Paper Feed motor. As the motor turns, the "idle" gear teeth hit the
: slightly-larger-than-normal gap and jam. Frequently, but not always (;-).

: Anyone know any sources for a 0.125" diameter nylon gear with a
: slightly-under-.0625" hole and... 13 (yes, thirteen) teeth?

This an EXTREMELY common problem for 1020 printers. Replacement gears are available from Best Electronics in California USA 408-243-6950. A set of two is $6 but they have a minimum order of $20.

It's possible to repair the gears. Remove the gear from the motor shaft and tie a string snugly around it to close up the gap that has broken between two teeth. Secure it carefully and run a 1/16 inch drill bit through the center hole. This will remove a small amount of plastic so the gear will slide over the motor shaft without making a gap where it is broken. Roughen the motor shaft if possible with fine sandpaper and clean it with alcohol (don't get alcohol in the bearing). Apply a layer of epoxy glue inside the gear hole with a toothpick and on the end of the motor shaft. Slide the gear onto the shaft where it originally was. When the epoxy cures, cut off the string and reassemble. The printer should work normally.

Steve

3832. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3536a1ec.3449183@news.nowhere.net>
Source record: 63878

Robert S Ely <rely@ix.netcom.com> wrote:

> Besides the CAR: files, many of the .COM files for 3.2D work. The
>SpartaDOS Tool Kit has a few programs on it that are not part of SDX.
>There are loads of nice utilities available oat varoius web/FTP sites.
>If you are looking for something special that you can't seem to find,
>e-mail me. I just might have what you are looking for.

Thanks, I seemed to have found just about everything I need. I reread
the SDX manual from cover to cover and figured out all the commands
and settings. I then downloaded everything I could find on SD / SDX.
Now I just have to sort through everything. I even found a copy of the
SpartaDos construction kit 1.1/3.2b I forgot I had. It was still in
the shrink wrap. I bought it and never used it. Oh well, now all I
have to do is figure how to stuff SDX inside a XL or XE. Should be
fun.

Thanks..

3833. Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <3536a9ef.0@news3.ibm.net>
Source record: 63879

In <35357c71.0@news3.ibm.net>, rrs0059@ibm.net (Frank McKenney) writes:
> In <3530c296.0@news3.ibm.net>, rrs0059@ibm.net (Frank McKenney) writes:
>> In <6gjejd$gg7$2@m5.columbus.rr.com>, "Ken Siders" <ksiders@columbus.spam.rr.com>
writes:
>>>
>>>Frank McKenney wrote in message <352d129c.0@news3.ibm.net>...
>>>>
>>>>I needed a small and reasonably-priced printer for a home data-logging
>>>>project. The nice RS232 printers start at $130, so I'm trying to use an
>>>>Atari 1020 Color Printer ($15-20) and trade my coding skills, sweat, and
>>>>soldering gun for the other $100 (may be a losing battle (;-)).
>>>.....
>
>Progress Has Been Made. The printer now prints my (very unoriginal) line
>of 39 "A"s and a CRLF (0x9B).

If the left hand don't get ya, the right one...

I've just discovered that the paper feed problems on my two 1020 printers
is _not_ a result of my ignorantly mis-feeding the paper, or because the
rollers are old and worn.

Both printers have the same broken gear, the little one attached to the
Paper Feed motor. As the motor turns, the "idle" gear teeth hit the
slightly-larger-than-normal gap and jam. Frequently, but not always (;-).

Anyone know any sources for a 0.125" diameter nylon gear with a
slightly-under-.0625" hole and... 13 (yes, thirteen) teeth?

Sigh...

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123

3834. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6h6ftr$9qo$1@alexander.INS.CWRU.Edu>
Source record: 63880

(Mentions 1020s with bad nylon gear.)
Yes. I got some of those 10-15-20 dollar wonders. They all busted that gear. I still have some with that busted gear. I don't know why, but older 1020s didn't do that, I think. The paper has to be exact, the pens have to be exact. It is a tough printer/plotter, but I had fun with it for a while. For $15, you should be able to pick up a regular, old timey, 9-pin printer, with centronics port. Then, for $7 plus $3.50 ship, someone here will provide you with some kind of printer interface. (APE (not APE by S. Tucker), U-Print, Grapix, seems like there were a bunch of them.) I have a 16k buffer printer interface (no, 64k buffer), it is a U-print. The designers got messed up tho, and made ALL 155s come thru as 13,10, so you couldn't make it do any graphics printing.
I ramble.

3835. Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <6h6fssbk1@user1.teleport.com>
Source record: 63881
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

PLEASE NOTE: My Internet address above may of been scrambled by my ISP.
When responding, edit it so my E-Mail address is bensmith@teleport.com

Hi, I'm Ben Smith of Bravo Sierra Computers. It's called Bravo Sierra
because that's my initials. Not because I do business that way. Buyer
Beware. You can buy from a Private Party, selling out their Atari. But
where will they be when you need help. You can find bargains at a Flea
Market. Still, you get what you pay for. You can shop at a garage sale.
But where will you go when you need help. Certainly not to those fair
weather fiends. Come let me fill your Atari needs. I've been an Atarian
since 1982. I've been in my Atari Club as a Teacher of New Users, News
Letter Editor, BBS SySop, Promoter of my Club and Vice-President of my
Atari Club. So go ahead and ask your questions. And Remember, If you
can't come see me Today, Come see me Tomorrow.

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through E-Mail. Really, it's no inconvenience. I ask that you specify
Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail
Only. Not Snail (Postal) Mail. Please let me know if I can attach files
to your E-Mail. I will get back to you after the weekend. Please Direct
all Replies Through E-Mail to: bensmith@teleport.com.
--
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http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

3836. Re: Display font in Scott Addams Adventures

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd69c7$9a91d9a0$c2374382@vidar>
Source record: 63882

Just press A and RETURN. I think that's the trick. Take Atarian care

Sydtech <REMOVENOSPAMsydtech@email.msn.com> wrote in article
<6h6dmm$a7g@bolivia.earthlink.net>...
> There's some sort of key combination or command in the Scott Addams text
> adventures for the Atari 8-bit that switches the text display from the
> difficult-to-read cursive font to the standard Atari character set.
> Unfortunately, I've long since forgotten it. Anyone here remember?
>
> Thanks...
>
>
>

3837. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-17 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <353a1aea.98719216@news.pressenter.com>
Source record: 63883

On Thu, 16 Apr 1998 07:01:50 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

>tikk wrote:
>>
>> Hi all, does anyone know if the SpartaDos-X cart came with a utility
>> disk? I picked up a cart and manual but if say nothing about a disk.
>> Just wondering because lots of the little COM files are missing.
>>
>> Thanks..
>
>tikk,
> Besides the CAR: files, many of the .COM files for 3.2D work. The
>SpartaDOS Tool Kit has a few programs on it that are not part of SDX.
>There are loads of nice utilities available oat varoius web/FTP sites.
>If you are looking for something special that you can't seem to find,
>e-mail me. I just might have what you are looking for.

Just wondering...

Anyone out there a SpartaDOS fan.... use an XEP80 (or other 80 col
method).... and use a program called either WDIR.COM or DIRW.COM?

Jon

*** Please make sure responses are also sent via email.

3838. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: The Shadow <TheShadow@starmail.com>
Message-ID: <6h93ip$468$1@news.chatlink.com>
Source record: 63700

> In <6h6ftr$9qo$1@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu
(James R. Gilbert) writes:
> >
> >(Mentions 1020s with bad nylon gear.)
> >Yes. I got some of those 10-15-20 dollar wonders. They all
> >busted that gear. I still have some with that busted
> >gear. I don't know why, but older 1020s didn't do that,
> >I think. The paper has to be exact, the pens have to be
> >exact. It is a tough printer/plotter, but I had fun
> >with it for a while.
>
> James,
>
> Thanks for letting me know I'm not the only one with this problem. The
> printer/plotter mechanism for the Atari 1020 is (I believe) the same one
> used in the Tandy/Radio Shack CGP series and the Commodore 1520(?), and
> was made by a company named ALPS. I'm about to send an e-mail message to
> ALPS' technical support group to see if anyone there remembers the thing.
>
> Hey, it couldn't hurt... (;-)
>
> > ... For $15, you should be able to
> >pick up a regular, old timey, 9-pin printer, with
> >centronics port. Then, for $7 plus $3.50 ship, someone
> >here will provide you with some kind of printer interface.
> >(APE (not APE by S. Tucker), U-Print, Grapix, seems
> >like there were a bunch of them.)
>
> Actually, I already have a DEC '50, 80 columns, 8.5x11, serial interface.
> Ideal from _my_ point of view. Unfortunately, the "customer" (my father)
> thinks the DEC, plus the paper stack, will take up much too much space.
>
> I'm building a low-use data logger, and what I _really_ need is an
> inexpensive (under $40) and small-footprint printer (preferably with a
> serial interface). These are manufactured as "POS printers" and "receipt
> printers" (used to be called "panel printers"), but new ones start at
$300
> and go 'WAY up, and the lowest I've seen a used one for is $150. Which
is
> why I'm bludgeoning myself with the $15-by-mail-order Atari 1020.
>
> Anyone know where cash registers go to die? Is there some "NCR graveyard"

> somewhere in Africa, perhaps? (;-)

I usually pick these up at a business liquidation sale for under $20.00
Most any business liquidation will work, even restaurant's and the like.
Also, you can ask at the local thrift stores. In my area, they sometimes
have a LOT of stuff that they don't know what to do with, this is frequently
one of those items.

The Shadow

3839. $$$$$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: ASER COOL <aserco@com2com.ru>
Message-ID: <35385ccf.1@news.portal.ru>
Source record: 63701

Excellent home based business. Potential to $1,000's a month. You will receive the first months information package, ($90 value), FREE. NO obligation. Designed to run completely online. No cost to start. Pay only when you are satisfied. NOT MLM.
aserco@com2com.ru

3840. Re: Hasbro/Atari Speculations/Fantasies

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <3538BD47.A9CB09A1@sprynet.com>
Source record: 63702
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Scott Tirrell wrote:

> I have seen Redhat at Electronics Boutique. The problem I might have with
> Linux is that I only have a 500 meg hard drive.... Are these commercial
> versions easy-to setup as, say, other major OSes? Like a nice setup
> program?

I haven't personally installed Redhat before, but I've heard it's a good
installation. 500 meg should be plenty (I used to use Slackware and
XFree86 on a 500 meg drive and I still had room to spare).
>
> If by trimming and tuning I have to wade through tons of configuration
> files, I am not sure I want to. Are many packages for Linux "complete" or
> do you have to compile most packages yourself? Sorry I am so clueless on
> Unix.

As an end-user I had to reconfigure the kernal to support my hardware,
and if I wanted to connect to the internet, I had to write my own script
to connect to my provider and start the pppd daemon. There are books
that explain this, but they aren't terribly clear. Also configuring
XFree86 (the Xwindows) can be a real pain in the butt. Other than that,
that was about it. :)

Geoff!
--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
KERNAL = Keyboard Entry Read Network And Link
http://home.sprynet.com/sprynet/geoff

3841. searching game KAISER!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: Klaus Wolf <klaus@wolfsoft.de>
Message-ID: <3538DAD7.96DF7B31@wolfsoft.de>
Source record: 63703
Body handling: Binary attachment payload not displayed: vcard.vcf

Hi

i am searching a game named Kaiser.
It is a German Game.
Can anybody help me ??

Thanxs

Ciao

[One or more binary attachments are retained only in the source text.]

3842. $$$$$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: ASER COOL <aserco@com2com.ru>
Message-ID: <35385ca3.0@news.portal.ru>
Source record: 63704

Excellent home based business. Potential to $1,000's a month. You will receive the first months information package, ($90 value), FREE. NO obligation. Designed to run completely online. No cost to start. Pay only when you are satisfied. NOT MLM.
aserco@com2com.ru

3843. Re: Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: psomer@cts.com
Message-ID: <7412763936@unknown>
Source record: 63705

swozniak@aol.com (Swozniak) writes:
>I have 2 copies of Star Raiders. One says "Star Raiders" and the other says
>"Star Raider." (singular) Does anyone know why this is and if it is
>considered rare or an oddity? Thanks.
>
>

I have two carts, and both are Star Raider. One was purchased new in 1980. I don't know when the other one was bought. Perhaps it just has something to do with when the carts were made.

Paul

3844. Problem: PC Disk Drive R/W atari disks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: ae922@sfn.saskatoon.sk.ca
Message-ID: <6hb2r8uuj1@missing.its.to>
Source record: 63706

hello.. sorry bout the cryptic subject line. couldnt think of a better
way to word it..

ALRIGHT.. heres my problem! :)

i have downloaded a billion (well 3 or so) utilities for creating disks
that should be able to be read in my atari disk drive for my PC...

I have tried formatting disks with every one of em... and none of them
can be ready by my atari. All the utilities (except sdatari which i'll
get to in a moment), can be read by the programs that made the disk. And
I can copy files to the disks (in fact I did do just that; copied a bunch
of files to a disk.. it wouldnt read) in the PC... but they cant be
accessed on my atari.

I really don't know whats up. I thought it might be my PC disk drive.. so
i got my old DD 5.25" from my old machine and plugged it in, same problem.

Its not my atari disk drive; i have 2 of them and unless both drives are
affected by the same problem.. it isnt them.

ok.. to sdatari.. i try to format a disk with it.. it formats then gives
me a short list of errors when it tries to read the disk right after the
format; then it cancels reading.

can anyone help me here? tell me whats wrong?

thank you!

darkling
http://www.waste.org/~darkling

"See the life I've had, would make a good man bad." - morrissey

3845. Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: "Robert W. Brewer" <rbrewer+usenet@op.net>
Message-ID: <m3yax2lh43.fsf@monet.op.net>
Source record: 63707

I just discovered that there appears to be at least 2
different branches of development on the Atari800 emulator.
There's the original at David Firth's site (version 0.8.6,
http://www.signus.demon.co.uk/david/atari/atari.html) and
one at Thor's site (version 0.9.2,
http://www.math.tu-berlin.de/~thor/thor/index.html).

Are both these being actively developed? Looking at the
CHANGES files, they each seem to have new features and bug
fixes the other lacks. It appears they diverged at version
0.8.1.

Is there anything being done to merge these together, and
possibly merge the Atari800win changes too? I'm a Linux
user actually, but having One Common Source Base would allow
everyone to benefit from fixes and additions.

Any thoughts?

-Rob
--
Robert W. Brewer PGP RSA 2048-bit Key ID: 03E0E635
Jesus rules! Fingerprint: 6327 8034 7BDA D144 B40C C5E2 F760 13BB

3846. Atari 7800 Asteroids

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6hbei0ssb1@newsd-122.bryant.webtv.net>
Source record: 63708

Since there is currently no newsgroup for the Atari 7800, I thought I would share this with the great folks on the CSA.8bit newsgroup.

I just purchased (over the Internet) a mint-in-box version of Asteroids for the Atari 7800. I played it, and... it is really good! The asteroids rotate as they fly at your ship, and they appear 3-D-ish and colorful. The game features simultaneous play for two, team or competitive.

On the downside: the playfield feels small. The asteroids do not loom. In the arcade Asteroids the asteroids would really loom. In this game they seem kind of smallish. They still blow up into 2 then 4 parts, but this game could really have used some looming asteroids.

Thanks!

vs

PS: I wish the asteroids would loom more.

3847. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-18 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <35394E8F.ACAF6879@factor5.com>
Source record: 63709

To clear the Atari800 mess:

The "official" Atari 800 is at 0.9.2 (source is at 0.9.3 Alpha) - it is being developed by a couple of people. The most updated DOS version is available at:

http://cas3.zlin.vutbr.cz/~stehlik/www/a800dos.zip

The windows port of Atari 800 has its own home page at:

http://www.concentric.net/~Twist/atari800win/

The version by Thor (named 0.9.2) is missing a lot of the features of the official 0.9.2 and is - as far as I know - not being continued. The main Atari 800 team is looking at Thor´s code and will implement the useful changes into the official version.

The current 0.9.2 is by now the by far best Atari 8-bit emu. It is far better and faster than XL-it - examples for the high compatibility are the PERFECT Lucasfilm Games titles and The extremely advanced Pokey emulation (2.4 by Ron Fries).

Atari 800 is on the best way to be the first 100% 8-Bit emu...

Cheers,

Julian

3848. Re: Atari JAG-MODEMS Available NOW !!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998041902482400.WAA28102@ladder03.news.aol.com>
Source record: 63710

Nope,

Not only do they work, but they work quite well. Also included are the latest Labtec Headsets which sound superb!!! The only downside is that Ultra Vortex is the only game that can use the modems, but its a great game to play over the phone!!!

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

3849. WTB Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: DAMIR <DAMIR@prodigy.net>
Message-ID: <3539819E.12CE@prodigy.net>
Source record: 63711

Hi,

I am looking to buy working Atari 130XE computer (or motherboard only).

Please reply on:

Damir Dardagan
DAMIR@prodigy.net

3850. Lets Spam the Porno sties!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998041907282300.DAA22095@ladder03.news.aol.com>
Source record: 63712

>Star Wrote:

Im sick of seeing there awefull PORNO messages on this user group, It time for us to stand together and SPAM them to HELL, A list is in the works and will be foward to the FBI website. Time to unleach a wicked VIRUS and chaos to these low lifes

3851. HELP me w/ SIGSEGV error in emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998041907490400.DAA24129@ladder01.news.aol.com>
Source record: 63713

Both Atari800 & Pokey emulators, which work fine on my desktop PC, crash on startup on my 486 DOS laptop. Message is they terminated due to signal from SIGSEGV, along w/ some stack values. What the heck's a SIGSEGV? Can anyone tell me how to solve this and/or reconfigure my laptop? Many thanks.

Chris Helbling
helbling@aol.com

3852. Re: Lets Spam the Porno sties!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998041907523900.DAA23005@ladder03.news.aol.com>
Source record: 63714

Besides, if someone's trolling for sex, why come to an Atari 8-bit site?
Cognitive dissonance -- geeks and sex don't mix.

>Im sick of seeing there awefull PORNO messages on this user group, It time
>for us to stand together and SPAM them to HELL,

3853. Re: Star Raiders question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998041908121800.EAA24899@ladder01.news.aol.com>
Source record: 63715

>>I have 2 copies of Star Raiders. One says "Star Raiders" and the other says
>>"Star Raider."

The original game was called Star Raiders. The name was changed to Star Raider
in 1982 after the co-pilot killed himself from looking at all the square dots
fly at him day and night.
:)

3854. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_892983296@rtfm.mit.edu>
Source record: 63716
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3855. Re: Lets Spam the Porno sties!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd6b98$c72602c0$bbc2accf@asharkis.erols.com>
Source record: 63717

Helbling <helbling@aol.com> wrote in article
<1998041907523900.DAA23005@ladder03.news.aol.com>...
> Besides, if someone's trolling for sex, why come to an Atari 8-bit site?
> Cognitive dissonance -- geeks and sex don't mix.

Yeah. And all generalizations are false.

> >Im sick of seeing there awefull PORNO messages on this user group, It
time
> >for us to stand together and SPAM them to HELL,

For one, you'd never catch them. Those people don't stay at any one
address for very long.

For another, they might not even know that they've put an ad here. They
set their software to get into all the newsgroups and walk away.

For a third, and probably most important, it's not worth the expenditure of
time, energy and emotion to go after them. Ignore them, as I do. You'll
be happier.

3856. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6hd484ri1@pale-rider.INS.CWRU.Edu>
Source record: 63718

Unless someone already responded, there is a Ramdisk DEVICE that
you have to set up in your Config.Sys.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

3857. Re: ECI on 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <353A0BD7.1D11669E@sisna.com>
Source record: 63719

The 65XE did/does not have a PBI port. Somewhere a long time ago I did an upgrade for a friend on a 130XE that let you install the 1200XL F buttons with the use of momentary switches. I am sure this would work on a 65XE if one wanted it. I am in the process of cleaning out my files and when I come across this documentation can scan it and make it available to those that have a need? Still have the 130XE with the switches instaled here somewhere, got it back in a trade, so if I don't find the upgrade docs can produce the docs from the 130XE.

bob

3858. Re: 130xe to 1702 cable?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <353A0C55.1F0F1D36@sisna.com>
Source record: 63720

You want a cable from the 130XE to a Commadore 1702 monitor? I have those for $5.00 shipped. If I am mistaken please advise.

bob

3859. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6hdc8jrkc1@dartvax.dartmouth.edu>
Source record: 63721

Julian Eggebrecht writes:

>To clear the Atari800 mess:

>The "official" Atari 800 is at 0.9.2 (source is at 0.9.3 Alpha) - it is
>being developed by a couple of people.

I was under the impression that the latest version is still 0.8.6,
released on 21 Feb 1998 by David Firth. It is available at:
http://www.signus.demon.co.uk/david/atari/atari.html

I was under the impression that this was David's emulator, and hence,
I would expect his web page to contain the "official" version. Or has
he turned over development to someone else?

>The most updated DOS version is
>available at:

>http://cas3.zlin.vutbr.cz/~stehlik/www/a800dos.zip

>The windows port of Atari 800 has its own home page at:

>http://www.concentric.net/~Twist/atari800win/

You mention DOS and Windows, but where do I find the source for
building the Linux or Amiga versions?

>The version by Thor (named 0.9.2) is missing a lot of the features of
>the official 0.9.2 and is - as far as I know - not being continued. The
>main Atari 800 team is looking at Thor=B4s code and will implement the
>useful changes into the official version.

Yeah, I looked at Thor's code, too. It didn't work under Linux, and
he was "nice" enough to reformat the code to fit his coding style,
making it a pain to compare it with other versions.

>The current 0.9.2 is by now the by far best Atari 8-bit emu. It is far
>better and faster than XL-it - examples for the high compatibility are
>the PERFECT Lucasfilm Games titles and The extremely advanced Pokey
>emulation (2.4 by Ron Fries).

>Atari 800 is on the best way to be the first 100% 8-Bit emu...

Agreed. Now if only my 90MHz Pentium could run it at full speed.

--PC
--
=== "My 'tomorrow' is pretty flexible." ===
=== --Bob Gray, Dartmouth CS grad student ===

3860. Re: Problem: PC Disk Drive R/W atari disks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-60pjs7CnQQ7Z@DRACO>
Source record: 63722

On Sat, 18 Apr 1998 20:35:52, ae922@sfn.saskatoon.sk.ca (Jason BOyko)
wrote:

> ALRIGHT.. heres my problem! :)
>
> i have downloaded a billion (well 3 or so) utilities for creating disks
> that should be able to be read in my atari disk drive for my PC...
>
> I have tried formatting disks with every one of em... and none of them
> can be ready by my atari. All the utilities (except sdatari which i'll
> get to in a moment), can be read by the programs that made the disk. And
> I can copy files to the disks (in fact I did do just that; copied a bunch
> of files to a disk.. it wouldnt read) in the PC... but they cant be
> accessed on my atari.
>

> thank you!
>
> darkling
> http://www.waste.org/~darkling
>
> "See the life I've had, would make a good man bad." - morrissey
>
>

Had the same problem, in my case I was able to use the atari drive to
format the disk and then all worked ok, was able to read/write atari
format disks on atari or pc with that disk. I say ok cause thats the
best it ever worked for me. Maybe someone could write an atari file
system driver for the pc. Just a hopeful thought.

Ken

3861. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <353a7293.62877562@news.pressenter.com>
Source record: 63723

On Fri, 17 Apr 1998 15:56:01 -0500, mcurrent@carleton.edu (Michael
Current) wrote:

>In article <353a1aea.98719216@news.pressenter.com>, jmelbo@pressenter.com wrote:
>
>>Anyone out there a SpartaDOS fan.... use an XEP80 (or other 80 col
>>method).... and use a program called either WDIR.COM or DIRW.COM?
>
>I've used the XEP80 under SDX some, but I don't think I had wdir.com or
>dirw.com. Are they just wide directory listings? DIR /P worked for me
>(pauses after each full screen.

Yep, wide directory with pausing and strips some of the file info out
to fit more on screen. Works with 40 column as well.

*** Please make sure responses are also sent via email.

3862. Re: Atari 8-bit Collectors: lab prototype cart FT

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <353b7443.63309520@news.pressenter.com>
Source record: 63724

On 17 Apr 1998 15:04:23 GMT, rcooper185@aol.com (RCooper185) wrote:

>Hi--I have a prototype cart for the Atari 400/800 that I am looking to trade
>for an ER Atari 2600 cart and/or empty cart boxes. The cart is a Thorn EMI
>River Rescue, which may or may not have ever been released in cart form. The
>special printed Thorn label, dated 1982, says "For Demonstration Purposes Only.
> Not For Resale. Then typed in (apparently by typewriter) is River Rescue.
>It's a very cool collectable.

I think I have a Thorn EMI River Rescue cart. Pretty sure.

*** Please make sure responses are also sent via email.

3863. FS: Atari 400/800/ST Cartridges, Books, Disk, etc

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2271.004698AE@cet.com>
Source record: 63725

```
SteveR's Classic Cartridges 4/19/98
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Visa, Mastercards, Cash and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or http://www.cet.com/~steverd/index.html

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
-------------------------------------------------------

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works
----------------------------------------
BOOK: ATARI Games & Recreations 338 pages $7.00
1000E Modem by Supra $15.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX853 - 16K-RAM $5.00 (3)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $6.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)
Atari Writer $4.00 (1)
Arcade II $1.50 DISK
Basic Computer Language $1.50 (5)
Basic XL $10.00 Cartridge Only
Biorhythm 8k & 16k $2.00 on Cassette
Centipede $3.00 (3)
Delta Drawing $3.00
Educational System $3.00 Cartridge Only
```

Face Maker $3.00 NO LABEL
Frogger $6.00 With BOX
Intro to Graphics $1.00 (2) CASSETTE
Intro to Sounds $1.00 (2) CASSETTE
Invitation to Programming$1.00 CASSETTE
Kinder Comp $10.00 Case/Box, Docs inc
Mailing List/General List$1.00 Cassette
Music Composer $3.00 (3)
Pac-Man $3.00 (23)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $1.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $1.00 DISK
Star Raiders $2.00 (6)
StarBowl Football $3.00 on Cassette by Gamestar
Stratefgy Simulations $1.00 DISK
Submarine Commander $18.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $1.00 WASTED Label/Didn't work in testing
Wrting Programs $1.50 TWO CASSETTES

MISC Manuals $1.00 EACH unless otherwise Noted
------------ (USED CONDITION)
400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Super Breakout

400/800 Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari XM301 Modem - Owners Manual $4.00
(Instructions for XE Term program)

Atari Writer 50 Pages $5.00

Compute's FIRST Book of Atari $4.00
180+ Pages But the book is
only in Fair Condition

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$6 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari Basic 180 pages, 1983 $7.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---
*HARDWARE

Computer Eyes $15.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $5.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $9.00

*Original Disks $2.00 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Cyber Paint 2.0 $4.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)

Iron Lord (3 Disk)
OIDS (Or something like that?)
Populous
Tower Toppler

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $10.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $2.00
Specrum 512 $2.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $3.00
(250 pages, Integrated Spreadsheet)

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

3864. Re: WTB: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: mc68040@aol.com
Message-ID: <1998041922334800.SAA03936@ladder01.news.aol.com>
Source record: 63726

I just saw one appear on www.ebay.com Just go there and do a search for "850 and atari" Starting bid is at $5 with no bidder yet.

3865. How mush is this worth?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: mc68040@aol.com
Message-ID: <1998041922380000.SAA04467@ladder01.news.aol.com>
Source record: 63727

I have an Atari 5200 system that works. It is a 4 port version and I am told a few models that has an * in the serial number can support the Atari 2600 adaptor. Since I haven't seen one like it for sale (I have seen older 4 port version and newer 2 port vewrsion a lot) and I would like a proffessional opionon on the market value of this particular model.

2 controllers both works good and there is no visible cosmetic damage. The lid that covers the controller is in great shape. It also have the unusual RF switch box that works with the originial power supply.

Please reply via email if possible. Thanks in advance.

3866. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: Mike Todd <snyder10@mailhost.tcs.tulane.edu>
Message-ID: <353A928B.5315@mailhost.tcs.tulane.edu>
Source record: 63728

>I've used the XEP80 under SDX some, but I don't think I had wdir.com or
>dirw.com. Are they just wide directory listings? DIR /P worked for me
>(pauses after each full screen.

>Yep, wide directory with pausing and strips some of the file info out
>to fit more on screen. Works with 40 column as well.

As I'd stated in the email, there are two such programs I use with
spartados, both provide double directory and display on 80 col format.
One was written completely in assembler and was called DDir.com. The
other, and the one that is the first to boot when my SpartaDos boots is
WDir.com (written in Action! and compiled with the runtime package).
Version 1.11b written by some Jon D. Melbo person :)

Mike

3867. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <353A906D.FF5BFE15@factor5.com>
Source record: 63729

Hi again,

> I was under the impression that the latest version is still 0.8.6,
> released on 21 Feb 1998 by David Firth. It is available at:
> http://www.signus.demon.co.uk/david/atari/atari.html
>
> I was under the impression that this was David's emulator, and hence,
> I would expect his web page to contain the "official" version. Or has
> he turned over development to someone else?

David followed and guided the improvements of various authors - he didnï¿½t do much himself after 0.8.6 - the current maintainer is Petr Stehlik. He is holding a team of various talented individuals together to finally get to 1.0. It seems they concentrate on DOS, Windows and Falcon - although you could check Petrï¿½s site at

http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

which is in a way the current official site for the Atari800 source and the DOS binaries. They will incorporate all good parts of the Thor version into the official one (I guess in 0.9.4) so that hopefully this fork will remain a one-time event and all will concentrate on just one, eventually perfect, emu.

A good idea would be to host all sources and all binaries on one site...

Cheers,

Julian

3868. Fugue

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: Jeff_Kemper <jeff_kemper@email.msn.com>
Message-ID: <uxwrQp$a9GA.296@upnetnews03>
Source record: 63730

Anyone know how I can get this old music program for the atari or an atari emulator?

Thanks to all.

3869. Re: Atari 7800 Asteroids

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <86743.otter@oz.net>
Source record: 63731

On Sat, 18 Apr 1998 19:55:44 -0400,
velcro_spy@webtv.net <velcro_spy@webtv.net> wrote:

>Since there is currently no newsgroup for the Atari 7800, I thought I
>would share this with the great folks on the CSA.8bit newsgroup.
>

There are two other newsgroups at least where Atari 7800 discussions
are just as welcome as they should be here: rec.games.video.atari and
rec.games.video.classic.

>I just purchased (over the Internet) a mint-in-box version of Asteroids
>for the Atari 7800. I played it, and... it is really good! The asteroids
>rotate as they fly at your ship, and they appear 3-D-ish and colorful.
>The game features simultaneous play for two, team or competitive.
>

I was also pleased with the graphics and sound for the 7800 version of
Asteroids, quite a step up from the 2600 version (although the 2600 is
more nostalgic for me).

>On the downside: the playfield feels small. The asteroids do not loom.
>In the arcade Asteroids the asteroids would really loom. In this game
>they seem kind of smallish. They still blow up into 2 then 4 parts, but
>this game could really have used some looming asteroids.
>

I never really noticed that before. I think alot of the looming
effect was the thrumming, sense of impending doom music in the arcade
version (just like in the original Space Invaders). The one version
of Asteroids I have seen for home systems that appears to capture the
essence of the arcade version was one I downloaded for the Amiga a
couple years ago. The asteroids loom nicely in that one. :3

-- Otter

3870. Re: Lets Spam the Porno sties!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-19 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <86886.otter@oz.net>
Source record: 63732

On 19 Apr 1998 07:52:39 GMT,
Helbling <helbling@aol.com > wrote:

>Besides, if someone's trolling for sex, why come to an Atari 8-bit site?
>Cognitive dissonance -- geeks and sex don't mix.
>

I dunno... The original Atari 800 _does_ have a rather sexy
design... O:3

-- Otter

3871. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <353aa7d6.0@news3.ibm.net>
Source record: 63635

In <6h93ip$468$1@news.chatlink.com>, "The Shadow" <TheShadow@starmail.com> writes:
>> Anyone know where cash registers go to die? Is there some "NCR graveyard"
>
>> somewhere in Africa, perhaps? (;-)
>
>I usually pick these up at a business liquidation sale for under $20.00
>Most any business liquidation will work, even restaurant's and the like.
>Also, you can ask at the local thrift stores. In my area, they sometimes
>have a LOT of stuff that they don't know what to do with, this is frequently
>one of those items.

Two good ideas. I'll do some calling around tomorrow, if my customers
quiet down a bit (;-).

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123

3872. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <353aae1a.0@news3.ibm.net>
Source record: 63636

Steve,

Er, um... sounds like you've done this a time or two yourself, yes? (;-)

It took me a couple of readings to see the whole picture. The key would be reaming out (slightly) the drive shaft hole so the gear can "close up" the gap a bit, yes?

I bought some 1/8" shrink-wrap tubing from Radio Shack yesterday, and I think I'll try that in place of your string. If I can't get it to work just by binding it with the tubing and a teakettle, I'll try reaming out the hole, as you suggest, and maybe a bit of contact cement. Or is there a reson to prefer epoxy for this?

The good news is that I got one printer working. It only took me about twenty minutes after sending my letter to the ALPS Department Of Absurdly Old Eequipment to realize that the print head motor gear and the paper feed gear are identical (duuuh!). So... I now have one printer with two working gears, and one with two split gears.

These are a_maz_ing little printers (when they're working)!

Also, thanks for mentioning Best Electronics. It's always nice to have a fall-back position in case _none_ of these approaches works (;-).

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123
==========
In <6h8q4hgoe1@news.dmv.com>, swallace@home.dmv.com (Steve Wallace) writes:
>Frank McKenney (rrs0059@ibm.net) wrote:
>:
>: _Both_ printers have the same broken gear, the little one attached to the
>: Paper Feed motor. As the motor turns, the "idle" gear teeth hit the
>: slightly-larger-than-normal gap and jam. Frequently, but not always (;-).
>
>: Anyone know any sources for a 0.125" diameter nylon gear with a
>: slightly-under-.0625" hole and... 13 (yes, thirteen) teeth?
>
>This an EXTREMELY common problem for 1020 printers. Replacement gears are
>available from Best Electronics in California USA 408-243-6950. A set of
>two is $6 but they have a minimum order of $20.
>
>It's possible to repair the gears. Remove the gear from the motor shaft
>and tie a string snugly around it to close up the gap that has broken
>between two teeth. Secure it carefully and run a 1/16 inch drill bit

>through the center hole. This will remove a small amount of plastic so
>the gear will slide over the motor shaft without making a gap where it is
>broken. Roughen the motor shaft if possible with fine sandpaper and clean
>it with alcohol (don't get alcohol in the bearing). Apply a layer of
>epoxy glue inside the gear hole with a toothpick and on the end of the
>motor shaft. Slide the gear onto the shaft where it originally was. When
>the epoxy cures, cut off the string and reassemble. The printer should
>work normally.
>
>Steve
>

3873. FA: Atari Hardware (ebay) (photos)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6he9uj$hh8@freenet-news.carleton.ca>
Source record: 63637

Atari XC-12 Tape Drive

No reserve, 3 days only.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11555045

--

Upgraded Atari 1200XL

2 days remain.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11144977

--

Have fun!

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3874. FS/T: Shrink-wrapped Atari XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Scott McLauchlan <scott@isd.canberra.edu.au>
Message-ID: <353AB62A.7D175903@isd.canberra.edu.au>
Source record: 63638
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,aus.ads.forsale.computers.used,comp.sys.msx

I have the following shrink-wrapped Atari XE cartridges for sale/trade:

* Lode Runner (2 copies)
* Archon (2 copies)
* BallBlaser (1 copy, shrink-wrap unsealed)

These games will work on any Atari 8-bit except the Atari 400 and Atari 800.
The boxes are in excellent condition.

I would like to trade for any of the following (in order of preference)

* Keyboard for Pioneer PX-7 computer
* Atari 410 Program Recorder
* Vectrex cartridges (preferably with overlays)

If you don't have any of these items, I will accept cash. :-)

I realise that some of these trades may be uneven, so I'm willing to make a
cash adjustment for some of the items.

Thanks in advance.

3875. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: "Robert W. Brewer" <rbrewer+usenet@op.net>
Message-ID: <m3vhs5kupb.fsf@monet.op.net>
Source record: 63639

Julian Eggebrecht <julian@factor5.com> writes:

> To clear the Atari800 mess:
>
> The "official" Atari 800 is at 0.9.2 (source is at 0.9.3 Alpha) - it is
> being developed by a couple of people. The most updated DOS version is =
>
> available at:
>
> http://cas3.zlin.vutbr.cz/~stehlik/www/a800dos.zip

Sounds great. I downloaded the file, but it only has a DOS binary.
Where can I find the source so I can compile it for Linux?
Thanks.

-Rob
--
Robert W. Brewer PGP RSA 2048-bit Key ID: 03E0E635
Jesus rules! Fingerprint: 6327 8034 7BDA D144 B40C C5E2 F760 13BB

3876. Re: ALLS WELL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: James Hulgan <jkhulgan@worldnet.att.net>
Message-ID: <6hehru$q21@bgtnsc03.worldnet.att.net>
Source record: 63640
Cross-posted to: ba.mountain-folk,comp.sys.atari.8bit,mailing.netbsd.port.i386,tnn.admin

Brian Grey <brian@appleton.co.za> wrote in article
<01bd694f$6365f100$9b5c24c4@bgrey.appleton.co.za>...
> >I HAD TO SEND THIS TO YOU AS YOU NEED A LITTLE OF THIS
> PLEASE READ AND PASS THIS ON
> > READ THIS MESSAGE AND PASS IT ON....
> > A man takes the day off work and decides to go out golfing. He is on
> > the second hole when he notice a frog sitting next to the green. He
> > thinks nothing of it and is about to shoot when he hears hears,
> > "Rabbit. 9 Iron". The man looks around and doesn't see anyone.
> > "Rabbit. 9 Iron." He looks at the frog and decides to prove the frog
> > wrong, puts his other club away, and grabs a 9 iron. Boom! he hits it
> > 10 inches from the cup. He is shocked. He says to the frog, "Wow
> > that's amazing. You must be a lucky frog, eh?" The frog reply's
> > "Rabbit. Lucky frog." The man decides to take the frog with him to
> > the next hole. "What do you think frog?" the man asks. "Rabbit. 3
> > wood." The guy takes out a 3 wood and Boom! Hole in one. The man is
> > befuddled and doesn't know what to say. By the end of the day, the man
> > golfed the best game of golf in his life and asks the frog,"OK where
> > to next?" The frog reply, "Rabbit. Las Vegas." They go to "Las Vegas
> > and the guy says, "OK frog, now what?" The frog says, "Rabbit
> > Roulette." Upon approaching the roulette table, the man asks, " What
> > do you think I should bet?" The frog replies, "Rabbit.$3000,black 6."
> > Now, this is a million-to-one shot to win, but after the golfgame, the
> > man figures what the heck. Boom! Tons of cash comes sliding back
> > across them table. The man takes his winnings and buys the best room
> > in the hotel.
> > He sits the frog down and says, "Frog, I don't know how to repay you.
> > You've won me all this money and I am forever grateful." The frog
> > replies, "Rabbit, Kiss Me." He figures why not, since after all the
> > frog did for him he deserves it. With a kiss, the frog turns into a
> > gorgeous15-year-old girl. "And that, your honour, is how the girl
> > ended up in my room."
> > The origination of this letter is unknown, but it brings good luck to
> > everyone who passes it on. The one who breaks the chain will have bad
> > luck. Do not keep this letter. Do not send money. Just forward it to
> > five other newsgroups to whom you wish good luck. You will see that
> > something good happens to you four MINUTES from now if the chain is
> > not broken. You will receive good luck in four minutes.
>
>
>

3877. Notes on HD install with MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6hehv6$kg9$1@pale-rider.INS.CWRU.Edu>
Source record: 63641

Some Notes on using Hard Drive(s) with MIO
Russ Gilbert

These notes cannot/do not replace the MIO owner's manual. It is intended to give some helpful hints that the owner manual may leave a bit unclear.

The MIO can only use hard drives with 256 byte sectors. These would be only the older MFM, RLL and SCSI hard drives, probably less than 100 megs in size.

For MFM and RLL hard drives, a SCSI to MFM or SCSI to RLL adapter/controller must be used. The most common is the Adaptec 4000A, aka ACB-4000A controller, used with a Seagate ST225 20 meg hard drive. Any 256 byte/sector mfm hard drive can be used with the MIO and 4000A, however. The RLL Adaptec controller is the ACB-4070. I don't think using RLL drives with the 4000A or a MFM with a 4070 is a good idea. 256 byte/sector SCSI hard drives exist, such as the Seagate ST225N. SCSI hard drives have the controller built into them, so no 'in between' controller is needed.

SCSI uses a convention of ID number and Logical Unit Number (LUN). It seems the ID number is always 0 for a setup with a single controller. ie. the ID number identifies the controller number. I suppose you can somehow daisy chain controllers. You'd have to daisy chain controllers if you used two SCSI drives, which would have two separate controllers (remember the SCSI has built in controllers).

The LUN is the physical drive number. You must set a jumper on the drive itself to indicate which drive it is. 0, 1, 2, 3 etc.

So, drive 1 on the controller is ID 0, LUN 0. Drive 2, attached to the same controller would be ID 0, LUN 1.

The MIO also can use SASI drives. I have no idea what these are.

Ok, now to my notes on specifics of setting up.

I. THE CABLES. POWER SUPPLY AND JUMPER SETTINGS:

Keep your cables short. No more than about one foot in length is probably best. Any pc power supply can be used that has the 'standard' four hole 'D' shaped power plugs. Newer power supplies may not have the correct plug, or an adapter may be needed. The power requirements of the controller and HDs should be carefully determined, and matching power given to them.

There must always be a drive 0. If more than one drive is to be used, the termination resistor, somewhere on the hard drive itself, must be removed. Only the last drive MUST have this termination resistor and no other drives can have it, as I understand. There are no termination resistors on the cables themselves (the MIO documentation seems to indicate there should be.) Sometimes the termination resistor isn't where you can get at it, it is inside the drive someplace. Possibly a drive like this would have to be the last drive.

Set the jumper which selects the drive number. The first one for drive one. These jumpers can often be identified by searching for drive information from the drive manufacturer on the www (eg. www.seagate.com).

A fifty pin ribbon cable connects to the MIO. The red 'line' on the cable is wire #1 and goes to pin 1. Pin one is at the top back of the MIO. It is possible to put this ribbon on backwards. With the pin type headers, great care and patience should be taken to line up the holes and pins and gently push the cable connector on the pins. Removing the connector should be done slowly, probably prying with a small screw driver, first one side then the other. It is VERY easy to bend and break the head pins, great care must be taken installing and removing the cables.

For MFM and RLL drives, there is a 34 pin and a 20 pin ribbon cable to the drives, coming from the adapter. The 34 pin can be daisy chained. Each drive gets a separate 20 pin ribbon. The J0 on the 4000A is for drive 1 and J1 is for drive 2. Be sure the 20 pin connections and the jumper settings on the HD match. And be certain of the pin 1s on your connections. More than one connection can be done backwards. The slot connectors with a notch are nice because you can't put them on backwards.

II. WITH CONNECTIONS MADE, YOU ARE READY TO POWER UP:

The sequence is first hds, then MIO and finally computer.
The hard drive lights should blink a few times and the controller light should blink a few times, then all hd and controller lights should go out (if they don't, something is wrong with your setup or hardware). With lights out on the hd and controller, turn on the MIO.

Finally turn on the computer. Hold SELECT and hit RESET to enter the MIO menu. Select 'T' for drive type, and hit 'N' to select the number of the drive you want the hd partition to be. The MIO menu determines a hd partition. A partition cannot be larger than 16 megs. You can partition a single hd to be more than one 'Drive #' in order to use more of the hard drive over 16 megs.

I'm only going to describe a single hard drive setup. If you understand this, you can add another one.

Say the hard drive is a 20 meg. You want a 16 meg partition and a 4 meg partition. You select, say, drive # 3 to be a Hard drive. I forget when you hit SPACE and when you hit ENTER, but you go thru the

interface, ID, LUN, Cylinders (Drive size is automatically computed), Heads, Start Sector and End+1 sector. For a 16 meg partition, the start sector should be 1 and the End+1 sector 65536. The number of cylinders and heads you have to know from the hard drive manufacturer. Often, this is printed on the hd. For a second partition on the same physical hd, you would start with sector 65536 and end with the about 81180 (for 20 meg drive).

Ok, you can't save the configuration yet, the hd hasn't been low level formatted. For this use the hdfmtph6.com on the MIO disk you got. I had best, actually only, success with hdfmtph6. Other hds may do better with one of the other hdfmtphX, but hdfmtph6 worked best for me. You will be asked the ID, LUN you want to format. 0, 0 for the first partition. Then you'll be asked what type of controller you have. Finally you'll be asked 'buffered' or 'unbuffered'. You might get a hint from hard drive tech specs on this, but 'Buffered' worked best for me for a ST225 and Olivetti XM 5220/2.

The behavior of hdfmtph6 isn't very friendly, it doesn't let you know if it is hung or what is going on. Normally you begin the low level format and the hd light comes on for some time. Then the screen shows verifying blocks and the # of blocks to verify. If an error occurs, the whole process starts over. If lots and lots of errors occur, there is probably something wrong with your setup. Also, if the initial stage, before the verify, takes longer than, say, five minutes, something is wrong. I waited an hour once, I think. Everything could burn up, or something, the program just keeps going, saying nothing.

A successful completion of hdfmtph6 will tell you success and tell you also the number of sectors on the hd. Write this down, as it is the last sector you can use for partitioning in the MIO menu.

Finally, you go into the MIO menu, save the configuration and then run hdfmtdir.com to put the Atari Directory structure on the hd.
All above is with SpartaDOS. MyDOS may have some differences, and, actually I suggest using MyDOS with the Black Box and SpartaDOS with the MIO.

Copy DOS (say x32d.dos) to the hd, type 'boot x32d.dos' and now you can boot from the hd. The MIO configuration will load from the hd when you do a power up sequence. Other than the first time, you can leave the MIO on all the time. Just be sure the hd is up to speed and finished initializing before turning on the computer.

Russ Gilbert
April 19, 1998
russg@en.com
or
cb541@cleveland.freenet.edu

3878. Re: Fugue

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6c36$a485ae20$b3374382@vidar>
Source record: 63642

It's in some AMS collection, but can't remember which :-(Sorry, but it has been composed for the Atari anyway.

Jeff_Kemper <jeff_kemper@email.msn.com> wrote in article <uxwrQp$a9GA.296@upnetnews03>...
> Anyone know how I can get this old music program for the atari or an atari
> emulator?
>
> Thanks to all.
>
>
>
>

3879. Re: FS/T: Shrink-wrapped Atari XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998042013520300.JAA12758@ladder01.news.aol.com>
Source record: 63643

You are mistaken. All 3 of these carts will work on an Atari 800.
They won't work on a 400 unless it has been expanded to 48k.

3880. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Apr20145931@co.umist.ac.uk>
Source record: 63644

In article <35331631.590B@apollotrust.com> Kyle Dain <kdain@apollotrust.com> writes:
> tikk wrote:
> >
> > rldetlefsen@delphi.com wrote:
> >
> > >From my archives, this is the 130XE Superram upgrade by Jay Torres. I've used
> > >these instructions to upgrade many a 130XE to 320K. Works great. You don't
> > >another MMU, just another multiplexer to switch 16K bank lines(I think) into
> > >the 192K instead of the 64K that was there.
> > >Rick D.
> >
> > Alright! Have any info on what software supports it. The ramdisk
> > drivers on my MyDOS disk don't see it.
> >
> > Oh, might you have the info on the mod in electronic form?
> >
> > Thanks...
> Try SpartaDOS 3.2g, or SpartaDOS-X 4.22. If SDX 4.22 doesn't see it,
> please let me know, and I'll investigate further.

My ramdisk program should be able to support it. If you know which
bits at which address in RAM are used for bank switching the extra RAM
then you should be able to configure it to recognise your extra RAM.
It will work with any DOS that doesn't use the RAM under the OS. If
it doesn't work and you give me the details then I might be able to
support it in the next version.

The program is available from the atari archive (in
8bit/OS/ramdrv10.arc) and from my webpage
(http://www.co.umist.ac.uk/~rje/8bit/atari.html) however I've just
been informed that the arc file version on my webpage won't unarc (and
presumably the version at the atari archive will suffer the same
problem, as they are the same file). I downloaded it from my webpage
over the weekend to try and unarc it, but then I left the disk at home
(argh! - I'm a couple of hundred miles away now!) so I'm going to have
to download it again. Has anyone succesfully downloaded and unarc'd
the file? If you can't unarc the file, then the executables are also
available on my webpage (again, has anyone downloaded and tried
them?), hopefully they will be ok. The manual is also available
on-line.

--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html - Atari 8bit links page &

Ramdrive 1.0 ramdisk for XL/XE's

3881. Re: Atari 7800 Asteroids

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m24szo7e9s.fsf@caligula.srv.net>
Source record: 63645

"Otter" <otter@oz.net> writes:

> I never really noticed that before. I think alot of the looming
> effect was the thrumming, sense of impending doom music in the arcade
> version (just like in the original Space Invaders). The one version
> of Asteroids I have seen for home systems that appears to capture the
> essence of the arcade version was one I downloaded for the Amiga a
> couple years ago. The asteroids loom nicely in that one. :3
> -- Otter

Heh, there is always the real thing---Microsoft Arcade or MAME and the
ROM image :).

Brent

3882. Re: Fugue

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Jeff_Kemper <jeff_kemper@email.msn.com>
Message-ID: <ORWSYtGb9GA.148@upnetnews03>
Source record: 63646

```
Vidar +ACI-Hawk+ACI- Olavesen wrote in message
+ADw-01bd6c36+ACQ-a485ae20+ACQ-b3374382+AEA-vidar+AD4-...
+AD4-It's in some AMS collection, but can't remember which :-( Sorry, but it has
+AD4-been composed for the Atari anyway.
+AD4-
+AD4-Jeff+AF8-Kemper +ADw-jeff+AF8-kemper+AEA-email.msn.com+AD4- wrote in article
+AD4APA-uxwrQp+ACQ-a9GA.296+AEA-upnetnews03+AD4-...
+AD4APg- Anyone know how I can get this old music program for the atari or an
+AD4-atari
+AD4APg- emulator?
+AD4APg-
+AD4APg- Thanks to all.
+AD4APg-
+AD4APg-
+AD4APg-
+AD4APg-
Well, I have all models and emulators. If you or anyone sees it please let
me know.
```

3883. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2004980959310001@macmcurrent.library.carleton.edu>
Source record: 63647

In article <RJE.98Apr20145931@co.umist.ac.uk>, rje@co.umist.ac.uk (Raphael James Espino) wrote:

>The program is available from the atari archive (in
>8bit/OS/ramdrv10.arc) and from my webpage
>(http://www.co.umist.ac.uk/~rje/8bit/atari.html) however I've just
>been informed that the arc file version on my webpage won't unarc (and
>presumably the version at the atari archive will suffer the same
>problem, as they are the same file).

I was able to unarc both copies with Stuffit Expander on a Mac.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3884. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Frank-Oliver Malisch <fom_nsp@mchp.siemens.de>
Message-ID: <6hfsgi$3ph$1@salomon.mchp.siemens.de>
Source record: 63648

Julian Eggebrecht <julian@factor5.com> wrote:

> http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

> which is in a way the current official site for the Atari800 source and the
> DOS binaries. They will incorporate all good parts of the Thor version into
> the official one (I guess in 0.9.4) so that hopefully this fork will remain
> a one-time event and all will concentrate on just one, eventually perfect,
> emu.

I really wonder why an obviously inferior version of the A800 emulator
get's declared 'the official version' here. I watched the develeopment
of both emulations closely and clearly have to say the Thomas Richter's
version (the Thor version) is by far superior to both 'the official'
versions of A800 and A800win.

To understand this, you have to take into account, that Thomas develops
on a SGI-Unix-Box (not in a DOS or Win environment). Therefore there are
no fancy 'new features' like 8-Bit joystick support or a new pokey sound
library or a Win95 user interface, because Thomas simply can't test this
stuff. He is strictly concentrating on the faithful emulation of the A800.
This required some rewriting of David's original code, as some structures
there were simply not efficient or not flexible enough to model the real
A800 (for example the central dispatcher was removed completely).

With this in mind, it will not be as easy as simply taking a few portions
from Thor's code and putting this into "the official version". Better take
Thor's excellent emulation core and fix the surroundings for dos and windows
(of course utilizing "the official version). It already compiles for the
SGI, Sun Solaris and Linux (for the latter the X11 version only, the linux
version may need some fixing of linux specific stuff).

I compiled both emulator variants on these plattform for a little comparison:

A800 Thor A800 "official"

Dimension X perfect title picture broken
Seawolf II perfect freezes
Flight Simulator II perfect freezes upon load
Hijack perfect video crashes
Fort Apocalyse perfect (a800 mode) jumps into basic
The Snapper perfect crashes

BTW, the "official version" also has some glitches in a UNIX environment.
On a Sun it doesn't compile at all, due to a longword alignment bug.
Obviously it is hard to keep all variants of David's emulator alive,
so I suggest to compile a list of 'platform specialists' for

each of the platforms and add support around Thomas' excellent core.
If you don't believe me, compare the faithfulness of both versions yourself
(compile the x11 version on a LINUX box).
BTW, I'm not interested in advocating for this or that version, but
some of the statements in this thread really needed clarification.
For the emulator community, competition is the best thing that
can happen.

Have a nice day

Frank-Oliver

PS.: To reply remove "_nsp" from my email adress

Get the Thor version (a800v93b) from:

http://www.math.tu-berlin.de/~thor/thor/index.html
--

3885. FS:COLECOVISION STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998042018094900.OAA02539@ladder01.news.aol.com>
Source record: 63649

FS: COLECOVISION STUFF

Expansion Module # 1 W/Turbo Cart W/Batt cover Good Shape $18.00

Expansion Module #1 W/Turbo Cart No/Batt cover Good Shape $15.00

Carts: .75c

Donky Kong
Donky Kong Jr
Lady Bug

Contact me at ATARI76@AOL.COM or at CHAIRMANALAN@JUNO.COM
I am a colletor of ALL Classic video games
Atari 2600 - 5200 - 7800 - Jaguar - Lynx -
Intellivision
Colecovision - Odyssey 2 - Pong - Hand Helds - Table Tops

3886. Atari 800 and 2600 games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <353B9C2A.2B61@pilot.msu.edu>
Source record: 63650
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari,alt.2600.vcs,alt.atari.2600bcs,rec.games.video.classic

I have the following Atari 800 games for trade

Boulders and Bombs (R)
Alien Gardern
Desert Falcon
Battle Zone
Grid Runner (R)
Mr. Cool (R)
Plattermania
Thunderfox

I also have list of 2600 games at:

http://pilot.msu.edu/user/reicher6/atari.htm

I am looking for any Atari or Activision games not on my 2600 list, Such
as:

Cosmic Commuter
Rampage (NTSC)
River Raid II (NTSC)
Checkers

Atari Video Cube
Gremlins
Rubiks Cube
Motorodeo
Ikari Warriors
Asterix
others....

-Tempest

3887. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6hg45habr1@dartvax.dartmouth.edu>
Source record: 63651

Julian Eggebrecht writes:
>Preston Crow writes:

>> I was under the impression that the latest version is still 0.8.6,
>> released on 21 Feb 1998 by David Firth. It is available at:
>> http://www.signus.demon.co.uk/david/atari/atari.html
>>
>> I was under the impression that this was David's emulator, and hence,
>> I would expect his web page to contain the "official" version. Or has
>> he turned over development to someone else?

>David followed and guided the improvements of various authors - he didn't do
>much himself after 0.8.6 - the current maintainer is Petr Stehlik. He is
>holding a team of various talented individuals together to finally get to
>1.0. It seems they concentrate on DOS, Windows and Falcon - although you
>could check Petr's site at

>http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

>which is in a way the current official site for the Atari800 source and the
>DOS binaries.

"In a way?"

If you go to that web page, it links back to David's page for the
"offical" source, which is 0.8.6.

So as I see it, there are three versions of the Atari800 emulator now.
There is David's official version. There is Thor's branch (which
broke compatibility for many systems, including Linux, but has better
emulation in many cases, apparently). And there is Peter's unofficial
"official" development branch.

And just to confuse things a little more, I have a small collection of
patches that I've sent to David and Thor, but I'm not sure if they
have done anything since receiving them:
http://www.cs.dartmouth.edu/~crow/atari/patch/
Those patches do the following:
-dir.patch.gz:
Allow browsing of subdirectories when mounting
disk images.
-rtconfig.patch.gz:
Use an array of strings for the default location of
the configuration file. This was motivated by a
desire to user /usr/local/etc instead of /etc on
my system.
-sio.patch.gz:

Fix the offset calculation for DD disk images, as
the ATR format has the silly approach of using only
128 bytes for the first three sectors.
-ui.patch.gz:
Add a menu option to display the current keyboard
and controller information. This one isn't ready
for real use, just as an example of what would be
useful.

--PC
--
/***/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/***/

3888. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <353b3c5d.114542785@news.pressenter.com>
Source record: 63652

On Sun, 19 Apr 1998 18:10:52 -0600, Mike Todd
<snyder10@mailhost.tcs.tulane.edu> wrote:

>>I've used the XEP80 under SDX some, but I don't think I had wdir.com or
>>dirw.com. Are they just wide directory listings? DIR /P worked for me
>>(pauses after each full screen.
>
>>Yep, wide directory with pausing and strips some of the file info out
>>to fit more on screen. Works with 40 column as well.
>
>As I'd stated in the email, there are two such programs I use with
>spartados, both provide double directory and display on 80 col format.
>One was written completely in assembler and was called DDir.com. The
>other, and the one that is the first to boot when my SpartaDos boots is
>WDir.com (written in Action! and compiled with the runtime package).
>Version 1.11b written by some Jon D. Melbo person :)
>
>Mike

Mike, it's nice to see that someone out there likes my program. I
have other sorta neat programs that I have written in Action! but have
never released. Just a few. Only a couple are what you might call
really useful. I should try to find them amongst my stored 8-bit
stuff.

*** Please make sure responses are also sent via email.

3889. Re: Lets Spam the Porno sties!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998042023112500.TAA07244@ladder01.news.aol.com>
Source record: 63653

>>Star Wrote:
>
>Im sick of seeing there awefull PORNO messages on this user group, It time
>for us to stand together and SPAM them to HELL, A list is in the works and
>will be foward to the FBI website. Time to unleach a wicked VIRUS and chaos
>to these low lifes

Counterproductive. All you'd be doing is giving them your Email address so
they can harrass you directly. Besides, posts like these are not from the
sites themselves, but rather from some bulk Email-SPAM service with no morals
whatsoever.

3890. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <1998042023224801.TAA07620@ladder03.news.aol.com>
Source record: 63654

>Frank McKenney asked for help with repairing/replacing the drive gear on a 1020 >plotter.

This may be a little late to be of benefit, but I repaired the gear on my 1020 by doing what appears to have been already suggested. Drill out the hole so that it allows the gear to fit on the shaft without gapping at the split. If you enlarge the hole by pulling the gear back and forth over the drill bit, you can better control the amount of material that is removed. It takes longer, but you can get a very close fit. I found a product called 'Plastic Welder' made by ITW Devon to work better than anything else for this type of application. It is specially made to bond plastic to metal. Lightly sanding the metal shaft by rubbing the sandpaper along the axis of the shaft will help improve the bond.

Good luck.

Gail

3891. Re: Problem: PC Disk Drive R/W atari disks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd6cb5$28eddec0$14d8ccc3@default>
Source record: 63655

Jason BOyko <ae922@sfn.saskatoon.sk.ca> wrote:
>
> hello.. sorry bout the cryptic subject line. couldnt think of a better
> way to word it..
>
> ALRIGHT.. heres my problem! :)
>
> i have downloaded a billion (well 3 or so) utilities for creating disks
> that should be able to be read in my atari disk drive for my PC...
>
> I have tried formatting disks with every one of em... and none of them
> can be ready by my atari. All the utilities (except sdatari which i'll
> get to in a moment), can be read by the programs that made the disk. And
> I can copy files to the disks (in fact I did do just that; copied a bunch

> of files to a disk.. it wouldnt read) in the PC... but they cant be
> accessed on my atari.
>
> I really don't know whats up. I thought it might be my PC disk drive.. so

> i got my old DD 5.25" from my old machine and plugged it in, same
problem.
>
> Its not my atari disk drive; i have 2 of them and unless both drives are
> affected by the same problem.. it isnt them.
>
> ok.. to sdatari.. i try to format a disk with it.. it formats then gives
> me a short list of errors when it tries to read the disk right after the
> format; then it cancels reading.
>
> can anyone help me here? tell me whats wrong?
>
> thank you!
>

OK, here's what to do (or at least it worked for me):

1. Format a disk in double density on your Atari. I used Superdos 5.0.
2. Put the disk in your PC's drive, and use Util (found in the MyUtil
package).
3. When copying files over use: UTIL -WB filename

This worked for me and my XF551 with Superdos 5.0. I should think it would
work with the 1050 (and any other double density drive) just as long as you
remember to
format in double density.

If it doesn't work the first time, try some other disks. I discovered that writing to certain types of disk didn't work when reading on the Atari.

Christian Fowler

3892. Boot problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd6cb6$d7f5cda0$14d8ccc3@default>
Source record: 63656

I recently downloaded the SpartaDOS 32G binaries and ported them over to an Atari disk using MyUtil. I used Superdos 5 to format a single density disk, and copied the X32G.DOS binary over to that disk.
The problem is that that disk won't boot! I also tried MyDOS, DOS XL and DOS XE all
with the same result. The SpartaDOS disk only prompts a "BOOT ERROR!" message, while the others boot but don't go to the DOS menu!
Does anyone know how to successfully make a bootable disk in this manner with binaries downloaded from the net?
I wish there was an ATR to Atari disk copier like Util. In fact, I might make something like that myself.

Thanks!
Christian Fowler

3893. Re: searching game KAISER!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <6hfd01$7qv$1@fermi.tro.net>
Source record: 63657

Klaus Wolf <klaus@wolfsoft.de> schrieb:

>i am searching a game named Kaiser.
>It is a German Game.
>Can anybody help me ??

Try: http://home.tronet.de/wysk/archiv.htm

cu,

Joerg

3894. ANNOUNCE: New Atari 8-bit Site for Mac Users

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2004982140370001@port312.bitstream.net>
Source record: 63658

Attention Mac Users!

(No, that's not a typo...I know this is comp.sys.atari.8bit :-)

Announcing the debut of a new Atari 8-bit web site especially for Mac users:

Mac/Atari Fusion

Atari 8-bit Resources for Mac Users

http://www2.bitstream.net/~marksim/atarimac/

If you own a Mac and want to know how you can use it with your old Atari
Home Computer system (400/800/1200/800xl/etc.), this is the site for you.
Topics include:

* Emulators
Run your old Atari games and stuff on your Mac

* Connecting an Atari 8-bit to a Mac
Transfer files and software to your Mac and back

* Sharing Your AV Mac's Monitor with an Atari 8-bit
Use your AV Mac's monitor with your Atari

* 8-bit Fun With QuickTime
Capture video and audio off a real Atari
(Features video from Star Raiders and audio from Ballblazer!)

* Mac/Atari Utilities
Where to find software to work with Atari disk images and files

* Missing Pieces
Projects for the ambitious

...and more to come!

Stop by for a visit and let me know what you think. Submissions are welcome.

--Mark Simonson
marksim@bitstream.net

Atari User since 1982 --- Macintosh User since 1984

3895. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <353C38B9.8FFC9ABD@mail.bcpl.lib.md.us>
Source record: 63659

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(2) Ataru 1030 300 Baud Direct Connect modems {each}$10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

3896. robot

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: Westy <civic83@execulink.com>
Message-ID: <353BC437.8A5@execulink.com>
Source record: 63660

Does anyone have schematics for building robots or interfacing
motors/sensors to ataris? If so please contact me

civic83@execulink.com

thanks westy

3897. Re: Hardware interfacing an Atari 1020 printer - Anyone got any gears?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-20 00:00:00 UTC
From: rrs0059@ibm.net
Message-ID: <353aa743.0@news3.ibm.net>
Source record: 63733

Good idea. Thanks.

Frank McKenney / OS/2 Advisor (OS2BBS)
McKenney Associates / Richmond, Virginia / (804) 320-4887
Internet: rrs0059@ibm.net / TalkLink: WZ01123
==========
In <1998041719054200.PAA12656@ladder03.news.aol.com>, lenspencer@aol.com (Lenspencer) writes:
>> _Both_ printers have the same broken gear, the little one
>> attached to the Paper Feed motor. As the motor turns, the
>> "idle" gear teeth hit the slightly-larger-than-normal gap and
>> jam. Frequently, but not always (;-).
>>
>> Anyone know any sources for a 0.125" diameter nylon gear
>> with a slightly-under-.0625" hole and... 13 (yes, thirteen) teeth?
>
>You might want to try a hobby shop, especially the ones that
>specialize in model trains and model cars. I had the same
>thing happen to mine, and have never gotten around to getting
>it fixed. Be sure to take the gear with you so it can be matched
>up.
>
>Spammers and other obnoxious morons cheerfully ignored.
>

3898. US mail on the net ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6d53$71c83020$02374382@vidar>
Source record: 63585

Do US mail service have any web pages ? I would appreciate the URL. Thanks

3899. schematics

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Westy <civic83@execulink.com>
Message-ID: <353CF409.6966@execulink.com>
Source record: 63586

Does anyone have plans or schematice for building robots controlled by
atari computers like the 400 or 130xe? If so please contact me.

thanks
Westy
civic83@execulink.com

3900. Deflector

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <353CF915.7B58@pilot.msu.edu>
Source record: 63587
Cross-posted to:
alt.atari.2600,rec.games.video.atari,alt.atari.2600vcs,alt.atari.2600.vcs,rec.games.video.classic,comp.sys.atari.8bit

I am looking for a copy of Deflector for the Atari 800/XL/XE. I beleive
it came out in prototype form only.I have many things to trade at:

http://pilot.msu.edu/user/reicher6/atari.htm

-Tempest

3901. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <6hisn4$g7v$1@salomon.mchp.siemens.de>
Source record: 63588

David J. Firth <david@signus.demon.co.uk> wrote:
> I haven't tried the others recently but I know that Fort Apocalypse has
> worked (and still does) for a very long time. Your problem is that you
> are starting the emulator in Atari 800XL mode with basic enabled.
> Earlier version of Atari800 defaulted to standard Atari 800 OS/B. It is
> likely that some of your other problems may be solved by switching off
> XL emulation - the OS is slightly different which causes some programs
> which make illegal OS calls to fail (which is why the real XL also had
> various translator disks)
> Bye
> --
> David J. Firth

Hi David and all other A800 emulation enthusiasts,

I just doublechecked "Fort Apocalypse" and in fact it runs 100% on Petr's
Version. Same is true for "The Snapper" and "Hijack". As far as I could
reproduce, this was really caused by the Basic cart interfering with the
respective program.

However still not working properly are:

Dimension X (Kernal generated title picture)
Flight Simulator II (doesn't finish loading)
Seawolf II (display broken)

Furthermore I found:

Carnival Massacre (title doesn't come up)
Mirax Force (doesn't load in 130 XE mode)
Triumph (fails to load in XL mode)
Deluxe Invaders (topmost character line flickers in game)

Test environment was a Pentium90 Linux based machine. Thomas' code was
his 0.93 betaversion (which he hopefully also has on his site) and Petr's
version was his 0.93b (downloaded yesterday).

All the above work without any problems on Thomas's version, so I still claim
it's core emulation is superior. This is not intended to violate anybody's
feelings but is plain fact - at least currently.

As I happen to have the A800 Hardware Manual I provided both authors (Petr/Radek and
Thomas) with the same Information on the ANTIC DMA timing in february plus
a rather clumsy rewritten piece of David's code. Both agreed that this already
improved the original situation in some way, but still some programs critical
with regard to interaction of CPU and video that required exact timing wouldn't
work properly. Thus both authors replaced the quick hack I made from the HW-Manual

Info by their own more precise modelling. This was also necessary, because the HW-manual ist contradictive in some areas. At least currently it seems that Thomas' model is more precise.

So David, my suggestion would be to put a link to both Petr's and Thomas' versions on your site, and let the users decide which way to go. Of course no one claims that Thomas's version is perfect, so I think all bug reports on his version are welcome as well (please try especially those programs you know to be critical). But it's relly getting hard to find stuff that doesn't work :-))

One more word about the future: As Thomas just told me, his version is not going to be bagged. Development continues as he find's time to implement new features. Thomas is btw. still looking for a good DOS/WIN95 programmer to fix up the stuff for this platform.

Ideally I would like to see both versions being developed in a competitive way - just like ADoom and DoomAttack on the Amiga, which both originate from ID's source code but develop in different directions. Every now and then they share pieces of code but there never really is a common source. This would kill competition. Both Amiga Doom variants already have lot's of features the original source lacks. Of course this is also true for PC Doom source code projects.

The "freezer feature" mentioned here would be a nice start. Ideally the internal state of the emulator would get saved to a disk image in a common format (just like atr for the images). This would make "saved states" interchangeable between various emulators (not just A800 variants), which would interpret the data when reading in the saved state disk image. Of course an additional bootloader could use some of the "internal state data", to run the state on the "real thing" (maybe in conjunction with APE). In the late 80s I developed a freezer package called "replay", which consisted of a switch and a disk of software capable of freezing a program's state on the real Atari soley via software. Problem here was to determine the contents of write only hardware registers, which was in fact done mainly via side effects (e.g. cycle counting to determine video modes, collision checks to determine player/missile positions). Some stuff (colors and audio volume/distortion as well as priority) had to be adjusted via interactive menus. I currently don't have the time to crack this beasty (i have the source, but the protection check is burried deeply into the code). If somebody wants the loader code from this freezer (to hack it and make a state image disk selfexecuting on a real atari), feel free to ask.

Have a nice day

Frank-Oliver

--

3902. FS: Stuff for all Classic Systems..!!!

3903. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <354bf02b.9356490@news.demon.co.uk>
Source record: 63590

This debate seems to have taken a down turn with people making inaccurate claims about game compatibility etc etc..

Im a keen user of Rich's Windows port, personally I think its a cracking version mainly because 1. I use win95 and 2. I can have a more realistic sized screen ie its right for me and my machine. What I don't like to see is the non programming people or non Atari800 (whatever version / branch) who have lots of idea's but feel its their right to barrack the very people who are striving to give people the best possible emulator by combining idea's...

Im not saying that this has happened YET but its moving down the same line as the Arcade emulator authors who get crap emails from people demanding that they make their games work etc etc..

I would hope that people use the emulators and send constructive comments that relate to bugs or possible idea's for enhancement rather than "my game don't work..". I know this is STANDARD decency but you still see quite the opposite from time to time in the NG..

As for multi branches of the A800 coding well lots have been added because of people trying to add something beyond the original code, as long as its all shared then its not a bad thing..I think..

Here's to a great team of people who want to give us the best Atari emu possible....Lets encourage rather than discourage them..
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

3904. Re: Rescue on fractalus question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <354cf02e.9359951@news.demon.co.uk>
Source record: 63591

steffen@homeworx.net (Steffen Kleinschmidt) writes:

>>whenever i try to play Rescue on Fractalus with the XL it 0.20
>>emulator the keys don't work (joystick works fine). Does anybody know
>>why? I've already tried many configuartions and i think it's not the
>>fault of the OS rom.

Try using Atari800 in either of the ports (Dos or Windows 95),
certainly the Win95 version plays it a treat now.

Listen out for the dodgy pilots :)
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

3905. FT : Sega / Super Famicom Copier.....!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998042120322600.QAA23617@ladder01.news.aol.com>
Source record: 63592

For Trade : One Multi Game Hunter Copier.....

This unit is a copier for the Sega / Super Famicom Sytems......It is in good shape..I do not know anything else about it as I do not own a Super Famicom or Sega to test it...It takes a 9vl power supply that I do not have for it...It is in good shape..It copy's the games to a 3 1/2 Disk......I do not know the megs it copy's ? I bought this copier thinking it would copy Super NES but it is the rarer Super Famicom.....

Please e-mail me with trade offers.....

I collect...2600-5200-7800-Jaguar-Lynx-Colecovision-Intellivision-Odyssey 2-3DO-Turbo Grafx-Pongs-Hand Helds-Table Tops.....

Al

I am a colletor of ALL Classic video games
Atari 2600 - 5200 - 7800 - Jaguar - Lynx -
Intellivision
Colecovision - Odyssey 2 - Pong - Hand Helds - Table Tops

3906. FS: ATARI Portfolio Palmtop Computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: IS0515@yahoo.com
Message-ID: <6hjb3b$6qd$1@nnrp1.dejanews.com>
Source record: 63593
Cross-posted to: comp.sys.palmtops,comp.sys.handhelds,comp.sys.cpm,comp.sys.atari.8bit

-ATARI Portfolio palmtop computer
-box and manuals
-Parallel port adapter
-128KB memory card
-File Manager/Tutorial ROM card

*all in good conditon.
*$120 + shipping.
*E-mail me.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3907. The name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd6d77$133024e0$6bd8ccc3@default>
Source record: 63594

I remember a review of a game in one of my old New Atari User magazines
from quite some time ago. It was of an American game that came in this
special limited edition box. Well, anyway you were supposed to fight people
in this bar. You know, break beer bottles and chairs over their heads.
I believe the name was "Pondering About Max's", or something.
Anyone have an idea what this game was called, and if it's available
on-line?

Thanks,
Christian

3908. Re: Boot problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd6d76$8ec22aa0$6bd8ccc3@default>
Source record: 63595

kames@dxnet.com wrote:
> On Mon, 20 Apr 1998 23:51:08, "Christian Fowler"
> <nospam-cfsoft@mailcity.com> wrote:
>
> > I recently downloaded the SpartaDOS 32G binaries and ported them over
to an
> > Atari disk using MyUtil. I used Superdos 5 to format a single density
disk,
> > and copied the X32G.DOS binary over to that disk.
> > The problem is that that disk won't boot! I also tried MyDOS, DOS XL
and
> > DOS XE all
> > with the same result. The SpartaDOS disk only prompts a "BOOT ERROR!"
> > message, while the others boot but don't go to the DOS menu!
> > Does anyone know how to successfully make a bootable disk in this
manner
> > with binaries downloaded from the net?
> > I wish there was an ATR to Atari disk copier like Util. In fact, I
might
> > make something like that myself.
> >
> > Thanks!
> > Christian Fowler
>
> get the xformer pc-atari emulator from the umich archive. it has a
> sparta bootable atr image to boot from then format and write dos to a
> physical disk. Or you can get discommunicator from the archive also
> and the x32g disk image and write that also with your atari. I know of
> no way to build an atari bootable disk directly on the pc tho.
>
> Ken

Diskcommunicator did it! Thanks! You're a lifesaver :-)

Christian

3909. Succesful Terry Ortman transactions ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6d7c$39f0da20$41374382@vidar>
Source record: 63596
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Anybody done any succesful transaction with him ? I sent him money and now he's about to put a lawsuit on me. He claims to have sent the package, yet didn't answer any of my emails asking about what's going on. So, I put him on my bad trader list and now he's pissed for that. I would have thought answering an email would be easier. I wasn't doing anything but asking if it's sent and then over a month later he comes with this bullshit.

That's why I would like to know if anybody hasn't been ripped off by him.

I want to take him off the list, if he's truly sent the package, so I would appreciate feedback from you guys. I think he's been quite unprofessional all the way. Thanks for any replies!

3910. FT/S: 800xl, 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: George Koehler and Linda Fisher <koehlerg@gte.net>
Message-ID: <6hjciemio1@gte1.gte.net>
Source record: 63597

Hi! I have a few 8-bit items that I'd like to trade away. I'm interested in Atari 2600 games/manuals, and most anything including consoles for the 5200 or 7800. I've also got a Sega Genesis+CD, and an NES (I'd like to find a top loader) if you've got stuff to trade for those systems. If I can't trade them away, I'll also accept cash offers.
I have for trade one Atari 800xl body, one 600xl body, and one a/c adaptor that will work with either one. I have Star Raiders and River Rescue carts loose; River Rescue has a bit of label Damage. I also have a copy of Microsoft Basic 2 for the Atari computer, in nice shape with the cart, box, and manuals, but missing the extension diskette on 5 1/4" floppy (not needed to run the cart). The hardware and cartridges have all been tested and found to work.
If you're interested, please respond via e-mail, and thanks for looking!

George K.

3911. Re: Boot problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <353D3FE1.C89AA1F9@sisna.com>
Source record: 63598

Sparta dos has a unique format. If superdos (not familiar with it) can not produce the tracks that Sparta Dos does then the programs will not work. If it does once moved over you need to tell the drive through the command. BOOT D1:X33g.dos this activates the sparta disk and dos so it will be able to boot.

bob

3912. Re: Succesful Terry Ortman transactions ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <6hjook$t54$1@nnrp1.dejanews.com>
Source record: 63599
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari

Vidar,

Given Terry's exceptionally bad reputation I am amazed that anybody would send him money. Do a search on DejaNews, especially the old archives.

BTW he threatens everybody with lawsuits. They are just threats. I would keep him on the bad trader list. Not that it will do you any good but ask him to provide you with the tracking number of the package. He will, no doubt, give you some elaborate excuse but in reality (even if he did ship, which I sincerely doubt) getting the goods delivered to your is his responsibility. If they don't show up an honorable trader would refund your money (or send a replacement). Don't expect either.

Later,

Ron

In article <01bd6d7c$39f0da20$41374382@vidar>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> Anybody done any succesful transaction with him ? I sent him money and now
> he's about to put a lawsuit on me. He claims to have sent the package, yet
> didn't answer any of my emails asking about what's going on. So, I put him
> on my bad trader list and now he's pissed for that. I would have thought
> answering an email would be easier. I wasn't doing anything but asking if
> it's sent and then over a month later he comes with this bullshit.
>
> That's why I would like to know if anybody hasn't been ripped off by him.
>
> I want to take him off the list, if he's truly sent the package, so I would
> appreciate feedback from you guys. I think he's been quite unprofessional
> all the way. Thanks for any replies!
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

3913. FS: 256k MIO & 20MB HD subsystem

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: "Marlin Bates, IV" <mbates@s3.sonnet.com>
Message-ID: <353D6C13.65F9FF3C@s3.sonnet.com>
Source record: 63600

I have the following for sale:

256k MIO with docs, software and box Works perfectly!
Includes 130XE adapter
20 MB Seagate Hard drive mounted in a Baby AT sized desktop enclosure w/
power supply. one half height bay still open
MFM-SCSI controller card.
All hooked up formatted and ready to be connected to an 8-bit.

A plug and Play 20MB hard drive for your 8-bit. It will love you
forever.

I am only asking $120 plus shipping or best offer.

Everything works 100% but I already have a Black Box setup so this is
secondary.

Will also consider a partial trade for 8-bit carts I do not have

-Marlin
mbates@s3.sonnet.com

3914. Re: US mail on the net ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6hjob2$d31$1@newsd-121.bryant.webtv.net>
Source record: 63601

http://www.usps.gov

vs

3915. Re: Succesful Terry Ortman transactions ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Bill Frandsen <bfrandse@rrnet.com>
Message-ID: <6hjjqb$h7f$1@news.rrnet.com>
Source record: 63602
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Sorry to hear about your problems with this guy.

Do a search using www.dejanews.com for "old" posts, and search for Terry Ortman, and /or "Starfleet Software" aka many different names. You will find LONG threads discussing him, starting back in about 1995/1996 in the misc.forsale.computers.pc-clone.* newsgroups.

I won't say any more (to avoid risk of retaliation on myself), but just do some searching and you'll be *quite* enlightened.

Good luck on your endeavours.

-- Bill

-----Original Message-----
From: Vidar "Hawk" Olavesen <olavese@online.no>
Newsgroups:
alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.
video.atari,rec.games.video.classic
Date: Tuesday, April 21, 1998 6:22 PM
Subject: Succesful Terry Ortman transactions ?

>Anybody done any succesful transaction with him ? I sent him money and now
>he's about to put a lawsuit on me. He claims to have sent the package, yet
>didn't answer any of my emails asking about what's going on. So, I put him
>on my bad trader list and now he's pissed for that. I would have thought
>answering an email would be easier. I wasn't doing anything but asking if
>it's sent and then over a month later he comes with this bullshit.
>
>That's why I would like to know if anybody hasn't been ripped off by him.
>
>I want to take him off the list, if he's truly sent the package, so I would
>appreciate feedback from you guys. I think he's been quite unprofessional
>all the way. Thanks for any replies!
>

3916. Remakes

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Borgar Waade <borgar@poboxes.com>
Message-ID: <353C03D7.2038A5F3@poboxes.com>
Source record: 63661

Want to help me track down all those good old classics that have been
recreated on the PC?
Hmm, I hear you all say: Get yourself an emulator, or the real thing...
Well, I think it was cool to see Manic Miner in a faithfully remake,
that's gone through just a slightly face-lift...

At http://w1.2222.telia.com/~u222200549/remakes/ I have set up a list
of home-computer games that have been remade to the PC.
So far I have found Manic Miner, Jet Set Willy, Splat!, Knight Lore,
Super Sprint, Giana Sisters, and Atic Atac.
Do you know about others that have been remade, or are being remade?

Borgar.

3917. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: rich@kesmai.com
Message-ID: <353c279c.76491744@news.cstone.net>
Source record: 63662

On 20 Apr 1998 16:18:26 GMT, Frank-Oliver Malisch
<fom_nsp@mchp.siemens.de> wrote:

Preface: I, among many other people, am currently working on David Firth's Atari800. No, it has not branched into hither and fro. I will get to that in another message. First, I'd like to to address a couple of things here:

>I really wonder why an obviously inferior version of the A800 emulator
>get's declared 'the official version' here. I watched the develeopment

I do not particularly care for your tone, nor do I think your statements are accurate. I don't know where you are coming from but you certainly aren't basing everything you say here on facts.

>To understand this, you have to take into account, that Thomas develops
>on a SGI-Unix-Box (not in a DOS or Win environment). Therefore there are
>no fancy 'new features' like 8-Bit joystick support or a new pokey sound
>library or a Win95 user interface, because Thomas simply can't test this

Pardon us for adding joystick, sound, and a user interface. We'll stop work on that right away. I do not belittle Thomas his efforts (in fact, I very much support him) but your flippant attitude to features that users really want and platforms the common person has (instead of SGI's, which I very much doubt have the penetration of Win95) misrepresents them from what they are: useful and serious contributions to the project.

>stuff. He is strictly concentrating on the faithful emulation of the A800.

And how do you know that we are not?

>This required some rewriting of David's original code, as some structures
>there were simply not efficient or not flexible enough to model the real
>A800 (for example the central dispatcher was removed completely).

This is not a statement of fact, it is opinion. We have before, and probably will again, talk to Thomas about what he's doing - but it cannot be called universally "better" than continuing efforts on Atari800. Some of his changes are even incorporated into the current Atari800 source tree. However, some were not, and there were valid reasons for it, mostly dealing with how code can function very differently on a multi processor SGI box and a 486 running DOS or a Falcon/TT.

>I compiled both emulator variants on these plattform for a little comparison:
>

> A800 Thor A800 "official"
>
>Dimension X perfect title picture broken
>Seawolf II perfect freezes
>Flight Simulator II perfect freezes upon load
>Hijack perfect video crashes
>Fort Apocalyse perfect (a800 mode) jumps into basic
>The Snapper perfect crashes

I have no idea what version of Atari800 you were using, or what
version of Thomas' code. Suffice to say the chart above is wildly
incorrect for the version I just compiled ten minutes ago under NT.

>Obviously it is hard to keep all variants of David's emulator alive,
>so I suggest to compile a list of 'platform specialists' for
>each of the platforms and add support around Thomas' excellent core.
>If you don't believe me, compare the faithfulness of both versions yourself
>(compile the x11 version on a LINUX box).
>BTW, I'm not interested in advocating for this or that version, but
>some of the statements in this thread really needed clarification.

Your second paragraph contradicts your first. Quite obviously you are
heavily in favor of Thomas' code. I don't believe you've done a valid
comparison, but that's neither here nor there - your opinion is your
own and you are free to share it with anybody you wish. I do know that
you didn't have all the facts about how Atari800 was being worked on,
so I really don't think you should be riding a high horse at the
moment. Nor have you seen an equivalent version of Atari800 to the
current source you are using for Thomas (if you are, then something is
wrong, since your results running programs are very different from
mine).

>For the emulator community, competition is the best thing that
>can happen.

This is one of the few statements you have made that is an unqualified
truth. I strongly urge everybody to pick whichever emulator they like
the best, but do them all the justice of comparison.

-Rich Lawrence (Atari800Win)

3918. VIntage Micro-Computers has Atari Items for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: "/\\/\\/\\/\\--VoRTeX--/\\/\\/\\/\\" <jonart@ix.netcom.com>
Message-ID: <353C2EB2.A4CC69EE@ix.netcom.com>
Source record: 63663

Hi everyone,

I have just updated the site with even more goodies. And as soon as I get a chance I will even put more items on the list (darned full time job of mine gets in the way of my hobby. Ha!) There are quite a few new Atari items. Get to them before they dissappear!

I also have some 10 packs of recycled 5.25 inch DD floppy disks available too.

http://pw1.netcom.com/~jonart/VMC/default.htm

Be sure to come back often. You never know when I will update it and you do not want to miss out on some of the things I find(Heck I even suprise myself with my luck of finding the vintage goodies).

Have a great week everyone!

Jon

3919. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: rich@kesmai.com
Message-ID: <353d2c46.77686006@news.cstone.net>
Source record: 63664

On 18 Apr 1998 21:45:00 -0400, Robert W. Brewer
<rbrewer+usenet@op.net> wrote:

>I just discovered that there appears to be at least 2
>different branches of development on the Atari800 emulator.
>There's the original at David Firth's site (version 0.8.6,
>http://www.signus.demon.co.uk/david/atari/atari.html) and
>one at Thor's site (version 0.9.2,
>http://www.math.tu-berlin.de/~thor/thor/index.html).

Here is what is happening as I know it.

Thomas (the Thor) emulator has in fact made a branch from David Firth's original code base. The folks who are working on Atair800 (Petr Stehlik, Raster, Perry Mcfarlane, myself, David Firth - yes he is still around, and recently Matthew Conte) spoke to him about it (actually Petr did most of this) and asked if we should merge together.

Thomas had made some broad changes, and didn't want to go back to the core way Atari800 worked. Equally, there were some changes he had made that weren't going to go down well for say, the DOS port of Atari800. So what we decided was to keep these two apart for now, but share changes/etc as we went along. It's unfortunate that Thomas chose to continue the numbering scheme of Atari800, as it led to some confusion. We did mention this part to him, btw.

Now, David Firth is apparently very busy these days. He wanted Atari800 to continue on but couldn't be spending time keeping his web site up to date, etc. So Petr offered to do that and also, at the same time, I (along with everybody else) started pushing to get our code trees back together. We did that and the result is update on Petr's page (http://cas3.zlin.vutbr.cz/~stehlik/a800.htm). BTW Preston I believe your suggestions were being handled by Perry, but I may be confused. If so some of them may already be in. I will check.

This is not a "branch" from David's work. It is a continuation of HIS emulator. It's just a fact of life he doesn't get to update his web page often so it doesn't reflect the later source code. I made a point that I did not want to create a branch - because I felt it was wrong to take what is in essense a very large amount of hard work that David did and then say it was a "new" emulator. Just didn't seem right. Everybody else felt the same way, so we wanted to keep the spirit of David's original work as we moved forward with it: portability between environments, continuing refinements to the emulator core, and of course acknowledging the fact it was not ours at all but David's

really.

Petr got our code merged back around 0.9.0 I think. He managed to find us a mailing list host, and we've been using that pretty steadily since it started up (earlier we were e-mailing). We've identified several problem areas in the emulation core and they are being worked on in parallel.

There, that's the story. Make of it what you will folks. I'm going to go back to working on a state-save for David's emulator.

-Rich Lawrence

3920. Re: FS/T: Shrink-wrapped Atari XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Scott McLauchlan <scott@isd.canberra.edu.au>
Message-ID: <353C42A6.2477A1B5@isd.canberra.edu.au>
Source record: 63665
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,aus.ads.forsale.computers.used,comp.sys.msx

On Mon, 20 Apr 1998 12:42:51 +1000 I wrote:

> I have the following shrink-wrapped Atari XE cartridges for sale/trade:
>
> * Lode Runner (2 copies)
> * Archon (2 copies)
> * BallBlaser (1 copy, shrink-wrap unsealed)
>
> These games will work on any Atari 8-bit except the Atari 400 and Atari > 800.

Apparently these cartridges *will* work on the Atari 800, and also on the
Atari 400 if it's RAM is expanded to 48K.

> The boxes are in excellent condition.

I also have 2 bare Lode Runner cartridges (with photocopied instructions) if
anyone is interested.

> I would like to trade for any of the following (in order of preference)
>
> * Keyboard for Pioneer PX-7 computer
> * Atari 410 Program Recorder
^^^^^^^^^^^^^^^^^^^^^^^^^^
There's a slight problem here. I live in Australia, and our mains is 240V
AC. This means I really need an Australian or British Atari 410.

> * Vectrex cartridges (preferably with overlays)
>
> If you don't have any of these items, I will accept cash. :-)
>
> I realise that some of these trades may be uneven, so I'm willing to make > a cash
adjustment for some of the items.
>
> Thanks in advance.

--
Scott McLauchlan	"Sometimes the need to mess with their heads
Information Services Division	outweighs the millstone of humiliation."
University of Canberra	__________Fox_Mulder_"The_X-Files:_Squeeze"_
scott@isd.canberra.edu.au	http://www.canberra.edu.au/~scott/home.html

3921. Re: Boot problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6hhnb8$p1f$1@star.cs.vu.nl>
Source record: 63666

"Christian Fowler" <nospam-cfsoft@mailcity.com> writes:

>I recently downloaded the SpartaDOS 32G binaries and ported them over to an
>Atari disk using MyUtil. I used Superdos 5 to format a single density disk,
>and copied the X32G.DOS binary over to that disk.

I think MyUtil can only write double density disks,

--Ivo

3922. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <lrtFCGAN5FP1Ewjq@signus.demon.co.uk>
Source record: 63667

In article <6hfsgi$3ph$1@salomon.mchp.siemens.de>, Frank-Oliver Malisch
<fom_nsp@mchp.siemens.de> writes
>Julian Eggebrecht <julian@factor5.com> wrote:
>I compiled both emulator variants on these plattform for a little comparison:
>
> A800 Thor A800 "official"
>
>Dimension X perfect title picture broken
>Seawolf II perfect freezes
>Flight Simulator II perfect freezes upon load
>Hijack perfect video crashes
>Fort Apocalyse perfect (a800 mode) jumps into basic

I haven't tried the others recently but I know that Fort Apocalypse has
worked (and still does) for a very long time. Your problem is that you
are starting the emulator in Atari 800XL mode with basic enabled.
Earlier version of Atari800 defaulted to standard Atari 800 OS/B. It is
likely that some of your other problems may be solved by switching off
XL emulation - the OS is slightly different which causes some programs
which make illegal OS calls to fail (which is why the real XL also had
various translator disks)

>The Snapper perfect crashes
>

Bye
--
David J. Firth

3923. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <RYk4eAAqMGP1Ew2f@signus.demon.co.uk>
Source record: 63668

In article <6hg45habr1@dartvax.dartmouth.edu>, Preston F. Crow
<crow@coos.dartmouth.edu> writes
>Julian Eggebrecht writes:
>>Preston Crow writes:
>
>>> I was under the impression that the latest version is still 0.8.6,
>>> released on 21 Feb 1998 by David Firth. It is available at:
>>> http://www.signus.demon.co.uk/david/atari/atari.html
>>>
>>> I was under the impression that this was David's emulator, and hence,
>>> I would expect his web page to contain the "official" version. Or has
>>> he turned over development to someone else?
>
>>David followed and guided the improvements of various authors - he didn't do
>>much himself after 0.8.6 - the current maintainer is Petr Stehlik. He is
>>holding a team of various talented individuals together to finally get to
>>1.0. It seems they concentrate on DOS, Windows and Falcon - although you
>>could check Petr's site at
>
>>http://cas3.zlin.vutbr.cz/~stehlik/a800.htm
>
>>which is in a way the current official site for the Atari800 source and the
>>DOS binaries.
>
>"In a way?"
>
>If you go to that web page, it links back to David's page for the
>"offical" source, which is 0.8.6.
>
>So as I see it, there are three versions of the Atari800 emulator now.
>There is David's official version. There is Thor's branch (which
>broke compatibility for many systems, including Linux, but has better
>emulation in many cases, apparently). And there is Peter's unofficial
>"official" development branch.

Lets try and clear this up. I haven't had time to do any work on
Atari800 since the early 0.8.x versions - this was due to workload and
all the travelling I was doing. Then Petr, amongst others, started to
send patches which I didn't have time to integrate. Petr sent me
complete tar/zip files for the later 0.8.x versions which I eventually
(i.e. not as quickly as they would have liked) uploaded without
modification. It soon became clear that I had become the bottleneck to
further development, so it was agreed that Petr could release new
version directly on his web site - I also contain a link to Petr's site.

HTH
--
David J. Firth

3924. Re: Boot problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd6d19$97dd13a0$8bd8ccc3@default>
Source record: 63669

Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
> "Christian Fowler" <nospam-cfsoft@mailcity.com> writes:
>
> >I recently downloaded the SpartaDOS 32G binaries and ported them over to
an
> >Atari disk using MyUtil. I used Superdos 5 to format a single density
disk,
> >and copied the X32G.DOS binary over to that disk.
>
> I think MyUtil can only write double density disks,
>
> --Ivo

MyUtil only supports DD disks. That's not my problem. I was able to copy the X32G.DOS file over to a DD disk in my PC and read it on the Atari. However, Myutil doesn't write to the very first sector of the disk, so I had to copy the file over to another pre-formated disk on my Atari, but the new disk won't boot.

Christian

3925. Re: Problem: PC Disk Drive R/W atari disks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Sid Pacman <erasmus@8-bit.space.invaders>
Message-ID: <Pine.GSO.3.96.980421071220.1029A-100000@iglou2>
Source record: 63670

On 18 Apr 1998, Jason BOyko (ae922 at sfn period saskatoon period
sk period ca) wrote:
-> i have downloaded a billion (well 3 or so) utilities for creating
-> disks that should be able to be read in my atari disk drive for
-> my PC...
[lots of verbiage in the original posting has been snipped]
->can anyone help me here? tell me whats wrong?

Your original posting was so vague and murky (not to mention the
juvenile impression left by your use of exaggeration and the small
"i") that it's hard to say exactly what the problem is. But if you
made one thing clear, it's that you haven't gotten anything to work.

Are you up to speed on the differences between various densities?
You say you have a DD (double density) disk drive but you also men-
tion trying a single density utility. Some programs work in one
density but not in another. The "Myutil" (or "Util") program will
do everything you're looking for (in double density; i.e., 360K).
I've used it successfully so I can attest that it works.

However, the tiny doc file that comes with it isn't very helpful.
A few quick hints: It may be best to format disks on the Atari side;
"Util" requires that disks consist of compacted files (i.e., consecu-
tive sectors); and an XF551 works best for writing disks that "Util"
can read.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

3926. Re: 130xe to 1702 cable?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Sid Pacman <erasmus@8-bit.space.invaders>
Message-ID: <Pine.GSO.3.96.980421075238.1029D-100000@iglou2>
Source record: 63671

On Sun, 19 Apr 1998, BobKlaas (bobkla19 at sisna dot com) wrote:
-> You want a cable from the 130XE to a Commadore 1702 monitor?
-> I have those for $5.00 shipped.

Are you talking about monitor cables -- which will connect to
any composite monitor? Five bucks including shipping is a great
deal! (Five bucks with shipping extra would still be a good
deal!)

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

3927. Re: Lets Spam the Porno sties!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Sid Pacman <erasmus@8-bit.space.invaders>
Message-ID: <Pine.GSO.3.96.980421074623.1029C-100000@iglou2>
Source record: 63672

On 19 Apr 1998, GUY1015 ("guy1015" at aol.com) wrote:
-> Im sick of seeing there awefull PORNO messages on this user
-> group ...

The problem is on your end, Guy. Subscribe to a better ISP and
you won't have that problem. My ISP manages to filter out 98% of
the spam, so I hardly ever see any spam of any type on this news-
group.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

3928. My wife just divorced me!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <353ca3ad.1405179@news.swbell.net>
Source record: 63673

WooHoo!
Please remove the .nospam for email.

3929. Re: My wife just divorced me!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd6d2f$a9172a00$0201010a@g6-300xl>
Source record: 63674

```
Crawl <rcs2010@swbell.net.no-spam> wrote in article
<353ca3ad.1405179@news.swbell.net>...
> WooHoo!
> Please remove the .nospam for email.
>

Did she get your Atari?
```

3930. Re: Notes on HD install with MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6hiael$4ph$1@pale-rider.INS.CWRU.Edu>
Source record: 63675

(Ewwwww! I love followup my own post)
The Seagate doc on ST225. It doesn't give bytes/sector, just
total capacity in megs (1,000,000 bytes, not 1,024,000 bytes).
tracks, heads, discs, other stuff, sectors per drive.
The point is, I'm pretty sure Seagate is specifying 512 bytes
per sector, not 256. The other point is, I think probably ANY
MFM drive will work (or can at least try it), with MIO
and Adaptec 4000A, the bytes/sector isn't all that important.
The hdfmtph6 will make the 256 bytes per sector with 81000
'blocks'=sectors, whereas the Seagate doc says 41820 total
sectors.
Another thing. The termination resistor 'bank' or 'network'.
IT TOO CAN BE PUT IN BACKWARDS. So make a mark on the 'outside'
of it if you remove it, so you can put it back in properly.

3931. Re: My wife just divorced me!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <353cbaf4.7364421@news.swbell.net>
Source record: 63676

believe or not, she didn't want it. She was happy with everything
else. I can see me hitchhiking down the freeway with Atari stuff
strapped to my back.

On Tue, 21 Apr 1998 14:17:35 GMT, "Silver Surfer"
<SilverSurfer@HalleBoppe.com> wrote:

>Crawl <rcs2010@swbell.net.no-spam> wrote in article
><353ca3ad.1405179@news.swbell.net>...
>> WooHoo!
>> Please remove the .nospam for email.
>>
>
>Did she get your Atari?
>

Please remove the .nospam for email.

3932. Rescue on fractalus question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: steffen@homeworx.net
Message-ID: <6hih19$pto@zeppelin.rz.uni-potsdam.de>
Source record: 63677

whenever i try to play Rescue on Fractalus with the XL it 0.20 emulator the keys don't work (joystick works fine). Does anybody know why? I've already tried many configuartions and i think it's not the fault of the OS rom.

3933. Re: Rescue on fractalus question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.893176442@math.tu-berlin.de>
Source record: 63678

steffen@homeworx.net (Steffen Kleinschmidt) writes:

>whenever i try to play Rescue on Fractalus with the XL it 0.20
>emulator the keys don't work (joystick works fine). Does anybody know
>why? I've already tried many configuartions and i think it's not the
>fault of the OS rom.

It's the fault of the emulator. To be precise, the CLI command is not
implemented correctly.

So long,
Thomas

3934. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.893176570@math.tu-berlin.de>
Source record: 63679

Julian Eggebrecht <julian@factor5.com> writes:

>To clear the Atari800 mess:

>The "official" Atari 800 is at 0.9.2 (source is at 0.9.3 Alpha) - it is
>being developed by a couple of people. The most updated DOS version is =

>available at:

>http://cas3.zlin.vutbr.cz/~stehlik/www/a800dos.zip

>The windows port of Atari 800 has its own home page at:

>http://www.concentric.net/~Twist/atari800win/

>The version by Thor (named 0.9.2) is missing a lot of the features of
>the official 0.9.2 and is - as far as I know - not being continued.

Sorry to correct you here, but first I would still say that its emulator core
is more advanced than Petrs version in a couple of ways, but there's no port
to DOS or windooze; this version is for unix only. Because sound is a rather
hard trick for unix, there's currently NO sound at all, but a complete pokey
emulation including pokey interrupts and other nasty tricks.

For the continuation story: This version is continued, but I keep supporting
Petr. We'll try to merge both sources in the long run and will just start with
the SIO interface. To give you some examples, I just started to implement some
of the extended "Happy" instructions there, so programs like BiboDos and others
will work in a future version. They "sort of work" in my current version which
is not yet made available at my home site because I'd like to finish this SIO
part first. However, if anybody is interested, just drop me an EMail.

>The
>main Atari 800 team is looking at Thor=B4s code and will implement the
>useful changes into the official version.

Well, let's say I'll try to get Petr informed about my bug fixes, too.

>The current 0.9.2 is by now the by far best Atari 8-bit emu. It is far
>better and faster than XL-it - examples for the high compatibility are
>the PERFECT Lucasfilm Games titles and The extremely advanced Pokey
>emulation (2.4 by Ron Fries).

The lucasfilms title was actually never a problem for my emulator, and that's
actually a long time ago I made it working. As I said, there's currently no
sound as this requires some heavy magic for Unix. I don't have an idea how to
do that.

>Atari 800 is on the best way to be the first 100% 8-Bit emu...

Well, we try our best.... (-:

So long,
Thomas

3935. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.893177217@math.tu-berlin.de>
Source record: 63680

Hi there!

crow@coos.dartmouth.edu (Preston F. Crow) writes:

>Julian Eggebrecht writes:
>>Preston Crow writes:

>>> I was under the impression that the latest version is still 0.8.6,
>>> released on 21 Feb 1998 by David Firth. It is available at:
>>> http://www.signus.demon.co.uk/david/atari/atari.html
>>>
>>> I was under the impression that this was David's emulator, and hence,
>>> I would expect his web page to contain the "official" version. Or has
>>> he turned over development to someone else?

>>David followed and guided the improvements of various authors - he didn't do
>>much himself after 0.8.6 - the current maintainer is Petr Stehlik. He is
>>holding a team of various talented individuals together to finally get to
>>1.0. It seems they concentrate on DOS, Windows and Falcon - although you
>>could check Petr's site at

>>http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

>>which is in a way the current official site for the Atari800 source and the
>>DOS binaries.

>"In a way?"

>If you go to that web page, it links back to David's page for the
>"offical" source, which is 0.8.6.

>So as I see it, there are three versions of the Atari800 emulator now.
>There is David's official version. There is Thor's branch (which
>broke compatibility for many systems, including Linux, but has better
>emulation in many cases, apparently). And there is Peter's unofficial
>"official" development branch.

>And just to confuse things a little more, I have a small collection of
>patches that I've sent to David and Thor, but I'm not sure if they
>have done anything since receiving them:

Oops! I'm sorry not keep you informed, but I already included your patches!
I just haven't published the new version because the SIO stuff is not yet
in the state I want it to be... So, if you like to see the new version with
your patches included - of course - just drop me an EMail.

> http://www.cs.dartmouth.edu/~crow/atari/patch/
>Those patches do the following:

> -dir.patch.gz:
> Allow browsing of subdirectories when mounting
> disk images.
> -rtconfig.patch.gz:
> Use an array of strings for the default location of
> the configuration file. This was motivated by a
> desire to user /usr/local/etc instead of /etc on
> my system.
> -sio.patch.gz:
> Fix the offset calculation for DD disk images, as
> the ATR format has the silly approach of using only
> 128 bytes for the first three sectors.

Yup, tanks for all! Especially for this one. The new version will, as I said,
contain a very complete and updated SIO emulation.

> -ui.patch.gz:
> Add a menu option to display the current keyboard
> and controller information. This one isn't ready
> for real use, just as an example of what would be
> useful.

That's still a problem since the mouse and joystick configuration is just a
bit different for Unix. I included this menu as good as possible, but there
remains something to be done.

So long,
Thomas

3936. Re: Boot problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6hihej$61s@freenet-news.carleton.ca>
Source record: 63681

"Christian Fowler" (nospam-cfsoft@mailcity.com) writes:
> I recently downloaded the SpartaDOS 32G binaries and ported them over to an
> Atari disk using MyUtil. I used Superdos 5 to format a single density disk,
> and copied the X32G.DOS binary over to that disk.
> The problem is that that disk won't boot! I also tried MyDOS, DOS XL and
> DOS XE all
> with the same result. The SpartaDOS disk only prompts a "BOOT ERROR!"
> message, while the others boot but don't go to the DOS menu!
> Does anyone know how to successfully make a bootable disk in this manner
> with binaries downloaded from the net?
> I wish there was an ATR to Atari disk copier like Util. In fact, I might
> make something like that myself.

You can build yourself an APE or ProSystem interface in about 15
minutes. Its got to be less stressful than going through all that just
for one disk.

You can get the plans at the URL below :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3937. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.893177709@math.tu-berlin.de>
Source record: 63682

Hi Rich!

rich@kesmai.com (Rich Lawrence) writes:

>On 20 Apr 1998 16:18:26 GMT, Frank-Oliver Malisch
><fom_nsp@mchp.siemens.de> wrote:

>Preface: I, among many other people, am currently working on David
>Firth's Atari800. No, it has not branched into hither and fro. I will
>get to that in another message. First, I'd like to to address a couple
>of things here:

>>I really wonder why an obviously inferior version of the A800 emulator
>>get's declared 'the official version' here. I watched the develeopment

>I do not particularly care for your tone, nor do I think your
>statements are accurate. I don't know where you are coming from but
>you certainly aren't basing everything you say here on facts.

>>To understand this, you have to take into account, that Thomas develops
>>on a SGI-Unix-Box (not in a DOS or Win environment). Therefore there are
>>no fancy 'new features' like 8-Bit joystick support or a new pokey sound
>>library or a Win95 user interface, because Thomas simply can't test this

>Pardon us for adding joystick, sound, and a user interface. We'll stop
>work on that right away. I do not belittle Thomas his efforts (in
>fact, I very much support him) but your flippant attitude to features
>that users really want and platforms the common person has (instead of
>SGI's, which I very much doubt have the penetration of Win95)
>misrepresents them from what they are: useful and serious
>contributions to the project.

>>stuff. He is strictly concentrating on the faithful emulation of the A800.

>And how do you know that we are not?

>>This required some rewriting of David's original code, as some structures
>>there were simply not efficient or not flexible enough to model the real
>>A800 (for example the central dispatcher was removed completely).

>This is not a statement of fact, it is opinion. We have before, and
>probably will again, talk to Thomas about what he's doing - but it
>cannot be called universally "better" than continuing efforts on
>Atari800. Some of his changes are even incorporated into the current
>Atari800 source tree. However, some were not, and there were valid
>reasons for it, mostly dealing with how code can function very
>differently on a multi processor SGI box and a 486 running DOS or a
>Falcon/TT.

>>I compiled both emulator variants on these plattform for a little comparison:
>>
>> A800 Thor A800 "official"
>>
>>Dimension X perfect title picture broken
>>Seawolf II perfect freezes
>>Flight Simulator II perfect freezes upon load
>>Hijack perfect video crashes
>>Fort Apocalyse perfect (a800 mode) jumps into basic
>>The Snapper perfect crashes

>I have no idea what version of Atari800 you were using, or what
>version of Thomas' code. Suffice to say the chart above is wildly
>incorrect for the version I just compiled ten minutes ago under NT.

The difference is that Frank-Oliver always asks me about my latest version,
and that handles all the games in the list above just as it should. I just
didn't want to publish the current 0.9.3 beta in public, because it's not
yet finished. Thus, to get a fair comparison, don't use a version that's
ages old. (-:

Just to give you some examples:

FS-II suffered from a bug in the CPU emulation that has been fixed, and another
rather strange feature of the VCOUNT register that has been fixed too. DimX
had a scrolling problem because I called the border clear routine at the wrong
place - that was a five second fix. Hijack and some others failed for the not
so well adjusted DLI timing, which is way better now.

>>Obviously it is hard to keep all variants of David's emulator alive,
>>so I suggest to compile a list of 'platform specialists' for
>>each of the platforms and add support around Thomas' excellent core.
>>If you don't believe me, compare the faithfulness of both versions yourself
>>(compile the x11 version on a LINUX box).
>>BTW, I'm not interested in advocating for this or that version, but
>>some of the statements in this thread really needed clarification.

>Your second paragraph contradicts your first. Quite obviously you are
>heavily in favor of Thomas' code. I don't believe you've done a valid
>comparison, but that's neither here nor there - your opinion is your
>own and you are free to share it with anybody you wish. I do know that
>you didn't have all the facts about how Atari800 was being worked on,
>so I really don't think you should be riding a high horse at the
>moment. Nor have you seen an equivalent version of Atari800 to the
>current source you are using for Thomas (if you are, then something is
>wrong, since your results running programs are very different from
>mine).

>>For the emulator community, competition is the best thing that
>>can happen.

>This is one of the few statements you have made that is an unqualified
>truth. I strongly urge everybody to pick whichever emulator they like
>the best, but do them all the justice of comparison.

Well, all I have to say is that I *will* publish the current emulator source to everybody who's interested in testing it. However, it's in not yet a new 0.9.4 because - as I said - the SIO stuff is not yet complete.

I hope this clarifies the thinks a bit, especially why Frank-Oliver got better test results than you...

So long,
Thomas

3938. Re: Boot problems!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-zbSmdcKVQEtl@DRACO>
Source record: 63683

On Mon, 20 Apr 1998 23:51:08, "Christian Fowler"
<nospam-cfsoft@mailcity.com> wrote:

> I recently downloaded the SpartaDOS 32G binaries and ported them over to an
> Atari disk using MyUtil. I used Superdos 5 to format a single density disk,
> and copied the X32G.DOS binary over to that disk.
> The problem is that that disk won't boot! I also tried MyDOS, DOS XL and
> DOS XE all
> with the same result. The SpartaDOS disk only prompts a "BOOT ERROR!"
> message, while the others boot but don't go to the DOS menu!
> Does anyone know how to successfully make a bootable disk in this manner
> with binaries downloaded from the net?
> I wish there was an ATR to Atari disk copier like Util. In fact, I might
> make something like that myself.
>
> Thanks!
> Christian Fowler

get the xformer pc-atari emulator from the umich archive. it has a
sparta bootable atr image to boot from then format and write dos to a
physical disk. Or you can get discommunicator from the archive also
and the x32g disk image and write that also with your atari. I know of
no way to build an atari bootable disk directly on the pc tho.

Ken

3939. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-21 00:00:00 UTC
From: Nybbler@nowhere.com
Message-ID: <353ce086.1306781@news.cstone.net>
Source record: 63684

On 21 Apr 98 16:55:09 GMT, thor@math.tu-berlin.de (Thomas Richter)
wrote:

Howdy Thomas :-)

>The difference is that Frank-Oliver always asks me about my latest version,
>and that handles all the games in the list above just as it should. I just
>didn't want to publish the current 0.9.3 beta in public, because it's not
>yet finished. Thus, to get a fair comparison, don't use a version that's
>ages old. (-:

Well, that certainly makes sense (that he is using a later version).

>FS-II suffered from a bug in the CPU emulation that has been fixed, and another
>rather strange feature of the VCOUNT register that has been fixed too. DimX
>had a scrolling problem because I called the border clear routine at the wrong
>place - that was a five second fix. Hijack and some others failed for the not
>so well adjusted DLI timing, which is way better now.

I think we got the VCOUNT problem (I remember a note about that
somewhere). What was the CPU bug? Did you e-mail Petr with that? I've
been meaning to go through CPU pretty heavily, but it looks like
Matthew Conte is going to replace it with Neil Bradley's 6502 code,
which is really first-rate, so that might fix several problems.

DLI timing remains an issue for us as well. I sometimes wonder if the
only way to truly fix various timing is to go single-cycle, but that
would rule out anything below a P200 as a viable platform, and it
would more or less toast Windows ports of all variants. Win32 is just
not that real-time. Frodo has a single-cycle mode and it runs about
40% speed on a P233. Ugh. (It's cool that they have it though, not
trying to say it isn't useful code).

Right now I'm writing some state-saving code, and looking into
something I think might be wrong with HITCLR being set incorrectly in
some games (Darek Mihocka found this).

BTW, do you know if Pokey can adjust volume more than once per
horizontal blank interrupt (once per scan line)? I think that might be
the key to getting Berzerk speech to work, sort of, but I don't know
much about Pokey I'm afraid.

>Well, all I have to say is that I *will* publish the current emulator source
>to everybody who's interested in testing it. However, it's in not yet a new
>0.9.4 because - as I said - the SIO stuff is not yet complete.

Sure, never thought you wouldn't. I'm sure we'll be trolling through your stuff to find what we can use too :-). I just don't understand why people want to make a this-or-that emulator war out of things.

-Rich

3940. N E X T G E N E R A T I O N Complete Set

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998042200092400.UAA20042@ladder01.news.aol.com>
Source record: 63603

I want to sell my complete collection of Next Generation magazines.
I have every issue (1-41) in great shape. I will only sell as a complete set.
I will be accepting any offer over $200 until this Sunday (April 26) at
midnight.
The highest offer at that time will take the whole collection.
A magazine box full of 41 magazines is a bit heavy, so I estimate Priority Mail
shipping would probably be around $12. I'll post the high bidder once each day
to these newsgroups. Just e-mail me your bid, along with your name, address
and telephone number. I have references on eBay for those that need them.
Thanks for looking. Take care.

3941. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <U9yp3BAxJTP1EwEf@signus.demon.co.uk>
Source record: 63604

In article <thor.893176570@math.tu-berlin.de>, Thomas Richter
<thor@math.tu-berlin.de> writes
>to DOS or windooze; this version is for unix only. Because sound is a rather
>hard trick for unix, there's currently NO sound at all, but a complete pokey
>emulation including pokey interrupts and other nasty tricks.

Have you tried using Ron Fries Pokey routines and writing the output to
"/dev/dsp" or "/dev/audio"? It worked OK for me under Linux and I had
promising results a while back writing to /dev/audio under Solaris - the
only problem was that the Sparc Station 2 I was using couldn't process
at 100% full speed resulting in choppy sound.

--
David J. Firth

3942. Re: Succesful Terry Ortman transactions ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <353d3e3b.784289@158.75.33.142>
Source record: 63605
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Anybody done any succesful transaction with him ? I sent him money and now
>he's about to put a lawsuit on me. He claims to have sent the package, yet
>didn't answer any of my emails asking about what's going on. So, I put him
>on my bad trader list and now he's pissed for that. I would have thought
>answering an email would be easier. I wasn't doing anything but asking if
>it's sent and then over a month later he comes with this bullshit.
>
>That's why I would like to know if anybody hasn't been ripped off by him.
>
>I want to take him off the list, if he's truly sent the package, so I would
>appreciate feedback from you guys. I think he's been quite unprofessional
>all the way. Thanks for any replies!
>
Let me get this straight. You claim to be ripped off by this guy and
he's gonna sue you because you put him on your list of bad traders.
Is that all there is to the story? (I'm assuming he got your money
otherwise he would'nt have claimed to ship the goods).
Just think, if everyone here refused to trade with him he could have a
class action lawsuit :)

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

3943. Re: Problem: PC Disk Drive R/W atari disks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: cube_x@hotmail.com
Message-ID: <353d4583.2499311@news.supernews.com>
Source record: 63606

On 18 Apr 1998 20:35:52 GMT, ae922@sfn.saskatoon.sk.ca (Jason BOyko) wrote:

Have you though about the difference between the speed (RPM) of your two drives??? A high density 5 1/4 spins faster than the atari drive. Many times this can make a difference. Try the other suggestions that you were given and if they don't work, try to oick up an old 360K floppy for the PC the run at a slower RPM which is closer to the atari.

3944. FA: Atari Hardware - Last Day (ebay) (photos)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6hjm17$kqe@freenet-news.carleton.ca>
Source record: 63607

Last day for these items, get um while there hot :)

Upgraded Atari 1200XL -- Photo!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11144977

Atari XC-12 Tape Drive
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11555045

Have fun!

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3945. Why won't my Atari XE carts work on my 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Scott McLauchlan <scott@isd.canberra.edu.au>
Message-ID: <353D6EC2.FB7ACBB3@isd.canberra.edu.au>
Source record: 63608

I recently bought an Atari 600XL and several Atari XE cartridges (all of which say on the box "Also plays on all XE and XL computer systems". However, none of them seem to work. I tried one of my Atari 400 cartridges (Space Invaders) in the 600XL and it worked fine. Any ideas what the problem is? I know the XE Game System has 64K of RAM. Do I need to expand my 600XL up to 64K to get these cartridges to work?

--
Scott McLauchlan	"Sometimes the need to mess with their heads
Information Services Division	outweighs the millstone of humiliation."
University of Canberra	__________Fox_Mulder_"The_X-Files:_Squeeze"_
scott@isd.canberra.edu.au	http://www.canberra.edu.au/~scott/home.html

3946. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: "Robert W. Brewer" <rbrewer+usenet@op.net>
Message-ID: <m3n2de77rj.fsf@monet.op.net>
Source record: 63609

Nybbler@nowhere.com (Nybbler) writes:
> somewhere). What was the CPU bug? Did you e-mail Petr with that? I've
> been meaning to go through CPU pretty heavily, but it looks like
> Matthew Conte is going to replace it with Neil Bradley's 6502 code,
> which is really first-rate, so that might fix several problems.

I was under the impression that this core was written in ix86
assembler, which means that it would only have a chance of
fixing the problems on Intel architectures.

-Rob
--
Robert W. Brewer PGP RSA 2048-bit Key ID: 03E0E635
Jesus rules! Fingerprint: 6327 8034 7BDA D144 B40C C5E2 F760 13BB

3947. Re: Succesful Terry Ortman transactions ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <353d851d.6512234@news.nowhere.net>
Source record: 63610

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Anybody done any succesful transaction with him ?

Check out the Terry Ortman Fan Club Web page. I think you will find
more than one person who has nothing good to say about him. He has
been screwing people for years.

3948. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Larry Kroger <flounder@bluto.faber.edu>
Message-ID: <6hk3ae$e42@ecuador.earthlink.net>
Source record: 63611
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Maurice Molyneaux wrote in message <35340f74.522859175@news.pacbell.net>...
>On Mon, 6 Apr 1998 23:30:25 -0700, "Larry Kroger" <pinto@faber.edu>
>wrote:
>
>>Anyway, I always figured that if I ever got the chance to go to Sunnyvale,
>>I'd check out Atari at the ever-popular 1195 Borregas Avenue location
>>included in the back of all their docs. Well, better late than never...
>>
>>I made the trek today...
>
>I recall Atari Corp's address as being 1196 Borregas, not 1195. I hope
>you didn't touch the wrong building!

Ha! I covered my bases...just to be sure (and because I was bored and had the rental car for another day) I went back the next day and checked out 1196 Borregas across the street. They did have a rather interesting gazebo out behind 1196....can't remember what business is there now, maybe some insurance agency or something.

As far as the different Atari addresses, does anyone know the true scoop? Seems like 1195 Borregas was listed on most of the early 2600 documentation, but I've heard the 1196 address a few times too. I dunno what it was like when Atari occupied the premises, but it looks like 1195 Borregas was perhaps manufacturing and 1196 Borregas was corporate office?

Anyone know? Bueller? Bueller?

3949. Re: Why won't my Atari XE carts work on my 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6dc3$4c1a8a60$d3374382@vidar>
Source record: 63612

Most likely you need more RAM. But I did play Jungle Hunt on a 600XL once, so some should work. GATO for example is a larger than 16K game, so would probably not work. What titles did you try ? List them and I'll check as many as I can on my 600XL. Take Atarian care

Scott McLauchlan <scott@isd.canberra.edu.au> wrote in article <353D6EC2.FB7ACBB3@isd.canberra.edu.au>...
> I recently bought an Atari 600XL and several Atari XE cartridges (all of
> which say on the box "Also plays on all XE and XL computer systems".
> However, none of them seem to work. I tried one of my Atari 400 cartridges
> (Space Invaders) in the 600XL and it worked fine. Any ideas what the
> problem is? I know the XE Game System has 64K of RAM. Do I need to expand
> my 600XL up to 64K to get these cartridges to work?
>
> --
> | Scott McLauchlan |"Sometimes the need to mess with their heads|
> |Information Services Division| outweighs the millstone of humiliation." |
> | University of Canberra |_____Fox_Mulder_"The_X-Files:_Squeeze"_|
> | scott@isd.canberra.edu |http://www.canberra.edu.au/~scott/home.html |
>

3950. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.893234494@math.tu-berlin.de>
Source record: 63613

Hi Rich!

Nybbler@nowhere.com (Nybbler) writes:

>On 21 Apr 98 16:55:09 GMT, thor@math.tu-berlin.de (Thomas Richter)
>wrote:

>Howdy Thomas :-)

>>The difference is that Frank-Oliver always asks me about my latest version,
>>and that handles all the games in the list above just as it should. I just
>>didn't want to publish the current 0.9.3 beta in public, because it's not
>>yet finished. Thus, to get a fair comparison, don't use a version that's
>>ages old. (-:

>Well, that certainly makes sense (that he is using a later version).

>>FS-II suffered from a bug in the CPU emulation that has been fixed, and another
>>rather strange feature of the VCOUNT register that has been fixed too. DimX
>>had a scrolling problem because I called the border clear routine at the wrong
>>place - that was a five second fix. Hijack and some others failed for the not
>>so well adjusted DLI timing, which is way better now.

>I think we got the VCOUNT problem (I remember a note about that
>somewhere). What was the CPU bug? Did you e-mail Petr with that? I've
>been meaning to go through CPU pretty heavily, but it looks like
>Matthew Conte is going to replace it with Neil Bradley's 6502 code,
>which is really first-rate, so that might fix several problems.

The "V" bit is not set correctly for the ADC and the SBC commands. I sent the
corrected code to Petr, so he knows about this problem and got the fix.

>DLI timing remains an issue for us as well. I sometimes wonder if the
>only way to truly fix various timing is to go single-cycle, but that
>would rule out anything below a P200 as a viable platform, and it
>would more or less toast Windows ports of all variants. Win32 is just
>not that real-time. Frodo has a single-cycle mode and it runs about
>40% speed on a P233. Ugh. (It's cool that they have it though, not
>trying to say it isn't useful code).

My current DLI logic really counts cycles of the CPU, calculates the cycles
that are used by the various antic DMAs and the memory refresh, which is
sometimes dropped if things get just too tight. Unfortunately, there doesn't
seem to be a 100% complete documentation, so a bit guessing is required, too.

>Right now I'm writing some state-saving code, and looking into
>something I think might be wrong with HITCLR being set incorrectly in
>some games (Darek Mihocka found this).

Hmmm, haven't seen any problems with that. But who knows?

>BTW, do you know if Pokey can adjust volume more than once per
>horizontal blank interrupt (once per scan line)? I think that might be
>the key to getting Berzerk speech to work, sort of, but I don't know
>much about Pokey I'm afraid.

Yes, that's possible. Pokey runs completely independent from the display
generation process, so the audio output can be adjusted at any time. However,
my current emulator core handles only pokey interrupts once per scan line
which has been good enough for almost everything except for software speech.
Everything else might be possible, but would be *tricky*.

>>Well, all I have to say is that I *will* publish the current emulator source
>>to everybody who's interested in testing it. However, it's in not yet a new
>>0.9.4 because - as I said - the SIO stuff is not yet complete.

>Sure, never thought you wouldn't. I'm sure we'll be trolling through
>your stuff to find what we can use too :-). I just don't understand
>why people want to make a this-or-that emulator war out of things.

Me, too. (-:

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3951. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.893235156@math.tu-berlin.de>
Source record: 63614

"David J. Firth" <david@signus.demon.co.uk> writes:

>In article <thor.893176570@math.tu-berlin.de>, Thomas Richter
><thor@math.tu-berlin.de> writes
>>to DOS or windooze; this version is for unix only. Because sound is a rather
>>hard trick for unix, there's currently NO sound at all, but a complete pokey
>>emulation including pokey interrupts and other nasty tricks.

Hi David!

>Have you tried using Ron Fries Pokey routines and writing the output to
>"/dev/dsp" or "/dev/audio"? It worked OK for me under Linux and I had
>promising results a while back writing to /dev/audio under Solaris - the
>only problem was that the Sparc Station 2 I was using couldn't process
>at 100% full speed resulting in choppy sound.

Thanks for the tips! I've to admit that I haven't tried the sound buisness yet.
The only thing that happend so far is that I isolated my pokey emulation which
handles the interrupts and therefore allows relatively easy porting. There's
no /dev/dsp here for the SGI, but a /dev/audio. However, the /dev/audio is
really a very primitive beast.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3952. Re: Problem: PC Disk Drive R/W atari disks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: ae922@sfn.saskatoon.sk.ca
Message-ID: <6hk3oirni1@missing.its.to>
Source record: 63615

Christian Fowler (nospam-cfsoft@mailcity.com) wrote:
: OK, here's what to do (or at least it worked for me):

: 1. Format a disk in double density on your Atari. I used Superdos 5.0.
: 2. Put the disk in your PC's drive, and use Util (found in the MyUtil
: package).
: 3. When copying files over use: UTIL -WB filename

Hmm... Well all I have is DOS 2.5, 3.0 and DosXE or soething... i could
try with DosXE which I know formats DD... i'll check it out tomorrow
afternoon :P

i hope it works.
and i hope to find some way to put Alternate Reality on these atari
disks... i used to own the game.. i hate losing disks. or having moms
toss em in the trash. oh well.

3953. Re: Succesful Terry Ortman transactions ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: NOSPAMronwizbot@juno.com
Message-ID: <353dfaec.87529707@news.ou.edu>
Source record: 63616
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On 21 Apr 1998 23:22:02 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Anybody done any succesful transaction with him ? I sent him money and now
>he's about to put a lawsuit on me. He claims to have sent the package, yet
>didn't answer any of my emails asking about what's going on. So, I put him
>on my bad trader list and now he's pissed for that. I would have thought
>answering an email would be easier. I wasn't doing anything but asking if
>it's sent and then over a month later he comes with this bullshit.
>
>That's why I would like to know if anybody hasn't been ripped off by him.
>
>I want to take him off the list, if he's truly sent the package, so I would
>appreciate feedback from you guys. I think he's been quite unprofessional
>all the way. Thanks for any replies!
>
Terry Ortman can't sue you. What is he going to do, take you to World
court? You are in Norway and he won't make the effort to travel there
to try and sue you.

Mr. Ortman has quite a reputation and if you search www.hotbot.com,
you'll find his fan club at:

http://www.ted.org/~cob/asshole/ortman/fanclub/index.html

Ron

3954. Thanks for all replies to my Terry Ortman question!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6dfb$ee51d080$32374382@vidar>
Source record: 63617
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Thanks a lot you guys. I appreciate the answers and feel a bit more relieved. I begun to wonder if I was the total idiot (in a way I am for sending him money :-) but I guess he stays on the bad trader list

For other bad and good traders, check out the pages at :
http://home.sol.no/~olavese/index.htm

If any other has done business with me and deserves to stay on the good trader list, let me know and I'll add you. I lost my mail some time ago and can't remember all the transactions I've done. Thanks again and take care

3955. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: rich@kesmai.com
Message-ID: <353e0a6d.63570015@news.cstone.net>
Source record: 63618

On 22 Apr 1998 01:19:44 -0400, Robert W. Brewer
<rbrewer+usenet@op.net> wrote:

>I was under the impression that this core was written in ix86
>assembler, which means that it would only have a chance of
>fixing the problems on Intel architectures.

Not at all. The entire beauty of the Atari800 code is portability.
Various ports may try asm, but the actual source tree uses a C module
(the same one Thomas started with) as CPU emulation.

-Rich

3956. Re: The name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2204981040150001@refdesk.library.carleton.edu>
Source record: 63619

In article <01bd6d77$133024e0$6bd8ccc3@default>, "Christian Fowler"
<nospam-cfsoft@mailcity.com> wrote:

>I remember a review of a game in one of my old New Atari User magazines
>from quite some time ago. It was of an American game that came in this
>special limited edition box. Well, anyway you were supposed to fight people
>in this bar. You know, break beer bottles and chairs over their heads.
>I believe the name was "Pondering About Max's", or something.
>Anyone have an idea what this game was called, and if it's available
>on-line?

Hi Christian,

You could try writing the developer:

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

If you do, let me know if you hear anything!

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3957. Re: US mail on the net ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd6e06$91a4d5c0$0201010a@g6-300xl>
Source record: 63620

http://www.usps.gov
http://www.usps.com
http://www.postal.com

and if you feel like playing postman for a day...

http://www.gopostal.com

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bd6d53$71c83020$02374382@vidar>...
> Do US mail service have any web pages ? I would appreciate the URL.
Thanks
>

3958. Re: The name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd6e15$f4902d60$bed8ccc3@default>
Source record: 63621

Michael Current <mcurrent@carleton.edu> wrote:
> In article <01bd6d77$133024e0$6bd8ccc3@default>, "Christian Fowler"
> <nospam-cfsoft@mailcity.com> wrote:
>
> >I remember a review of a game in one of my old New Atari User magazines
> >from quite some time ago. It was of an American game that came in this
> >special limited edition box. Well, anyway you were supposed to fight
people
> >in this bar. You know, break beer bottles and chairs over their heads.
> >I believe the name was "Pondering About Max's", or something.
> >Anyone have an idea what this game was called, and if it's available
> >on-line?
>
> Hi Christian,
>
> You could try writing the developer:
>
> Change In Heat
> 12 Bella Vista Pl
> Iowa City IA 52245-5840
> USA
> Developer: Pondering About Max's, 1 other game ???what???
>
>
> If you do, let me know if you hear anything!
>
Thanks for the address! I'll let you know if I hear anything. Let's just
hope that they still exist.

Christian

3959. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Michael Hurwitz <hurwitz@dnet.net>
Message-ID: <353E5211.2092@dnet.net>
Source record: 63622

Michael Current wrote:
>
> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 7 days
> Last-modified: November 22, 1997
>
> Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
> Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
> 800XL, 65XE, 130XE, 800XE, and the XE Game System.
>
> Many topics are covered over and over again. To help alleviate this trend,
> several people volunteer their time and energies by maintaining Periodic
> Informational Postings for this newsgroup. Please take a moment to refer to
> these documents before posting to comp.sys.atari.8bit. The answer to your
> question may already be readily available!
>
> Users of comp.sys.atari.8bit actively maintain the following Periodic
> Informational Postings:
>
> Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> Atari 8-Bit Computers: Vendors and Developers / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/vendev/
>
> Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
> mailto:kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
> http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)
>
> Atari BBS List / Trevor Holyoak
> mailto:trevor@holyoak.com
> http://www.holyoak.com/atari/
>
> Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
> mailto:davepat@total.net
> http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
>
> Atari Computer User Groups / Rich Tietjens
> mailto:atari@teleport.com
> http://www.teleport.com/~atari/ugbbs.htm

3960. WTB: ATARI 410 japan version not hong kong

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6hlcf1$1h2$1@news.imaginet.fr>
Source record: 63623

```
make offers
```

3961. 8-bit mags [was Commodore World]

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <893276854.20291.0.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 63624
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.oric,comp.sys.msx

Christopher Locke wrote in message <353cf734.0@oasis.idirect.com>...
>No other magazine in the world would get away with such a publication
>sch. At this rate, the "one year" subscription I paid for in late 1996 is
>going to last well into 1999. CMD has yet to provide a valid excuse for
>delays - hell, why would they, you people are doing all that work for
>them.
>
>Chris ..

It may not be quite that way.

I'm on the verge of cancelling my cross-format magazine (so this is not an advert) called 8BIT and refunding all the unused subscriptions after the current issue, which was due out Jan 1st 1998, and the next one (a grand final round-up) are done. So if you're still waiting for the mag, that's the latest and why I'm cross-posting this.

With 850+ subscribers I must have been doing something right, and it's always been on the right side of profitable, but pressures of a new business mean I *have to* give the thing that feeds the family priority in terms of time allocation. Perhaps these other guys have the same, or a similar, problem?

I'm still staying involved with the other 8-bit things I do, just not tying myself to the millstone (which it what it has become) of a publishing schedule because I hate being late as a publisher, and part of that is that I'd hate all the hassle of not *getting* a magazine to which I'd subscribed.

Actually, I can't hate it *that* much as I still put up with the heart-stopping surprise each time an issue of The Computer Journal arrives from the states, but you get my point (I hope).

It's quite true what some of the others have posted; staying in the <quote mode> older <end quote mode> formats support business is tough and hard to justify on any other grounds than for the love of the thing.

--
Brian Watson

3962. Koronis Rift and Atari800 0.9.3

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <1998042222302900.SAA07379@ladder03.news.aol.com>
Source record: 63625

Why is it in this version (and all the other ones) the saucers never come, they come but IMMEDIATLY leave, anyone know the reason for this emulation bug?

3963. FS: Atari hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: GENERIC <generic@bellatlantic.net>
Message-ID: <353E927B.1604@bellatlantic.net>
Source record: 63626
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit

Come see the Atari for sale page at my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer Garage Sale Web Page

Bookmark it and check back often for updates
Please tell your friends.

3964. Re: 32 in 1 contents ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <353EB75B.2844@ticon.net>
Source record: 63627
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Vidar "Hawk" Olavesen wrote:
>
> Anybody that has the time to list the games
> in 32 to 1 cartridge for me ? I would like
> to know the names of the games in there. Thanks

1) Air-Sea Battle
2) Ant Party - is really Cosmic Swarm
3) Basketball
4) Blackjack
5) Bowling
6) Boxing
7) Video Checkers
8) Combat
9) Fishing
10) Fishing Derby
11) Flag Capture
12) Football
13) Freeway
14) Freeway Rabbit
15) Fun w/ Numbers
16) Golf
17) Homerun
18) Human Cannonball
19) Laser Blast
20) Miniature Golf
21) Outlaw
22) Othello
23) Skiing
24) Sky Diver
25) Slot Machine
26) Slot Racers
27) Space War
28) Stampede
29) Surround
30) Tennis
31) 3D Tic-Tac-Toe
32) UFO

That is the makes for a total of 281+ game
variations!!

-Frank

BTW: Anyone want one of these carts? I have one
that is like new for $30...

3965. Anyone ever heard of CompuClub?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <353EB334.F37D6F38@nh.ultranet.com>
Source record: 63628

I remember having a friend who bought from them. Just curious. Their
catalogs were pretty cool from what I remember.

--
Curator of the Unofficial Homepage for Borland C++ Builder
http://www.nh.ultranet.com/~bsturk

"HOL" The Hardware Obstruction Layer The NTChrist
Whatever happened to Pong??? Frank Black, The Pixies

3966. Re: US mail on the net ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-22 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <353ebb10.0@206.185.27.11>
Source record: 63629

www.usps.gov is the address.

Sincerely,
Jason Whorton
www.oldcomputers.com

Vidar "Hawk" Olavesen wrote in message <01bd6d53$71c83020$02374382@vidar>...
>Do US mail service have any web pages ? I would appreciate the URL. Thanks

3967. Re: Deflector

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998042305555700.BAA01761@ladder03.news.aol.com>
Source record: 63535

I have Deflector for the Atari ST, its ok.. a Better game is
Lasermania By LK Avalon Poland for the 8bit.
B&C or Video 61 Has the Prototype carts of 8bit version
of Deflector.

Best Wishes

3968. Re: Thanks for all replies to my Terry Ortman question!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998042306111900.CAA03938@ladder01.news.aol.com>
Source record: 63536

Sorry to hear you got burned,

Unfortunately, NOONE ever seems to receive ANYTHING from Terry except grieve. I recommend you take immediate action and make copies of all the email you received from Terry and gather them together, then I recommend you contact the Attorney Generals office in Illinois. I can guarantee they must have a file on Terry and StarFleet Software a foot thick if not more, get in touch with them, every little bit helps to gather a case against that crook and help put him in jail for a very very long time

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

3969. Re: robot

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998042306132600.CAA04055@ladder01.news.aol.com>
Source record: 63537

There is a book: Your Atari comes to Life, I believe that was the title or Atari Alive, something to that effect, it had a great deal of stepper motors and such.

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

3970. Re: ST Mouse, Flash 8, Mouse OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998042306210500.CAA04494@ladder01.news.aol.com>
Source record: 63538

There used to be a gr.0 OS called GEOS by Total Control Systems which used the ST mouse, also Diamond GOS (an Atari 8-bit GEM clone) also used the ST Mouse. Another company sold an Atari 8-bit specific mouse called The Rat for Atari's

Curt

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

3971. EXE/BIN/COM -> ATR/XDF

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: p62mohef@seneca.uco.es
Message-ID: <6hn645$4m2$1@erika.cica.es>
Source record: 63539

how can I convert exe/bin/com files to atr/xdf disk file images
please help me. is important

3972. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <353f420f.92277392@news.pressenter.com>
Source record: 63540

On Tue, 21 Apr 1998 05:18:58 GMT, rich@kesmai.com (Rich Lawrence)
wrote:

>On 20 Apr 1998 16:18:26 GMT, Frank-Oliver Malisch
><fom_nsp@mchp.siemens.de> wrote:
>
>Preface: I, among many other people, am currently working on David
>Firth's Atari800. No, it has not branched into hither and fro. I will
>get to that in another message. First, I'd like to to address a couple
>of things here:
>
>>I really wonder why an obviously inferior version of the A800 emulator
>>get's declared 'the official version' here. I watched the develeopment
>
>I do not particularly care for your tone, nor do I think your
>statements are accurate. I don't know where you are coming from but
>you certainly aren't basing everything you say here on facts.

etc....

Well said Rich. I get the "tone" from the other gentleman that he is
a UNIX zealot. Like it or not, Win is here to stay and I for one am
damn glad there is Atari800Win.

*** Please make sure responses are also sent via email.

3973. Re: ANNOUNCE: New Atari 8-bit Site for Mac Users

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <353F57B2.ECC2C103@earthlink.net>
Source record: 63541

Thanks for this site, a need left unmet until now. I intend to access it
often

3974. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: msmith@aol.com
Message-ID: <1998042317535000.NAA09012@ladder03.news.aol.com>
Source record: 63542

I really don't think Bravo Sierra deserves this sort of abuse. I suggest you keep you comments to youself. I have never heard bad things about this vendor.

Mark Smith
MSmith@Aol.Com

3975. Re: EXE/BIN/COM -> ATR/XDF

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6ho0ltgmr1@dartvax.dartmouth.edu>
Source record: 63543

FRANCISCO JOSE MORAO HERNANDEZ writes:

>how can I convert exe/bin/com files to atr/xdf disk file images

You can use unix2atr. It will create a DOS 2.5 or MyDOS disk image
based on the files in a Unix subdirectory. In theory, the program
should also work under DOS, but I haven't found anyone who is
interested in compiling it for DOS yet.

If you like to use subdirectories under MyDOS, you should really like
my program, as it is fully compatible with them.

http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

3976. Programming the 7800 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6efb$c5a1bdc0$04374382@vidar>
Source record: 63544
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Does anybody know of a device to program and run 7800 programs ? I have the Jaguar Server for the Atari Jaguar/Atari ST/Falcon/TT and wondered if any similiar device was available for this machine. I would love to start programming it :-) And also the 5200, that's very similiar to the Atari 8-bit, but there's games on it not available for the computer (I think anyway). One I can't seem to have seen anywhere is Space Dungeon and wondered how hard it would be to convert it to Atari 8-bit computer. Any memory maps available ? Are the Player/Missiles the same ? Or does it have more PM's ?

Thanks and take Atarian care

3977. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6hoa3h$q98$1@pale-rider.INS.CWRU.Edu>
Source record: 63545

Ben Smith.
Ok, the thing is, a garage sale or flea market. You'rnot gonna find much Atari stuff at them. Bravo Sierra has Atari stuff, so you're most likely to find what you want there. He is reputable and sincere, and most importantly he is not a hit and run vendor. He's a serious vendor. And he PARTICIPATES in csa8. He answers people's questions, knowlegably, and participates in the discussions.
Russ

3978. Re: EXE/BIN/COM -> ATR/XDF

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: Matthew Conte <spam@somebody.else>
Message-ID: <6hodh9$90o@dfw-ixnews10.ix.netcom.com>
Source record: 63546

>You can use unix2atr. It will create a DOS 2.5 or MyDOS disk image
>based on the files in a Unix subdirectory. In theory, the program
>should also work under DOS, but I haven't found anyone who is
>interested in compiling it for DOS yet.

I'll port it. I'll send you the exe when I get the chance.

Later,
Matt.

3979. Re: Rescue on fractalus question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6hoe1e$j11@bgtnsc03.worldnet.att.net>
Source record: 63547

Thanks MUCH for that reply!! even though I'm not the original poster, I've
been wanting to play that game for months on a nice fast pc!! ;)))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <354cf02e.9359951@news.demon.co.uk>...
>steffen@homeworx.net (Steffen Kleinschmidt) writes:
>
>>>whenever i try to play Rescue on Fractalus with the XL it 0.20
>>>emulator the keys don't work (joystick works fine). Does anybody know
>>>why? I've already tried many configuartions and i think it's not the
>>>fault of the OS rom.
>
>Try using Atari800 in either of the ports (Dos or Windows 95),
>certainly the Win95 version plays it a treat now.
>
>Listen out for the dodgy pilots :)
>--
>.... Paul
>
>www.dellos.demon.co.uk
>
>You're only young once - Its all society can stand!

3980. Temple of Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <353FC424.7878@pilot.msu.edu>
Source record: 63548

Does anyone have a copy of Temple of Apshai on Tape? Were there any
add-ons for this game?

-Tempest

3981. Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <353FC3E4.C9C@pilot.msu.edu>
Source record: 63549

How powerful is the 800XL? I know its above the Atari 400 and 800, but
will it run most games?

-Tivadar

3982. Re: Temple of Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998042323381000.TAA16890@ladder03.news.aol.com>
Source record: 63550

>Does anyone have a copy of Temple of Apshai on Tape? Were there any add-ons for this game?<

GREAT GREAT game; this game got me started on RPG's.

Two additional add-ons (or sequels if you prefer) were released: Temple of Apshai: The Upper Reaches and (not sure of the exact title of this one) Curse of Apshai.

All were released later in a compilation package called "Temple of Apshai Trilogy".

Later, a cartridge Apshai game was released for the Atari 8bit and Colecovision: "Gateway to Apshai". Not as good as the original Apshai titles but a lot of fun anyway.

Al

3983. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980423203147.7189A-100000@fissure.scar.utoronto.ca>
Source record: 63551

On Thu, 23 Apr 1998, Tempest wrote:

> How powerful is the 800XL? I know its above the Atari 400 and 800, but
> will it run most games?

The Atari 800Xl is one of the best Atari 8bit machines out there. Very expandable (so that answers your "powerful" question!) and it does run almost all Atari 8bit software (yes games!)

There are a handful of Atari 400/800 games that don't run properly but these too can run fine using a Translator disk (or equivalent).

And there are some games that only run on the XL/XE series as well!

Alan
University of Toronto
Computer Science, Management and Economics

3984. fooblitzky

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: wildgarf@mindspring.com
Message-ID: <353FF2C6.3CEEDEAC@mindspring.com>
Source record: 63552

I'm looking for an old atari title called Fooblitzky, preferably with original box and instructions.

If any has and would be willing to sell please contact me.

Thanx....Andy

3985. Syncalc

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xRerz12.tandrews16@delphi.com>
Source record: 63553

I've been going to ask this for quite a while, but I just didn't get to it before now. Back when I was working on my income taxes, I tried to load Syncalc into my 130XE. (I wanted to do a sheet on my farm property taxes, breaking them down into deductable and non-deductable portions.) When I tried loading using my Indus drive, it took several tries through the sequence before it finally loaded. (I think it was around six.) Same thing with a US Doublered 1050, but when I switched my XF551 to drive 1 it loaded right in. This was the 130XE version of Syncalc.

Anybody know why this happened?

TJ

(I did get my taxes done ok. Even got a small refund...)

3986. Alley Cat & Seven Cities

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <6hp4r1$5mq@bgtnsc03.worldnet.att.net>
Source record: 63554

Thanks are due to David and Rich and the others who have
done such an outstanding job with Atari800, and well as
the author(s) of XL-it. I am enjoying reliving my youth.
MULE, Spelunker, Archon, all great.

Has anyone had any luck getting either Alley Cat or
Seven Cities to run emulated? Which emulators were
successful? These are my two favorite games that I
have not yet been able to play again.

--
Rusty Burlingame
BurlingamesSPAM@MEworldnet.NOTatt.net

3987. Re: FS: Misc Hardware/software (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: swolfe1@mindspring.com
Message-ID: <3537ae0b.78180240@news.mindspring.com>
Source record: 63630

On 30 Mar 1998 18:51:54 GMT, "Sheldon H. Winick"
<s.winick@worldnet.att.net> wrote:

>Time to clean out some of the 8-bit stuff to make room for some 'new toys':
>
>Atari 130XE Computer System $25.00
>Sanyo DMC-5500 Composite Video Monitor w/video cable $35.00
>Atari 800 Computer $15.00
>Atari CX85 Numeric Keypad $ 5.00
>Atari Light Pen w/Atarigraphics $ 5.00
>Atari 1020 Color Pen Plotter $10.00
>
>The Monkey Wrench II $ 3.00
>The "Pill" (allows backing up cartridges to disk) $2.00
>Qix (game cartridge) $ 2.00
>Centipede (game cartridge) $ 2.00
>Defender (game cartridge) $ 2.00
>AtariWriter (cartridge) $ 5.00
>
>That'll do it for now -- I'll try to dig out list some more things when I
>get around to it (probably when I get something new and need more
>desk/shelf space ;-).
>
>Sheldon
>s.winick@worldnet.att.net
>
Would you be interested in trading for a Mac SE system?

3988. 32 in 1 contents ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd6e61$593572c0$5f374382@vidar>
Source record: 63631
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Anybody that has the time to list the games in 32 to 1 cartridge for me ? I would like to know the names of the games in there. Thanks

3989. FA: Atari 1050 Floppy drive in original box.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3547ca66.2894867@news.earthlink.net>
Source record: 63632

On Ebay complete with power supply and SIO data cable.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11832091

ZZyzx

"Me, indecisive? I'm not so sure about that."

3990. FA: Atari 130XE computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3548cadc.3013250@news.earthlink.net>
Source record: 63633

On Ebay. Complete in original box with power supply and Owner's
manual.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11832836

ZZyzx

"Me, indecisive? I'm not so sure about that."

3991. Re: Lets Spam the Porno sties!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998042305503700.BAA02592@ladder01.news.aol.com>
Source record: 63634

>From: "Alan Sharkis"
>For another, they might not even know that they've put an ad here. They
>set their software to get into all the newsgroups and walk away.
>For a third, and probably most important, it's not worth the expenditure
>of time, energy and emotion to go
>after them. Ignore them, as I do.

We just cant sit and do nothing, My email box is full every day,
and even my kids are getting this crap in there mailboxes.
I think we make a stand now before it gets worse.
We have already closed 1 site down, and a few more will fall
soon..

8bit NEWS Only! ;)

3992. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Otter <otter@oz.net>
Message-ID: <89092.otter@oz.net>
Source record: 63485

On 24 Apr 1998 20:39:16 GMT,
Brant Sears <bsears@physix.com> wrote:

>Most games run fine on the 800XL. There were some changes in the OS between
>the 400/800 and the XL series that caused some programs to not run
>correctly (or at all) on the XLs. There was a translator disk available. It
>was 2 sided. One side worked with 90% of software incompatibility problems.
>The other side worked on about 8% of the cases, and a very few cases, the
>program just wouldn't work on an XL at all. I recall having one game that
>would run fine on my 800, but wouldn't run on the 800XL at all.
>

I have found one disk-based game (don't remember what it is though)
that won't work on the 800XL, but runs fine on a plain 800. When I
try to run it, I get a message saying 'Please remove cartridge from
system'; or something like that. Thing is, there wasn't a cartridge
plugged in. What I suspect is happening, is the program is seeing the
BASIC in ROM and thinking that there is a BASIC cartridge in the slot.

-- Otter

3993. Re: Programming the 7800 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <353ff3df.2439368@news.pipeline.com>
Source record: 63555
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Space Dungeon has already been ported to the Atari 8-bit. I think the
file was done by "Glenn the 5200 Man".

John
jhardie@pipeline.com
www.atarihq.com

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Does anybody know of a device to program and run 7800 programs ? I have the
>Jaguar Server for the Atari Jaguar/Atari ST/Falcon/TT and wondered if any
>similiar device was available for this machine. I would love to start
>programming it :-) And also the 5200, that's very similiar to the Atari
>8-bit, but there's games on it not available for the computer (I think
>anyway). One I can't seem to have seen anywhere is Space Dungeon and
>wondered how hard it would be to convert it to Atari 8-bit computer. Any
>memory maps available ? Are the Player/Missiles the same ? Or does it have
>more PM's ?
>
>Thanks and take Atarian care
>
>

3994. 7 ATARI 8-bit computer carts... $27 shipped

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998042401015900.VAA28782@ladder01.news.aol.com>
Source record: 63556

I have the following 7 Atari 8-bit computer carts for sale:

Miner 2049er - Big Five
Jumpman Junior - Epyx
Buck Rogers - Sega
Return of the Jedi: Death Star Battle - Parker Bros.
K-razy Kritters - CBS
Journey to the Planets - Roklan
Bug Hunt - Atari

All carts are clean and fully tested with labels intact.
The first person to respond to this ad can have them for $27 shipped via
Priority Mail.
I will ship the same day I receive payment. (US money-orders only, please.)
I have references on eBay for those that need them. Thanks for looking.

3995. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: tom_cody@one.nospam.net
Message-ID: <6hp2nvnrh1@usenet43.supernews.com>
Source record: 63557

In article <19980423175350000.NAA09012@ladder03.news.aol.com>, msmith@aol.com (MSmith) wrote:
>I really don't think Bravo Sierra deserves this sort of abuse. I suggest you
>keep you comments to youself. I have never heard bad things about this vendor.
>
>
>Mark Smith
>MSmith@Aol.Com

it was a really lame ad

3996. Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Aseem Arora <ozzy1977@earthlink.net>
Message-ID: <6hp6i6$9qi@bgtnsc02.worldnet.att.net>
Source record: 63558

I remember having an Atari 400 computer when I was little. I was
recently looking at sites that had pictures of the 400 and I found that
next to it was a peripheral that looked
like a tape recorder. What was this? I also remember when I went to
buy games for
the 400 there were audio cassettes for it. Can someone help explain
what these were.
Your help would be greatly appreciated.

3997. *LOOK* Atari 2600 T-Shirts!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998042405130700.BAA28631@ladder01.news.aol.com>
Source record: 63559

Looking for something unique and cool to wear while your playing video games or
out
at a video game meeting, then dress up in these great official Atari
T-shirts!!!

Just follow the links below and choose the t-shirt or all of them.

Atari T-Shirt:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11967039

Atari Berzerk T-Shirt:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11967190

Atari Defender T-Shirt:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11967305

Atari Pac Man T-Shirt:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11967470

Yar's Revenge T-Shirt:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11967643

Curt Vendel
webmaster@atari.nu

Atari Prototypes & Vaporwares
http://www.atari.nu

3998. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: feldman@ecf.toronto.edu
Message-ID: <ErwEv7.4nC@ecf.toronto.edu>
Source record: 63560

He's greedy too. Refuses to bargain as if he's a real store or
something, and my four $5 games ended up costing me $40 after he
overcharged me for postage and messed up the customs slip so I had to
pay an additional "handling" fee to Canadian customs. Im certainly not
buying from him again. The stuff I got looked like crap too, half of it
was ripped or crushed.
--

Howard Feldman
Author of The Search for Freedom, Fantasy RPG for DOS
visit its Homepage at http://www.ecf.toronto.edu/~feldman/

3999. F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998042407402301.DAA06309@ladder01.news.aol.com>
Source record: 63561

I'd like to know what your favorite Atari 8 bit computer games are.
I'm going to limit my list to my favorite 15. Feel free to list as many as you want.
Here are my picks...

15. Star Raiders...The first cartridge that I purchased along with my Atari 400. The salesman asked me if I wanted to feel like I was in charge of the Enterprise. He sure knew how to press my buttons. I can't tell you how many hours I spent playing this in my room with the lights off and the TV's brightness way down so all I could see was the screen. I'm getting chills thinking about it.

14. Defender...Remember how awesome you thought your Atari computer was when this came out? I still remember the look of shock and disbelief as I showed this off to my 7th grade buddies at lunch-time. Everybody else that I knew only had a 2600. We often never made it back to school after lunch break.

13. Choplifter! (Broderbund version)...Man, was this game ahead of it's time or what? I was so amazed at the little hostages waving at me! The gameplay in this one is rock-solid to this day. I only recently rescued all 64 hostages for the first time! I still play this one a lot.

12. Archon...I would sleep over my friend's house in the next building and bring only this cart and my 800xl. We would get so excited that his father would frequently have to come into the room and tell us to keep quiet. The first game that I can remember breaking night over. Damn, Electronic Arts...How about an update?

11. Jumpman Junior...Another game that I play frequently. No matter how good you get at this game, it will always surprise you with some random element. No two games are ever alike. Wicked level design.

10. Mountain King...That music! That insane, hectic music! I didn't know back then that it was actually a classical piece. Now that I'm older, it seems crazy that they designed a whole game's storyline around a piece of music, but it worked really well in this case! I still remember the TV commercials for this one.

9. Miner 2049er...Are we noticing a pattern here? Jumpman Junior, Mountain King, Miner 2049er. I guess I've always loved platform games, even before the phrase was used to describe the genre. If you typed in Big Five's telephone number, which is on the title screen, you could hold shift and then press a number key and it would warp you to that level! Try it...I promise you that it works! A timeless classic. (I never did get to play Bounty Bob Strikes Back. I heard it was an even better game than the original!)

8. Gateway To Apshai...I can't remember if this was my first RPG or Intellivision's Advanced Dungeons & Dragons. (Not including Atari 2600 Adventure.) Whatever the case, this is the one that I have fondest memories of. The terror of being chased into a dead-end by a stone golem is one you won't soon forget!

7. Fort Apocalypse...Obviously inspired by Choplifter, but taken to a whole other level. The inclusion of underground caverns, timed doors and your constant fight with gravity made this one nerve-racking action game. I only recently was able to finally track down a copy. I think this was the last game that I needed to have every cart that I owned as a child. (Thanks, Alex!)

6. Ms. Pac-Man...Infinitely replayable to this very day. Probably one of the greatest videogames ever designed. I think I have a copy of this game for just about every system it's available for. (Can you tell that I LOVE this game?)

5. Caverns Of Mars...My first experience with this game was a copied audiotape that a friend made for me when I got my 410 program recorder. The tape had about 25 games on it including Preppie!, Protector II and Space Invaders, but Caverns Of Mars is the game that I kept playing. I still remember that to load this game, the tape counter number was 146. All you had to do back then to make a copy was throw a tape into a double cassette boom-box! (I was young...I wouldn't pirate games nowadays.) This game would get really freaking hard!

4. Wizard Of Wor...So much fun with 2 players! The game would always start with me and my best friend trying to cooperate and clear many levels, but it would always escalate into a death-match! This was a really nice conversion of the coin-op.

3. Asteroids...Ever play this with 4 players at once? Pure insanity! There are so many different ways to play this one that I just had to include it.

2. Donkey Kong...Man, did I love rubbing this game in all the faces of those Colecovision brats who swore they had an arcade-perfect version of the game. The Atari 400 version had all 4 levels, the little 100 point graphic when you jumped a barrel, the "How high can you get?" intro screen, the girl yelling "Help!" and a ton of other little touches that made it much closer to the arcade version than the Colecovision port. (Not to mention that it was FAST! Really fast. Almost like a "Donkey Kong Turbo" if you will.)

1. Shamus...My love for this game knows no bounds. This was the first cartridge that I went looking for when I got back into collecting Atari 8-bit games. From the Alfred Hitchcock theme to the 127 room layout...this game had me in awe the first time I layed eyes on it. I used to draw the Shamus robot in my school notebook at least once a day. The action is this game is so intense...it was miles above anything out at the time, and so original. The main character's design is so cool that he should definately be updated for a modern remake. (I heard the game's programmer, William Mataga, is now a woman. Anybody else hear about this?) This game still invokes the feelings in me that I felt playing it when I was 13. All the elements in this game come together to create such a wonderful feeling in me that I can't even describe it. (I know...I'm getting carried away but it's late.)

There you have it. My top 15 Atari 8-bit computer games of all-time. I only included cartridge games because I don't own a cassette or disk-drive and I don't have that strong a memory of a lot of those games, otherwise I'm sure I would have included Bruce Lee, any Infocom or Scott Adam's adventure games, Starbowl Football, Shamus: Case II and probably a dozen other titles that I can't remember. It's really late now, (3:40 am) and I'm sure I'll regret leaving out 1 or 2 titles that I'll remember as soon as I send this message. Anyway, I hope you enjoyed reading about my fond memories of what I think are some of the greatest games ever made. Please follow up this thread with your own memories, as I would love to read them. I'm only posting this to this one newsgroup, because I feel the people here are mature and can contribute something intelligent that I would enjoy myself. Sorry for the length of this...I just couldn't stop once I got going. Take care.

-Scott Wozniak

4000. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Erwspt.CzD@cix.compulink.co.uk>
Source record: 63562

In article <6hp2nvnrh1@usenet43.supernews.com>, tom_cody@one.nospam.net
(tom martin) wrote:

> In article <1998042317535000.NAA09012@ladder03.news.aol.com>, msmith@aol
> .com (MSmith) wrote:
> >I really don't think Bravo Sierra deserves this sort of abuse. I sugge
> st you
> >keep you comments to youself. I have never heard bad things about this
> vendor.
> it was a really lame ad
You've ever seen an ad that wasn't??

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4001. Re: Programming the 7800 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3540D2CB.6740@zeus.fh-pforzheim.de>
Source record: 63563
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

for informations conc. the stella-chip (and maybe general
coding/technical informations...) try my site out...

http://wwwstud.ira.uka.de/~s_tomczy/index.html

bye, heaven/taquart

4002. Re: Programming the 7800 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3540D2FB.7325@zeus.fh-pforzheim.de>
Source record: 63564
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

http://wwwstud.ira.uka.de/~s_tomczy/index.html

4003. Update on ramdrv10.arc

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Apr24120804@co.umist.ac.uk>
Source record: 63565

Hi all,
For anyone who's interested, I've fixed the problem with the ramdrv10.arc file on my web page. The problem only appears if downloaded to a DOS/Windows machine, downloading to other machines (Mac, Unix,...) should have been OK. Turns out there was a problem with the MIME type settings at this end, and the .arc extension was not being recognised as a binary file, this meant that the file was being saved in text mode, which on DOS/Windows means converting CR's to CR/LF's thus messing up the .arc file. This also means that the copy up on the archives is OK (phew!).

I've renamed the file on my webpage to be ramdrv10.arc.bin so that it is now recognised as a binary file, it is still an arc file, so get rid of the .bin extender when saving it. If anyone has tried to download this file in the past and not been able to unarc it, then give it another go now. Thanks for the info Mathy =)

On a related note version 1.1 of Ramdrive is now in the works, its going to be smaller (meaning less disk space, and shorter loading times) and fix a couple of bugs. So has anyone bothered using version 1.0? Anyone found any bugs in it? I've found 2 minor ones (listed on my web page) plus I think there's a problem with 512 and 1024 byte sectors (but I've not fully tested those). So if anyone has any comments, suggestions or bug reports, now would be a good time =)

Also I'd like to compile a list of systems that it works under. Something along the lines of machine type, expasion type (if known), expasion size and DOS type. So far I've tried it on a 320K and 1088K 130XE, with DOS 2.0, DOS 2.5, DOS 3.0, MyDOS 4.50, MyDOS 4.53/4 and DOS II+, and on a stock 64K 800XL. Anyone tried in on any other systems and or DOS's? Anyone tried it under Sparta X configured not to use the RAM under the OS?

--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html - Atari 8bit links page &
Ramdrive 1.0 ramdisk for XL/XE's

4004. Re: Syncalc

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980424082817.29615A-100000@home.ptd.net>
Source record: 63566

On Thu, 23 Apr 1998, Thomas J. Andrews wrote:

> I've been going to ask this for quite a while, but I just didn't get to it
> before now. Back when I was working on my income taxes, I tried to load
> Syncalc into my 130XE. (I wanted to do a sheet on my farm property taxes,
> breaking them down into deductable and non-deductable portions.) When I
> tried loading using my Indus drive, it took several tries through the
> sequence before it finally loaded. (I think it was around six.) Same thing
> with a US Doublered 1050, but when I switched my XF551 to drive 1 it loaded
> right in. This was the 130XE version of Syncalc.
>
> Anybody know why this happened?

Ya, that version had some incredible copy protection schemes,
including one that forced sio to error out, if the correct error
wasn't returned then the boot process was aborted. I know a
couple of hackers that worked on that one for several weeks and
finally concluded that Synapse deserved to be payed for it just
because of the copy protection, that was years ago, but
never the less.......

Paul Clark

4005. THANKS

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: p62mohef@seneca.uco.es
Message-ID: <6hpud0$1hf$1@erika.cica.es>
Source record: 63567

THANK U VERY MUCH

--


```
**************************************************
* _____________________________________________ *
* / \ *
* | Francisco Josï¿½ Moraï¿½o Hernï¿½ndez | *
* | Alumno de la escuela de Ingenieros de Cï¿½rdoba | *
* | mailto:p62mohef@uco.es | *
* | Internet: http://www.uco.es/~p62mohef | *
* \_____________________________________________/ *
* *
**************************************************
```

4006. Atari 8bit Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998042415082200.LAA22956@ladder03.news.aol.com>
Source record: 63568

Still looking for games (especially cart's) for the Atari 8bit.

Would like to Thank all those that replied to my earlier post and am enjoying the games I've purchased.

If you have any game carts for the Atari 8bit, please send me an Email at "ComDungeon@aol.com" with a list of what you have along with asking price.

Am also still looking for the SpartaDOS X cart and Alternate Reality: City & Dungeon on disk.

Thanks for taking the time to read this and I look forward to hearing from you.

Al Horton

"Support Shareware Authors"

4007. emulator Problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <#dSJy65b9GA.311@upnetnews03>
Source record: 63569

On the Atari 800 Emulator for DOS, I get an interesting error:

ATARI800.EXE: Not COFF (Check for viruses)

This happens immediately after I unzip the program and try to run it.

Any ideas?

4008. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6hqk31$k4l$2@news.campus.mci.net>
Source record: 63570

On 24 Apr 1998 03:25:54, Howard Jonathan Feldman wrote:
]-
]-He's greedy too. Refuses to bargain as if he's a real store or
]-something, and my four $5 games ended up costing me $40 after he
]-overcharged me for postage and messed up the customs slip so I had to
]-pay an additional "handling" fee to Canadian customs. Im certainly not
]-buying from him again. The stuff I got looked like crap too, half of it
]-was ripped or crushed.
]---
]--
]-Howard Feldman
]-Author of The Search for Freedom, Fantasy RPG for DOS
]-visit its Homepage at http://www.ecf.toronto.edu/~feldman/
]-.

Hmm...I bought several 8-Bit games 'n stuff from him and got
quality service... Sorry you had trouble! ;-)

4009. Re: FS: 256k MIO & 20MB HD subsystem

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <6hqk1t$t99@newsops.execpc.com>
Source record: 63571

In article <353D6C13.65F9FF3C@s3.sonnet.com>,
Marlin Bates, IV <mbates@s3.sonnet.com> wrote:
>I have the following for sale:
>
>256k MIO with docs, software and box Works perfectly!
> Includes 130XE adapter
>20 MB Seagate Hard drive mounted in a Baby AT sized desktop enclosure w/
>power supply. one half height bay still open
>MFM-SCSI controller card.
>All hooked up formatted and ready to be connected to an 8-bit.
>
>A plug and Play 20MB hard drive for your 8-bit. It will love you
>forever.
>
>I am only asking $120 plus shipping or best offer.
>
>Everything works 100% but I already have a Black Box setup so this is
>secondary.
>
>Will also consider a partial trade for 8-bit carts I do not have

Is this still available? If so, what are the size dimensions for the desktop
enclosure?
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4010. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Pete Shay <pshay@ibm.net>
Message-ID: <35408293.973AE3D8@ibm.net>
Source record: 63572

Tempest wrote:

> How powerful is the 800XL? I know its above the Atari 400 and 800, but
> will it run most games?
>
> -Tivadar

It will run most games. There was a disk from Atari that would boot it up to act like an 800 for those games which required the original. (Don't remember the disk name, but it originally cost about $15 US.) Excellent system.

pete

4011. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <1998042419245000.PAA11418@ladder03.news.aol.com>
Source record: 63573

MazeWar-awesome with multiplayer

Asteroids-also good with multiplayer

StarRaiders-I used to invite a friend over and give him the joystick so he could be the gunner, and I would handle the keyboard controls (because only I knew how)

PacMan

Putting favorite games aside, I've got a cart called Eastern Front and I never really figured out what I was doing. Anyone know where I can find an online manual maybe?

TJ - programmer, video gamer

4012. Tape?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Aseem Arora <ozzy1977@earthlink.net>
Message-ID: <6hqqom$3aj@bgtnsc03.worldnet.att.net>
Source record: 63574

I remember having an Atari 400 computer when I was little. I was recently looking at sites that had pictures of the 400 and I found that next to it was a peripheral that looked like a tape recorder. What was this? I also remember when I went to buy games for the 400 there were audio cassettes for it. Can someone help explain what these were. Your help would be greatly appreciated.

4013. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd6fc1$bfc63090$f0ffc2d0@bsears>
Source record: 63575

> How powerful is the 800XL? I know its above the Atari 400 and 800, but
> will it run most games?

It's not a question of power, but compatibility. The processor on all Atari 8 bit computers is basically the same. The 800XL has 64K of memory. Since most 8bit atari software can't use more than 48K of memory, the 800XL is fine. Only the 130XE had more memory. However, it was possible to expand the 800XL to 128K. I used to have one that was expanded to 128K and AtariWriter Plus was the only program I had that could take advantage of it.

Most games run fine on the 800XL. There were some changes in the OS between the 400/800 and the XL series that caused some programs to not run correctly (or at all) on the XLs. There was a translator disk available. It was 2 sided. One side worked with 90% of software incompatibility problems. The other side worked on about 8% of the cases, and a very few cases, the program just wouldn't work on an XL at all. I recall having one game that would run fine on my 800, but wouldn't run on the 800XL at all.

A friend who was the Atari service guy at a computer store in Tulsa, OK modified his 800XL using the ROMs out of a dead 800 to create an 800XL where the 800 ROMs could be switched on, so that the machine basically became an 800. (Obviously, you had to power it off before toggling the switch.) It was pretty cool.

There were also some games written that ran on the XLs which didn't run on the 400/800. I believe that the XE was totally compatible with the XL. I think the main difference between an 800XL and say a 65 XE was the plastic. Obviously, the 130XE had more memory.

As I recall there were a couple of other problems/complaints about the 800XL:
- people didn't like having only two joystick ports because they couldn't play 4 player games like M.U.L.E.
- some of the early MPP products (they made a printer interface and a modem -- colored bright blue) used the 3rd and 4th joystick ports. Therefore, they don't work with the 800XL. Later versions of these products worked fine with the 800XL. I recall that I had a MPP printer interface that used the third joystick port on my Atari 400. Later I bought an 800XL and an MPP modem (the later design) that used the second joystick port. That was fine since there weren't very many times you would want to use the modem and have two joysticks connected at once.

Brant Sears
bsears@physix.com

The 800XL was way cool.

4014. 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <6hqq7j$1te$1@newsd-143.iap.bryant.webtv.net>
Source record: 63576

looking for ink roller system for 1027 printer can out ther help me ,or some way to reink the one i have now in the printer. sure would appericiate any help or suggestion i can get. contact me at larry5@webtv.net

4015. Caverns of Mars

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd6fc2$585f6fb0$f0ffc2d0@bsears>
Source record: 63577

Does anyone remember the game "Caverns of Mars"?

As I recall it was one of the few Atari computer games that used the paddles. I never had the game, but I remember seeing at the Atari dealer once and I thought it was cool.

Brant Sears
bsears@physix.com

4016. fs: Atari 800XL 1050&410 drives,sio2pc,2550+games ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: tom_cody@one.nospam.net
Message-ID: <6hqtoq$411$4@usenet41.supernews.com>
Source record: 63578

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11985640

ATARI 8-bit super deal!!! System and Tons of Software!

Atari 800XL Computer - great working condition

Atari 1050 disk drive- Stock drive in great working condition

Atari 410 tape drive - great working condition

APE SIO2PC cable built into the 800xl - Let's you plug the 800XL drive directly into your PC serial port and play *.atr and *.exe images from your pc hard drive. APE software must be downloaded from the APE site (click here). Read all the details there as well! *SEE INFO ON CD*

4035+ more program files on CD (2550 games for the atari 8-bit) - tons of disk images, contains 2550+ games for the 800XL, complete Atari Antic magizine software archive, Complete Atari analog magizine software archive, 500+ for the Atari 2600 (with emulator), 50 games for the Atari 5200 (with emulator), and a ton of Atari ST games and programs(with emulator) ALL the ATARI 8-BIT software on cd will work with the APE cord if designed to run on a XL(some titles will only run on the 400/800 series)

also add shipping cost, comes with some carts Pac-man, Qix, Star raiders, hardball, and Miner 2049'er. ALSO one JOYSTICK

4017. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.893449371@manatee>
Source record: 63579

Here's some of my favs (in no particular order
except for Spelunker, which was probably my favorite):

- Spelunker
- Jumpman (and Jr.)
- Miner 2049er
- Ollie's Follies
- Donkey Kong
- Montezuma's Revenge
- Ballblaster
- Shamus
- Pharaoh's Curse

There were many others I can't think of right
now. And I, too, was heavily into platform games.

God, I wish someone would come out with a
new Spelunker game for the PC/N64/whatever.
This would be so cool. I'd also love the
ability to edit the original maps.

Has anyone gotten Pharaoh's Curse to work
on any emulator (Atari, C64, etc.)?

Mario

****
* ____ ____ ___ *
* __/__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com __/ __/ _O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
****

4018. Re: Caverns of Mars

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998042421270400.RAA23859@ladder01.news.aol.com>
Source record: 63580

bsears@physix.com asked:

<<Does anyone remember the game "Caverns of Mars"?
As I recall it was one of the few Atari computer games that used the paddles. I never had the game, but I remember seeing at the Atari dealer once and I thought it was cool.>>

Caverns Of Mars did not use the paddles, as the game required up and down movement, as well as left to right.

4019. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Dennis Cooper <dennis.cooper@mailexcite.com>
Message-ID: <3541047C.195A@mailexcite.com>
Source record: 63581

For Sale: Loose Atari 800XL. Unfortunatley, I do not have an extra
power supply, but it has been tested with a couple of game cartridges,
and appears to work like a champ.

Asking price is $20.00 US (plus shipping) obo.
Might consider a trade for some carts (8-bit or 2600).

Thanks,
Dennis

4020. Re: 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6hr8d1$o2g@bgtnsc03.worldnet.att.net>
Source record: 63582

Larry,

> looking for ink roller system for 1027 printer

I have several of them in stock. You can have them for $1.50 each plus
shipping. How many would you like?

Sheldon (Computer STudio - Asheville, NC)

4021. New Atari 8-bit SpartaDOS 3.x and SpartaDOS X site

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <6hrgut$h8f@news1.newsguy.com>
Source record: 63583

Hi gang,

I have started an Atari 8-bit SpartaDOS site and although it needs a lot of work, there are a few programs ready for you to download.

These programs have been written by me, some in Action! and others in Basic and compiled with the ABC Basic Compiler.

Enjoy,
Nelson Nieves

http://www.cybernetworking.com/atari or
http://www.cybernetworking.com/atari/index.htm

4022. Re: Anyone ever heard of CompuClub?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-24 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <6hrgei$guu@news1.newsguy.com>
Source record: 63584

Yes, I remember CompuClub, they also had a catalog on disk.

Pretty neat.

Brian Sturk wrote in message <353EB334.F37D6F38@nh.ultranet.com>...
>I remember having a friend who bought from them. Just curious. Their
>catalogs were pretty cool from what I remember.

4023. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: sumbody@sumplace.com
Message-ID: <35413a91.16911916@news.liii.com>
Source record: 63486

On 24 Apr 1998 07:40:23 GMT, swozniak@aol.com (Swozniak) wrote:

--snip--
>
>12. Archon...I would sleep over my friend's house in the next building and
>bring only this cart and my 800xl. We would get so excited that his father
>would frequently have to come into the room and tell us to keep quiet. The
>first game that I can remember breaking night over. Damn, Electronic Arts...How
>about an update?
>
-snippage-

Scott, I share your taste in games, most of your list are my top games
as well. My friends and I used to have Archon tournaments that got so
contentious I finally had to tell them that I deleted the game. I
didn't of course, but we damn near came to blows a couple of times
after a particullarly heavy match. Thanks for the memories.

==========
"Oh well, of course, everything looks bad
if you remember it." -- Homer Simpson
==========

4024. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: msmith@aol.com
Message-ID: <1998042502215000.WAA19903@ladder03.news.aol.com>
Source record: 63487

Since Mr. BS has decided to post this twice, I figured his lame,
>self-serving questions deserved some answers:

If you ordered from Bravo and had a good or bad experience then give
this news group the details ELSE spare us from your unwanted
assumptions. Bravo is offering the readers something. What the hell
are you offering us? And don't claim all those cries of jealousy to
be advice.

Well put! We don't need people like him making his lame comments. Bravo...
Bravo Sierra!!!!!!!!!!!!!!!!!!!!

Mark Smith
MSMith@Aol.Com

4025. FS: Mapping the Atari (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6hrl0c$72p@bgtnsc02.worldnet.att.net>
Source record: 63488

Decided to clean out an old cabinet and found a like-new condition Ian Chadwick's "Mapping the Atari - Revised Edition" from Compute! Books. This Revised edition covers Atari's XL and XE computers as well as the original 400 and 800 models. This book was the 'bible' for our Atari 8-bit computing days.

If anyone would like the book, you can have it for $10, which INCLUDES priority mail shipping (continental US only). If interested, please respond in Email.

Sheldon

4026. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Rich <results@mediaone.net>
Message-ID: <35418E02.6F33A2AF@mediaone.net>
Source record: 63489

> 8. Gateway To Apshai...I can't remember if this was my first RPG or
> Intellivision's Advanced Dungeons & Dragons. (Not including Atari 2600
> Adventure.) Whatever the case, this is the one that I have fondest memories of.
> The terror of being chased into a dead-end by a stone golem is one you won't
> soon forget!

Scott, this is one game I still play to this day. This game still scares the sh-- out of me.
I love it. I used to have nightmares of "CHIEF THIEF" and "ASPS' running after me! I still hear that freaggin' noise when you'd spring a trap on one of the treasures by accident.

Archon forget about it, my parents would have to break up massive fights between my brother and I!

Another cool game that was way ahead of its time was Raid Over Moscow, I have many fond memories of shooting the soldiers off the sides of the wall, that was fun!

Pharoahs Curse and Montezuma's Revenge were the best. I've still yet not seen games with such great playability. All that you needed was a joystick back then and you were on your way. You didn't have to study books,manuals and know a million different functions on your keyboard in order to play and have a great time

with the games! I miss that.

Thanks for the great post, to me this is what it's all about.

-Rich.

>
>

4027. HELP: Super Zaxxon - problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Rich <results@mediaone.net>
Message-ID: <35419075.7478@mediaone.net>
Source record: 63490

I'm having a problem running a Super Zaxxon .atr image, I'm using Ape and I've tried different menu loaders, mydos, hitting "reset", and different 8-bits. This is one of the few images I have any difficulty whatsoever with.

Does anyone have a "working" image and "how" did you get it to run?

Any help would be appreciated alot,

-Rich.

4028. FS: Activision Patches

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Tom Ciccone <TomCiccone@worldnet.att.net>
Message-ID: <6hrqt8$2np@bgtnsc03.worldnet.att.net>
Source record: 63491

I have the some Activision Game patches for sale. Activision used to send these to people who took pictures of their screens after aquiring a certain score as dictated in the instructions for each of their 2600 games. These are extremely rare (especially this complete of a collection.) These are iron-on patches that have never been used. All are in mint or new condition. I have included the game title where known, unless it is obvious by the patch's name:

Billy Club (For Keystone Kapers)
Chopper Commanos (For Chopper Command)
Commander (For Laser Blast) I have 2 of these
1,000,000 (For Laser Blast) I have 2 of these
Order of the H.E.R.O. (For HERO)
Bucket Brigade (for Kaboom)
Roadbusters (Enduro)
Secret Society of Dolphins (Sea Quest?)
Friends of Dolphins (I have 2)
River Raiders
Explorer's Club (Pitfall) I have 2 types
Bronze
Silver
Gold (Decathalon)
Tennis
No Plaque Pack (Plaque Attack)
Crackpots
Save The Chicken Foundation (Chicken)
Grand Prix Driving Team
Trailblazers
Trail Drive
Ski Team
Dreadnaught Destroyer
Frostbite Bailey's Arctic Arcitects (Frostbite)
Cliff Hangers (Pitfall II)
World Class Dragster Club
Megamaniacs
Super Sleuth
The Worm Whompers
Spider Fighters
Beamriders
Flying Aces (Barnstorming)
Sky Stars
Oinkers
All Star Hockey Team
Star of Honor

Medal of Merit
Cross os Excellence
Supreme Starmaster (2)
Starmaster (2)
Wing Commander (Starmaster)
Leader (Starmaster)

I am the original owner of all of these. I have kept them since I received them as a child from Activision. I can't even remember the names of all of the games that they apply to. Serious inquiries only. I am willing to trade for Atari 8bit computer stuff and will gladly accept checks (won't ship till they clear) or money orders (will ship upon receipt). Please don't send anything until we have agreed upon a price. I will pay all shipping if these are all purchased by one person. Please e-mail me with any questions and offers and I will respond. Please make offers in US funds only.

Tom

4029. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <1998042506240001.CAA12296@ladder03.news.aol.com>
Source record: 63492

In article <6hp6i6$9qi@bgtnsc02.worldnet.att.net>, Aseem Arora
<ozzy1977@earthlink.net> writes:

>I remember having an Atari 400 computer when I was little. I was
>recently looking at sites that had pictures of the 400 and I found that
>next to it was a peripheral that looked
>like a tape recorder. What was this? I also remember when I went to
>buy games for
>the 400 there were audio cassettes for it. Can someone help explain
>what these were.
>Your help would be greatly appreciated.
>
>

Well, the tape recorder you saw was a tape recorder. The 400/800/etc.
series of computers, as well as a great many others, could store programs on
casette, much like a tape drive.
DSolimano
Have an Atari Day /|\

4030. Atari XE W/ light gun at EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: josehamper@aol.com
Message-ID: <1998042506521300.CAA13644@ladder03.news.aol.com>
Source record: 63493

If you're interested, come take a look.

Description

Here is the Atari XE system, it consists of a Game Deck, attachable Keyboard, Light Gun, and power supply. Also comes with Pole Position. Does not come with joysticks or T.V. connector, but the connection looks generic. Winning bidder pays shipping, you choose the method. GOOD LUCK!!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=11878958
==========
Jason Hampton aka Jose' Hamperman

"Ooze Out and Away Onehow" TMatM
==========

4031. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <354345c1.32286452@news.interlog.com>
Source record: 63494

On 23 Apr 1998 17:53:50 GMT, msmith@aol.com (MSmith) wrote:

>I really don't think Bravo Sierra deserves this sort of abuse. I suggest you
>keep you comments to youself. I have never heard bad things about this vendor.
>
>
>Mark Smith
>MSmith@Aol.Com

I really couldn't believe this flame and a couple of other lamers
sticking in their 2 cents. In a market where Atari dealers are
becoming a rarity these assholes would like one less. Ben Smith has
been providing a welcome service to the Atari community for a long
time and unlike the Terry Ortons of this genre has generated few
complaints. Maverick should stick his head in that volcano and blow it
out his asshole.
I just checked their web-pages and of course Dozer game players.
Likely don't even own an Atari other than a now-trendy 2600 and the
only reason they come on this thread is to see what they can rip off
from a real platform. My "fellow" Canadian from anal-retentive Toronto
which has NO outlets dealing in Atari peddles a "game" for Doze with
some of the worst graphics you could ever imagine. I know 8 year olds
who can do better. Go play Doom and leave Atarians alone you jackals.
We are quite happy with our "obsolete" equipment and dedicated
retailers who if they wanted to make big bucks would be selling
bloated overpriced games to jerks like you.

Those who forget history are doomed to repeat it.

4032. Re: fooblitzky

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3541aad5.10134176@news.pressenter.com>
Source record: 63495

On Thu, 23 Apr 1998 22:02:46 -0400, wildgarf@mindspring.com wrote:

>I'm looking for an old atari title called Fooblitzky, preferably with
>original box and instructions.
>
>If any has and would be willing to sell please contact me.
>
>Thanx....Andy

Andy, I have EXACTLY what you described minus the disks! Unlike a lot of my other Atari 8-bit stuff, I happen to know which box in my basement it is in since I just looked at it about three days ago. I have the box and manuals. You can have it for whatever it costs me to ship to you, plus $5 for my time to do it. You may choose the method of shipping. Let me know what you think. I am sure you can find the software out there on an archive somewhere or something.

*** Please make sure responses are also sent via email.

4033. Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd7034$21aae4a0$20374382@vidar>
Source record: 63496
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I did get some of the things we agreed on, so I would like to apologize to Terry Ortman and I have taken him off my bad trader list.

However, I would like to point out that I sent the money in February and asked him on March the 4th, 9th and 10th about the package and payment. He didn't reply until 04/21-98 and that was with a threat of a lawsuit because I put him on a bad trader list. He states in a later email that he doesn't check emails more than once a week, but there's plenty of weeks between 03/04-98 and 04/21-98, so I think he should have replied. After the latest threat on the 04/22-98 I tried yet again to email him to enquire about the post office the package was sent from. I haven't heard anything yet.

How long does a money order take to clear ? Can anybody who has got a money order from me, tell me ? I think there's no clearance time on it and even cheques don't take months to clear.

But, I did take him off the list and I hereby apologize to Terry Ortman.

But, I would appreciate to get the whole package we agreed on, as I only got one disk with no assemblers any of the disks Terry said was included

4034. Re: emulator Problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd703c$98e5fd40$1ed8ccc3@default>
Source record: 63497

Phoenix <jeff_kemper@email.msn.com> wrote:
> On the Atari 800 Emulator for DOS, I get an interesting error:
>
> ATARI800.EXE: Not COFF (Check for viruses)
>
> This happens immediately after I unzip the program and try to run it.
>
> Any ideas?

Your ATARI800.EXE file is corrupted. COFF is a unix type executable, and the ATARI800.EXE file's header has obviously detected that the file it's running is not a proper COFF file. Anyway, try downloading the file again from a different location.

Christian

4035. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd703c$013151c0$1ed8ccc3@default>
Source record: 63498

Pete Shay <pshay@ibm.net> wrote in article <35408293.973AE3D8@ibm.net>...
>
>
> Tempest wrote:
>
> > How powerful is the 800XL? I know its above the Atari 400 and 800, but
> > will it run most games?
> >
> > -Tivadar
>
>
>
> It will run most games. There was a disk from Atari that would boot it
up
> to act like an 800 for those games which required the original. (Don't
> remember the disk name, but it originally cost about $15 US.) Excellent
> system.
>
>
> pete
>

I actually have an Atari 800 emulator for my Atari XE. Don't know if it's
the same as the one you mentioned, but it would boot up my XE as an 800.
With the built-in notepad and everything. It would most likely run with the
XL too.

Christian

4036. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998042512131500.IAA23384@ladder03.news.aol.com>
Source record: 63499

Ahhh... favorite 8bit games. So many to pick from. I'll try with five.

5) Crush, Crumble, Stomp - great game where you designed your own monster and had to destroy as much of a city as you could before the army and scientists destroyed you. Can't recall HOW many hours I played this game, but it was alot!

4) Temple of Apshai Trilogy - my first role playing game and I was hooked the minute I booted it up. Looking for secret rooms, avoiding monsters, and even killing a giant chicken now and then. Gaming couldnt' get much better than this, could it?

3) Jumpman & Jumpman Jr. - level designs made both of these games FANTASTIC fun. I still remember one level of Jumpman where the structure would collapse as you walked around on it. Mean spirited that author was!!

2) Star Raiders - this game made me purchase my first computer: an Atari 800 with 810 tape drive (because I couldn't afford the additional $600 for a disk drive). Remember going into the store and seeing Star Raiders for the first time; don't know how many times the salesman told me I would have to stop playing now. I couldn't so I bought one!

1) Miner 2049er - still LOVE this game big time. Simple graphics but GREAT gameplay. Level designs that kept me up until the very early hours of the morn to "Just one more try".

Could name so many more: Shamus, Shamus: Case II, Pharoah's Curse, Star Warrior, Pirates of the Barbary Coast, ...

8bit gaming... that was fun!

Al

4037. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: sid pacman <erasmus@no.options>
Message-ID: <Pine.GSO.3.96.980425081243.5564B-100000@iglou1>
Source record: 63500

On Fri, 24 Apr 1998, Otter (otter at oz dot net) wrote:
-> I have found one disk-based game ... that won't work on the
-> 800XL, but runs fine on a plain 800. When I try to run it, I get
-> a message saying 'Please remove cartridge from system' ... Thing
-> is, there wasn't a cartridge plugged in.

Press the <OPTION> key when you turn the computer on. Otherwise
the XL loads the internal BASIC (like having a cartridge plugged in
on the 800).

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

4038. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998042513553301.JAA28176@ladder03.news.aol.com>
Source record: 63501

How about some of the newer European stuff?
Zybex, Draconus, Druid, Line-Up, Operation Blood, Deimos, Miecze Valdgira...
are really excellent!

4039. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <3541ff03.706791@158.75.33.142>
Source record: 63502
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>I did get some of the things we agreed on, so I would like to apologize to
>Terry Ortman and I have taken him off my bad trader list.
>
>However, I would like to point out that I sent the money in February and
>asked him on March the 4th, 9th and 10th about the package and payment. He
>didn't reply until 04/21-98 and that was with a threat of a lawsuit because
>I put him on a bad trader list. He states in a later email that he doesn't
>check emails more than once a week, but there's plenty of weeks between
>03/04-98 and 04/21-98, so I think he should have replied. After the latest
>threat on the 04/22-98 I tried yet again to email him to enquire about the
>post office the package was sent from. I haven't heard anything yet.

You got SOME of the things you ordered? Months later? Why are you
apologizing to this jerk? Money orders are not checks since they are
already paid for and don't need to clear.
Go to deja news and do a search on this guy, you'll find "fan club"
(not in a good way) web sites set up just for him. Visit these web
sites, you'll laugh for hours at all the law suits this guy claims to
have. If it moves he'll slap a lawsuit on it.
He's on my "bad trader list" list. Lets see if I get sued now.

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

4040. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ht5c8$fu7$1@pale-rider.INS.CWRU.Edu>
Source record: 63503
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

(Olavsen apologizes to T. Ortman.)
I'm ashamed you got involved with Ortman. He has a reputation
in this group going back years. I certainly don't think that
receipt of an aparently very small part of your order, which
you paid for 3 months ago, is reason to take him off your
bad trader list. TERRY ORTMAN HAS A REPUTATION AS A BAD
TRADER. This is widely know in csa8 and elsewhere.
I'm only sorry someone didn't warn people after the post
he made that got you hooked. Usually, after one of
T. Ortman's posts, somebody posts a warning.

4041. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <6ht8cs$ngm@nntp02.primenet.com>
Source record: 63504
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

The mortal Vidar \"Hawk\" Olavesen wrote:
: I did get some of the things we agreed on, so I would like to apologize to
: Terry Ortman and I have taken him off my bad trader list.

That was a bad move.

: How long does a money order take to clear ?

A money order doesn't have to clear. It can be cashed immediately.

: But, I did take him off the list and I hereby apologize to Terry Ortman.

He should apologize to you.

I bought something from Terry years ago and I got it. It was very late.
I was lucky to get it at all. He is a very undependable person and if for
no other reason should be blacklisted because of his insane prices on old
computer equipment.

--
==========
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@Cyberjunkie.com http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
==========

4042. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <uCnXp4Hc9GA.306@nih2naac.prod2.compuserve.com>
Source record: 63505

"As far as the different Atari addresses, does anyone know the true scoop?"

I don't know the exact address, but for some reason, the street name stuck in my head. In late 1996, when I was in San Jose on business (and had a rental car), I, too, made the trek over to the old Atari HQ. I don't remember what the number was, but the building was on the corner. I know for certain that it was the right building because there was a sign out front, which had just had the Atari name removed. It was quite sad and I took a photo or two. (Whoa, what non-computer types must think of us! Heh heh...)

--
Will Dwinnell
Commercial Intelligence

4043. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998042520513800.QAA03168@ladder03.news.aol.com>
Source record: 63506

There are a Lot of NEAT features in the SDX cart..
New users should hunt down PREPX., It will set the Autoexec.bat
and Config.sys files, Setup banks for Ramdisk and a Lot more..
There are 2 version of PREPX, There on My BBS if you cant find them, Sorry I
cant Email them to you at this point (BUSY) as hell..

Star NET BBS 407-737-8704 24hrs 7days 19.2 500 megs
Pro node 449 Orlando FL. ANSI and ATASCII Only!

The Sparta dos sig is # 7 and you my have to swap the HD online
and that Option is only in ATASCII mode.

Best Wishes..

4044. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Dwayne <nospam@junkmail.com>
Message-ID: <35429d19.0@news.webnology.com>
Source record: 63507

M.U.L.E.!!!!!!!!!!!!! Was and still is one of my favorite games of all time! Looking for this game for the pc is what tipped me off to emulators! I still have my 800xl and 130xe, but for simplicity, it is much more convenient to emulate on my pc.

MULE is one of the most original games ever written. I would love to see it revamped for the pc market.

--
Dwayne Wilson

http://www.webnology.com/~dwaynejw

Arthur: Is there someone else up there we could talk to?
French Soldier: No, now go away before I taunt you a second time.

- Monty Python and the Holy Grail

4045. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2504982148130001@port109.bitstream.net>
Source record: 63508

Here are some of my favorites (in no particular order):

Star Raiders--Saw it in a store and after picking my jaw up off the floor bought my first Atari (400). (This seems to be a common experience. :-)

BallBlazer--Great 2-player game. Simple concept, slick graphics and gameplay.

Wayout--A mezmerizing game--I would completely lose track of time wandering around those mazes. After a while I didn't need the map or compass and told that Kleptangle where to go :-)

Alibaba--The only role-playing game I ever got into--and finished. My favorite feature was the way you could control any number of characters.

Joust--Always liked the illusion of gravity and inertia and how you could use it to anticipate things. Almost a physical game.

Defender--My favorite shoot-em-up. There was no magic path to follow, your were just dropped into the middle of a snake pit with no time to think. Pure adreneline rush.

Deluxe Invadere--The arcade version of Space Invaders was the first video game I ever got hooked on. This version is very faithful--all the same strategies work.

Rescue on Fractalus--A fun game with stunning graphics. Bumped into the guy who wrote it (David Fox) at a Siggraph show years ago (he also wrote a great book on Atari graphics and I recognized him from his photo on the back) and told him how much I liked the game. He was very modest--like it was no big deal. I think he's still doing games for Lucasfilm.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4046. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BfTKcKf.tandrews16@delphi.com>
Source record: 63509

"Craig S. Thom" <Craig@Thom.org> writes:

>Ten years ago he was around thirty and was apparently still living with his
>parents. I wonder if he has moved out yet.
>
>

I'm a little surprised at you, Craig. I would have thought from our Genie days together that you were a bit more tolerant than that. Living with one's parents as an adult is not necessarily a sign of poor character. I'm a few months short of 49, and I still live with my parents - and I'm proud of it.

I suppose technically my parents live with me these days, since formal ownership of the home and a majority of the family business was transferred to me and one of my brothers a couple of years ago. But it makes little difference - my parents are not relegated to a subservient position in my life and work. I have more respect for them than that.

It was the same way between my parents and grandparents years ago. You see, before the family home and business belonged to my parents it belonged to my mother's parents. I grew up living with my grandparents. I'm much the better off for having the experience.

I suppose you'll say my situation is different from most. I'm a farmer. Extended families and generational succession is a tradition in my profession. But - farming isn't the only occupation where this might be true.

I'm not defending Mr. Ortman. I don't know him, and haven't had any dealings with him. All I know is what I read here, and little of that sounds good. However, to hold up the fact(?) that he lived with his parents as a sign of his lack of integrity is a slap in the face to all of those people who, like me, live with their parents while jealously guard a reputation of honor and integrity in all they try to do.

You can do better than that.

TJ The Farming Atarian

4047. Re: Tape?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-25 00:00:00 UTC
From: Larry Anderson <foxnhare@goldrush.com>
Message-ID: <3542B746.1996542F@goldrush.com>
Source record: 63510

Aseem Arora wrote:
>
> I remember having an Atari 400 computer when I was little. I was
> recently looking at sites that had pictures of the 400 and I found that
> next to it was a peripheral that looked like a tape recorder. What was
> this? I also remember when I went to buy games for the 400 there were
> audio cassettes for it. Can someone help explain what these were. Your
> help would be greatly appreciated.

Back in the Dark Ages (pre 1982) disk drives were VERRRYYY expensive and many beginning computerists were offered a popular and lower cost alternative: Tape storage. Yep, you name an early 80s computer and you would find it had a tape (usually cassette style) storage unit, including the first IBM PCs, Apples, Radio Shacks, Commodores, etc.

Probably the coolest thing about the Atari tape format specifically was that the recorder had a stereo head on it and was able to load the program off of one 'data' track while playing audio through your T.V. from the other 'audio' track. (That was one of my collecting goals; to get States and Capitols, because of that nifty feature...)

The main bummers to tape are:
Not randomly accessible (i.e. the tape only searches and loads in one direction)
It is VERY slow (but alot quicker then keyboards or paper tape!)
When the tapes get 20 or so years old they snap really easy. (had to rescue some clessics from my PET tapes recently, had to re-thread one at least once.)
--
-+-
Larry Anderson - Sysop of Silicon Realms BBS (300-2400bd) (209) 754-1363
Visit my Commodore 8-Bit web page at:
http://www.goldrush.com/~foxnhare/commodore.html
-+-

4048. Re: FS: 256k MIO & 20MB HD subsystem

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: "Marlin Bates, IV" <mbates@s3.sonnet.com>
Message-ID: <35442C72.5AA927E1@s3.sonnet.com>
Source record: 63385

The system has been sold. Thanks.

-Marlin

Andrew Krieg wrote:

> In article <353D6C13.65F9FF3C@s3.sonnet.com>,
> Marlin Bates, IV <mbates@s3.sonnet.com> wrote:
> >I have the following for sale:
> >
> >256k MIO with docs, software and box Works perfectly!
> > Includes 130XE adapter
> >20 MB Seagate Hard drive mounted in a Baby AT sized desktop enclosure w/
> >power supply. one half height bay still open
> >MFM-SCSI controller card.
> >All hooked up formatted and ready to be connected to an 8-bit.
> >
> >A plug and Play 20MB hard drive for your 8-bit. It will love you
> >forever.
> >
> >I am only asking $120 plus shipping or best offer.
> >
> >Everything works 100% but I already have a Black Box setup so this is
> >secondary.
> >
> >Will also consider a partial trade for 8-bit carts I do not have
>
> Is this still available? If so, what are the size dimensions for the desktop
> enclosure?
> --
> =__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4049. EXE/BIN/COM -> ATR/XDF

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <893629033@stackbbs.xs4all.nl>
Source record: 63386

-> From: p62mohef@seneca.uco.es (FRANCISCO JOSE MORA�O HERNANDEZ)
-> how can I convert exe/bin/com files to atr/xdf disk file images
-> please help me. is important

```
You can download DIR2ATR from my webpage...
point your browser to: http://www.xs4all.nl/~stack/atarixle.html
and download DIR2ATR.ZIP

Bo.
```

4050. wtb:Megafile HD for ST

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <6i0c2s$55b$1@ns1.thpl.lib.fl.us>
Source record: 63387

Looking for original Megafile Harddrive anysize for atari 1040st got one
with software????e-mail replies please with particulars thank you.
sfpu@scfn.thpl.lib.fl.us

4051. Re: FS: Atari 400/800/ST Cartridges, Books,

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <6huqqq$h58$1@news.alphalink.com.au>
Source record: 63511

On 19 Apr 1998 14:35:57, SteveRd wrote:
>
> SteveR's Classic Cartridges 4/19/98
> -=-=-=-=-=-=-=-=-=-=-=-=-=-
>
>FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
> ^^^^^^^^^ ^^ ^^^^^^ ----
>

Does anyone know if this gentleman actually exists?

This ad has appeared on this group at least twice in recent months. I have responded by e-mail on both occasions that I saw it. My messages are not returned as undeliverable, but there is no response from said Steve.

David

David Leaver 10 Goodparla St,
Hawker, ACT 2614
e-mail leaver@netinfo.com.au Australia

4052. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3542776e.870851@news.i-2000.com>
Source record: 63512

On 24 Apr 98 20:22:51 GMT, dalessio@manatee.cig.mot.com (Mario
D'Alessio) wrote:

-
-Has anyone gotten Pharaoh's Curse to work
-on any emulator (Atari, C64, etc.)?
-

Pharaoh's Curse works fine on Atari800 9.2 and up.

4053. Re: Caverns of Mars

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <35427793.907631@news.i-2000.com>
Source record: 63513

On 24 Apr 1998 20:43:32 GMT, "Brant Sears" <bsears@physix.com> wrote:

-Does anyone remember the game "Caverns of Mars"?
-
-As I recall it was one of the few Atari computer games that used the
-paddles. I never had the game, but I remember seeing at the Atari
dealer
-once and I thought it was cool.
-

Errr.... it doesnt use the paddles. (it CAN, but you only get
right-left control. no up/down or fire...)=incorrect use of paddles.
The dealer probably didnt want kids playing all day so they put the
joysticks away.

4054. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd70ac$a169e740$eed8ccc3@default>
Source record: 63514

I can't really rank my favourite Atari games since I enjoyed (still enjoy) them all at one time.
I was bitten by the Pac-wave in the early eighties. I had a Pacman t-shirt (probably still have it somewher), Pacman toys etc. I also used to get the Pacman ice cream at the drive-in. I didn't have my own computer at that time, but my neighbour had a 2600, so I'd spend most of my time over at his house or at the arcade. Except the arcade version wasn't as "cool" as the 2600 version.
"Joust" would have to be the best two player game. I never really liked the two player games where you didn't play at the same time, so "Joust" was right up my street. I still play it quite a lot!
"Airball" definetly has the best gameplay. It sit for hours trying to find all the ingredients. Exploring the hundreds of rooms was a blast. And the music was so excellent, I couldn't believe my little Atari was generating it.
"Centipede" was always a hit. "Millipede" was OK, but "Centipede" had more charm in some way.
Out of the newer games, I really enjoyed "Blinky's Scary School". The graphics and music are excellent!
"Crystal Castles" also brings back memories. I remember going to the computer store and asking for Pacman for my Dad's Atari ST. They ended up selling me a copy of "Crystal Castles" and my brother and I were so attached to that game, we ended up getting the cartridge for the XE.
These are all the games I can think of at the moment. Only got my Atari XE, XF551 and XC12 down from the attic again a couple of weeks ago after finding this newsgroup.

Christian

4055. atari 800 XL book wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Jose Moreno <jose_m@internetmci.com>
Message-ID: <354286D1.EB26B516@internetmci.com>
Source record: 63515

hi!,

i'm new to the Atari system, I would like to program for it...
is anyone selling an assembly lauange book for the 800 XL ?? or some
sorta rom routeen books
so, i can better understand the system rom ??

please, e-mail me back.....

thanks

Jose

4056. saving in atari/sparta format

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <3542BD34.23DDF730@AMERITECH.NET>
Source record: 63516

I'd like to download some files from the u-mich archive, but I currently don't have a way of saving them in an Atari format on my PC. Is there software for the pc that will save files in Atari format on my 5 1/4" drive so I can then take it to my stock 1050 and load it into my 800xl/130xe??

Or will I need an sio2pc cable??

4057. Re: FS: Atari 400/800/ST Cartridges, Books,

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6hucmh$5a2@freenet-news.carleton.ca>
Source record: 63517

David Leaver (leaver@alphalink.com.au) writes:
> On 19 Apr 1998 14:35:57, SteveRd wrote:
>>
>> SteveR's Classic Cartridges 4/19/98
>> -=-=-=-=-=-=-=-=-=-=-=-=-=-
>>
>>FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
>> ^^^^^^^^^ ^^ ^^^^^^ ----
>>
>
> Does anyone know if this gentleman actually exists?
>
> This ad has appeared on this group at least twice in recent months. I
> have responded by e-mail on both occasions that I saw it. My messages
> are not returned as undeliverable, but there is no response from said
> Steve.

I've dealt with him on a few occasions, and had good results each time.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4058. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: euskara@aol.com
Message-ID: <1998042605125700.BAA21328@ladder01.news.aol.com>
Source record: 63518
Body handling: HTML body converted to readable text

>How about some of the newer European stuff?
>Zybex, Draconus, Druid, Line-Up, Operation Blood, Deimos, Miecze Valdgira...
>are really excellent!
>
>
>

I agree don't forget ROCKMAN from mirage software

4059. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Tom Ciccone <TomCiccone@worldnet.att.net>
Message-ID: <6hugcr$do3@bgtnsc02.worldnet.att.net>
Source record: 63519

Funny, I didn't own any carts when I was a kid. Everything was on disks and loaded into the Indus GT disk drive. Here is my list:

1. Boulderdash (Tied w/Bruce Lee)
1. Bruce Lee (when the Sumo Wrestler Yawned, the game owned me)
2. Zorro
3. Conan (As you can see, I really like DataSoft Co.)
4. Necromancer (This was the fastest paced game I had ever seen)
5. Summer Games
6. Zeppelin (Just what was the purpose. I never won it.
7. The Last Starfighter
8. Spelunker Never won it.
9. Caverns of Khafka I could not win it.

As you can see, I really liked the games that I could not conquer. Plus, DataSoft included so much animation and story to their games that I feel there was no other company that even compared. To me, they were to the 8 bit what Activision was to the 2600.

There you have it. I traded the 800XL, Indus GT and all of the games and accessories for a pair of 12" wide Centerline Mags for my Trans Am when I was 17. Dumbest thing I ever did, except at the time, the mags made my car look cool...

Tom

4060. Portfolio - hardware maintenance

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Norm Melford <melcom@midcoast.com.au>
Message-ID: <3542dc9b.0@job.acay.com.au>
Source record: 63520

Anybody know where I can find hardware tech info re the Portfolio - starting from like how to get the case apart?
Would appreciate any leads on this list or email melcom@midcoast.com.au
Thanks in anticipation.

4061. ST238R Out of a Atari Computer Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: barry.robinson@sympatico.ca
Message-ID: <6hvghm$c5i$1@nnrp1.dejanews.com>
Source record: 63521

I have a hard disk out of an old Atari (approx 12 years old) and need to get some files off the disk. I installed it in an old 386 and wonder if anyone knows how to approach this problem.

Barry

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4062. 8 bit emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: npturton <npturton@email.msn.com>
Message-ID: <uopprnRc9GA.185@upnetnews03>
Source record: 63522

Hi group

just posted here to find out what is the best 8 bit emulator available, ive heard of XL-IT but have no information or web page to get it from

also any links to image files for the software

how is the image file used, is this similar to PaCifiST files

are the image files single games/applications or are there many in one file

Regards

Nigel P Turton

800XL/130XE/1MB STFM/4MB STE/Jaguar 64

ATARI user since 1983

4063. WTB or Trade for some games

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: tommage@aol.com
Message-ID: <1998042614190800.KAA13404@ladder01.news.aol.com>
Source record: 63523

Hello I'm looking for the following games for the 8-bit atari:

Mystery House
Wizard and The Princess
Mission:Asteroid
Cranston Manor
Ulysses and The Golden Fleece
Time Zone
The Dark Crystal
Suspended
Starcross
Ultima 1 (would take just the box and/or manual for this one)
Ultima 2

I have games to trade and Waterworld prototype and Shuttle Oribiter 2600 carts.

Thanks,
Tom

4064. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_893592900@rtfm.mit.edu>
Source record: 63524
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4065. Re: Favorite 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998042615161400.LAA16861@ladder03.news.aol.com>
Source record: 63525

A couple more 8bit games that I believe are excellent:

Oils Well - great game with very well done level designs. My wife always griped when I started this one up because "I won't hear from you for days"; possibly the greatest "Just one more try..." games ever made.

Alternate Reality: City & Dungeon - Temple of Apshai started me on the RPG craze but both these titles had me hooked for months and months. And what was better was that my wife and I played them together: one mapping while the other did battles and handled controls (we switched off frequently) while putting our heads together on strategy and puzzle solving. GREAT GAMES!

While I listed games before in an order of 1-5, I can't really say what my top five are as there are just too many fantastic 8bit games.

And notice I said "are" as I believe most 8bit games are as fun and playable today as they were when they first came out.

No button mashing, finger contorting games, 3D Accelerator required games here.. these are just FUN games!

Al

4066. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980426144045.22459B-100000@fissure.scar.utoronto.ca>
Source record: 63526

On 24 Apr 1998, Swozniak wrote:

> 3. Asteroids...Ever play this with 4 players at once? Pure insanity! There are
> so many different ways to play this one that I just had to include it.

Hi there! I read your 8bit game post and it brought back good childhood
memories. Asteroids with 4 players is a HOOT.. played that a friends
house just a couple years ago. ASteroids, Beer and some of the amazing
little features of that 8K ROm (like TEAMS, every man for himself,
hyperspace, etc) sure guaranteed a great time)

They just dont make 'em like they used too! heh I noticed you missed out
on alot of the newer (?) 8bit games.. like Zybex, Draconus, etc. But the
classic can't be beat. I always loved DIG DUG.. (that was my firsty 8bit
ROM on my Atari 400... costed my Aunt and Uncle $65 way back in 198? (it
was so long ago I forgot!)

Man, that little Atari 400 had character....

Alan
University of Toronto
Computer Science, Management and Economics

4067. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980426145750.22459C-100000@fissure.scar.utoronto.ca>
Source record: 63527
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On 25 Apr 1998, Vidar "Hawk" Olavesen wrote:

> I did get some of the things we agreed on, so I would like to apologize to
> Terry Ortman and I have taken him off my bad trader list.
>
> However, I would like to point out that I sent the money in February and
> asked him on March the 4th, 9th and 10th about the package and payment. He
> didn't reply until 04/21-98 and that was with a threat of a lawsuit because
> I put him on a bad trader list. He states in a later email that he doesn't
> check emails more than once a week, but there's plenty of weeks between
> 03/04-98 and 04/21-98, so I think he should have replied. After the latest
> threat on the 04/22-98 I tried yet again to email him to enquire about the
> post office the package was sent from. I haven't heard anything yet.
>
> How long does a money order take to clear ? Can anybody who has got a money
> order from me, tell me ? I think there's no clearance time on it and even
> cheques don't take months to clear.

Money orders usually clear some day. (Well they do at most Canadian
banks) A personal cheque is another problem. It took anywhere from 21
days to 45 days for a U.S. personal cheque to clear at my Toronto bank)

I know this is ridiculous, as I have family that used to work at a bank
and told me foreign cheques only take about 5 business days to clear, but
the rest of the time is bureaucracy red-tape stuff.

But I agree with your points. Anyone who does Internet trading, SHOULD
check their e-mail often! A dissatisifed customer is a threat to future
business and bad trading shows poor moral character IMHO. But as they
say, caveat emptor - buyer beware!

Maybe we should establish a code of conduct for trading in this base?
Perhaps post it on your homepage? Maybe some rules we all can agree on,
perhaps to build on your good/bad trader list idea. What do you guys
think?

Alan
University of Toronto
Computer Science, Management and Economics

4068. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980426150546.22459D-100000@fissure.scar.utoronto.ca>
Source record: 63528

On 25 Apr 1998, JMouchmino wrote:

> How about some of the newer European stuff?
> Zybex, Draconus, Druid, Line-Up, Operation Blood, Deimos, Miecze Valdgira...
> are really excellent!

Yes, DRUID now that was a game and a half? Did you ever complete it? I got several of the cool spells but I was never good enough to win that game. I guess I just didn't play enough! heh. But what about these other games? LineUp, operation blood, deimos, etc? never heard of those? Can you provide some info on these games? like release year, grafx, game play? (I officially got out of the 8bit world in June '94, but I still kept an 800Xl and an Xf551 and all my 8bit ROMs/disks for Atari emergencies!)

Alan
University of Toronto
Computer Science, Management and Economics

4069. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998042620515700.QAA20121@ladder03.news.aol.com>
Source record: 63529

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

<< I noticed you missed out on alot of the newer (?) 8bit games.. like Zybex, Draconus, etc. >>

Yeah, I never played any of those because my PC isn't fast enough to run decent emulations and I only collect cartridges for my Atari 8 bit computers. (So I don't get to play any disk-based games.) I was thinking about trying that APE thing, though. A lot of great disk-based games didn't make my list simply because I either don't remember them that well or if I do remember them, I would only want to include something that I would still play now...and since I don't have a disk drive, well...you get the point. I'm sure that if I had the chance to play them now, I would still love M.U.L.E, Hard-Hat Mack (was that for the Atari or am I remembering the Apple or C-64 version?) Bruce Lee, Spy Vs. Spy......so many great games. Thanks for everyone that responded to this post. You have some great memories. Let's try to keep this thread going a little longer...C'mon people.....Let's hear about your favorite 8-bit memories!

-Scott Wozniak

4070. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: MARGARITA DUENAS <duem0001@mail.rancho.cc.ca.us>
Message-ID: <3543BA03.258A@mail.rancho.cc.ca.us>
Source record: 63530
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

James R. Gilbert wrote:
>
> (Olavsen apologizes to T. Ortman.)
> I'm ashamed you got involved with Ortman. He has a reputation
> in this group going back years. I certainly don't think that
> receipt of an aparently very small part of your order, which
> you paid for 3 months ago, is reason to take him off your
> bad trader list. TERRY ORTMAN HAS A REPUTATION AS A BAD
> TRADER. This is widely know in csa8 and elsewhere.
> I'm only sorry someone didn't warn people after the post
> he made that got you hooked. Usually, after one of
> T. Ortman's posts, somebody posts a warning.
> get your free secret card
> http://members.tripod.com/~sweetgodman/index3.htm
> --
> MZ☐

--
MZ☐

4071. going out of Atari sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6i0k58$577$1@nnrp1.dejanews.com>
Source record: 63531

Buy me out! Sadly, I don't have time for all this stuff anymore :(

Give me your best offer!

I have the following Atari items for sale AS A LOT ONLY. I will not break this up since I do not have the time to sell items individually, as I had earlier hoped. I will be taking offers until the end of May, or if someone comes up with a really good offer before then. If you don't know how much this stuff is currently worth (perhaps if you want to re-sell pieces yourself), here is what I believe are conservative values: Books - $100, Mags - $100, Carts ~ $50, Hardware - $few hundred. If you sold what you did not want piecemeal (sp?), my guess is you will make alot more than those estimates.

I am located near Austin, Texas.

Buyer Pays shipping.

References available upon request.

reply to: slycy@geocities.com

Hardware:

Atari 800 {omnimon + omniview + ram upgrade (160k?)}
Atari 800XL stock

XF551 (3.5" Upgrade) 720k drive (still have 5.25 mech also)
INDUS DD Disk Drive
US Doubled 1050 Disk Drive
1050 Disk Drive (Regular, non-working, for parts)

MIO 256K + Manual, null modem cable
XEP 80 Column adaptor

Microport XL PBI expansion/experimenter's kit
Cartridge experimenter's kit
850 Interface + 2 printer cables
Ape face printer interface
Star SG10 Dot Matrix Printer
Monochrome Monitor
Syquest 88meg removable drive + 1 cartridge

Bag of joysticks
Trackball (wico?)
CX85 Keypad

Animation Station Drawing Tablet

MISC: Maxim parts (for sio2pc cable)
TV Adaptors (2 pieces)
Split A/V cable (4 pieces)
Standard Atari <-> Tv-box cables (3 pieces)

Software:

Cartridges:
Action! (no label)
Action! (neon label) (includes manual)
MAC/65 (includes manual)
Basic Cart (3 copies)
Assembler Editor (includes manual)
AtariWriter (2 copies) (includes manuals)
MonkeyWrench 2
Computer Chess
Fraction Fever

Disks:
F15 Strike Eagle (New - seal unbroken)
Drol
MicroLeague Baseball
Hardball!
TouchDown Football
Lords of Conquest
One on one
My first Alphabet
Juggles Rainbow
Macro Assembler

Lots of other disk-based software, including Antic, Analog and Compute! disks.

Documentation:

Several Binders of documentation (games, utilities, schematics, original
glossies)
Atari Operating System Listing
Atari Technical Reference Notes
Copy of De Re Atari
Assembler Editor Manual
850 Manual
400/800 Basic Reference Manual
Mac/65 Toolkit
SpartaDos Construction Set (2 copies)
SpartaDos Toolkit
UsDoubler Book
130XE owners manual
DOSXE: XF551 Book + Disk

DOS3 book + disk
Tricky Tutorials
Atari Writer Plus
Rtime8 supplement manual

Books:

Mapping the Atari Revised Edition
Mapping the Atari
Inside Atari Dos
Machine Language for Beginners
Second book of Machine Language
Programming the 6502 (zaks)
6502 Software Design (rockwell)
Programmer's Reference Guide for Atari 400/800
The Atari Assembler (inman)
Atari Hackerbook
The Creative Atari
Understanding Atari Graphics
Atari Basic Source Book (2 copies)
Computes 1st book of Atari
Computes 2nd book of Atari
Computes 3rd book of Atari
Computes 1st book of Atari Graphics
Computes Atari Collection Volume 1
Computes Atari Collection Volume 2
XL Users Handbook
Atari Basic (thick book)
Your Atari Computer
Games for your atari Computer
Electronic computer projects for Atari/Commie

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HIRES MAGAZINE: Premiere Issue (Vol1,#1), and (Vol1,#2)

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4072. A FOCUS ON EUROPEAN GAMES - INTRODUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998042623124200.TAA06638@ladder01.news.aol.com>
Source record: 63532

I agree with all of you: you can't beat the American classics!

Actually, most of my favorite games are US productions: Bruce Lee, Mr. Do!, Pole Position, Alternate Reality, Infocom adventures, Ultima series, Lode Runner, Star Raiders series, Spelunker, Montezuma's Revenge, Boulder Dash series, Drol, Spy Vs. Spy series, Ballblazer and the list goes on and on, but...

Although the Atari 8-bit computers were never vastly supported by European software houses, MANY great games appeared in the UK, Germany, Slovakia, the Czech Republic and Poland in the past 14 years or so.

As a number of people may only be familiar with classic pre-86 software from the States, I decided (well, actually, Alan of Toronto gave me the idea!) to write about what you could be missing!

In the coming days (weeks?), you will be seeing a fairly accurate alphabetical list (in several parts, of course!) of the best - and worst - games written in Europe for the Atari 8-bit; they will be described very briefly and given grades for graphics, animation, sound and overall value (gameplay).

The following things must be considered:

1. Some European games may not work on NTSC Ataris; the best thing to do is to "upgrade" to a PAL chip (note that ALL games from the States work on a European PAL computer).

2. I don't know how the games behave with emulators (it seems a lot of European software written after 1990 doesn't run properly, if at all).

3. Only commercial games or "commercial quality" public domain software will be reviewed.

4. The reviews will only reflect my gaming experience.

I hope you find this an informative and useful guide for your hobby!

See you soon for the first part of the reviews!

Atarily,
Bertrand.

4073. Re: Alley Cat & Seven Cities

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6i0g1r$q0p@bgtnsc03.worldnet.att.net>
Source record: 63533

Rusty Burlingame wrote in message

>Has anyone had any luck getting either Alley Cat or
>Seven Cities to run emulated? Which emulators were
>successful? These are my two favorite games that I
>have not yet been able to play again.
>
>--
>Rusty Burlingame
>BurlingamesSPAM@MEworldnet.NOTatt.net

Yeah alley cat and rainbow walker are two of my MOST favorite 8 bit games..
;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4074. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-26 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6i0knapt1@newsd-123.bryant.webtv.net>
Source record: 63534

I have had no dealings with Terry Ortman, but I recall he posts an advertisement for overpriced Atari 8bit equipment here about 3 times a year. The same ad over and over...

The universally hostile condemnation of Terry Ortman sans details makes me think he probably did something right.

vs

4075. 8bit Game..What was the name??

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998042700013200.UAA12126@ladder01.news.aol.com>
Source record: 63388

In talking about favorite 8bit games, I just thought of one that I used to play quite a bit but can't recall the name.

In it, you were in an arcade (I believe) and you ran around picking up tokens. Two enemies would chase you but you could use the tokens in various ways to delay your being captured. For example, if you dropped a token (or more) into a juke box, music would play and the enemies stopped chasing you to dance. If you went to a pay phone and used the tokens, then they would stop chasing you and run to another pay phone to answer the call.

The company that made the game was Broderbund I believe.

This game sound familiar?

Al

4076. Re: Atari 7800 Asteroids

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998042704555200.AAA12380@ladder01.news.aol.com>
Source record: 63389

The 7800 version of asteroids is outstanding.. One of the best version of
asteroids ever, The LYNX has the other awesome version!! The Micro-soft
arcade is like the arcade version true emulation. There are a few realtine
Vector emulators on the net,
that emulate all the Atari Vector games and are great..
But 7800 and LYNX is the best.

4077. Re: Favorite 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998042705101200.BAA13407@ladder01.news.aol.com>
Source record: 63390

The BEST Arkanoid type game for the 8bit is (TECHNOID)
Best 8bit graphics (Pal) 10 star rating!
NEXUS yet another ARK clone with outstanding graphics
Pal 9 Star rating..
Rockman - Platform game 10 star rating!
MONSTRUM - Arcade game great graphics 9 Star rating
T34 Tank battle 128k or more ram... Game of the YEAR!!

all games are Pal and req. Antic pal chip $12.00 Best Electronics

4078. AUCTION!!!!!!! GREAT PRICES!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: The Rocket <eddie@erinet.com>
Message-ID: <354420DC.B04E90BC@erinet.com>
Source record: 63391
Body handling: Binary attachment payload not displayed: vcard.vcf

Rules

1. If you don't intend to pay don't bid.

2. You will recive a update every Day.

3. I subject the right to withdraw any bids, at any time.

4. Bids will be as follows

$.01 - $.99 Min. bid .02
$1.00 - $1.99 min. bid $.10
$2.00 - $2.99 min. bid $.20
$3.00 - $3.99 min. bid $.30
$4.00 - $4.99 min. bid $.40
$5.00 - $5.99 min. bid $.50
$6.00 - $6.99 min. bid $.60
$7.00 - $7.99 min. bid $.70
$8.00 - $8.99 min. bid $.80
$9.00 - up min. bid $.90

5. Shipping will be only 10% of total..

6. All Idems Have been tested unless Unopened(ShrinkWrap)

7. There will be no refunds..

8. the going 1 going 2 going 3 Sold will start as bidings
stop, and there will be two day delay from going 1 to 2
to 3 to Sold, to make shore everyone gets a chance to
bid..

9. C.O.D.'s will will be only 10% of order total..

10. Abbreviatons
G1 G2 G3 SO= Going once, Goin twice, Going three times,
and Sold

SH=ShrinkWrap
BOX=Comes with box
INSTUC=Comes with Instructions
CART=Cart only
SET=Comes with box, cart, and instructions, No SH

(#)=How many of them I have

AT2600=Atari 2600
AT5200=Atari 5200

AT7800=Atari 7800
GB=Game Boy
NES=Nintendo
SNES=Super Nintendo
NES64=Nintendo 64
SM=SEGA Master System
SG=SEGA GENESIS
SGCD=SEGA CD SYSTEM
SGOLD=SEGA GENESIS (OLD VER.)
PS=Sony Playstation

==========
SM=1 AT7800=3 AT2600=1
==========

SM

Great Baseball SET = min. bid $1.00

AT2600

Moon Patrol SH = min. bid $3.00

AT7800

One-On-One SH = min. bid $3.50
Crossbow SH = min. bid $3.50
Asteroids SH = min. bid $3.50

==========
This auction is small becouse it's the first one and I'm
seing what will happen....
send your bids to
eddie@erinet.com

[One or more binary attachments are retained only in the source text.]

4079. Re: 8bit Game..What was the name??

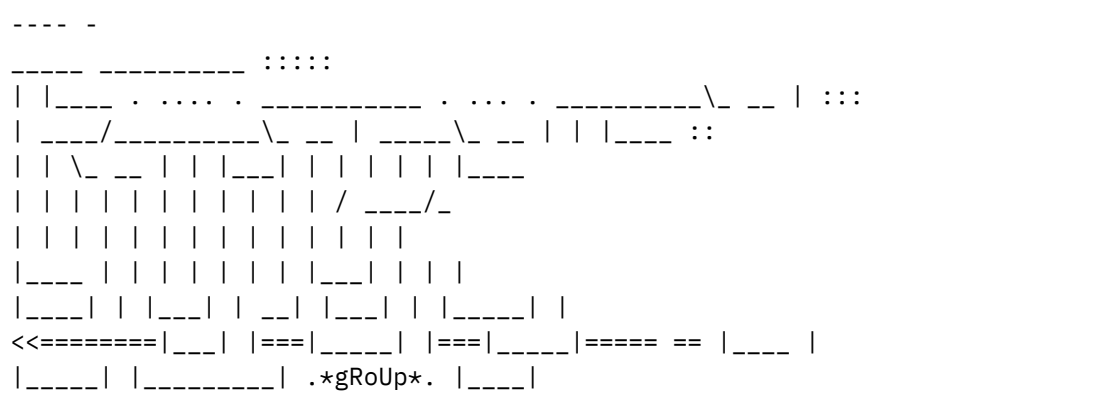
Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd71ae$afb89640$24374382@vidar>
Source record: 63392

Was it Spare Change ?

ComDungeon <comdungeon@aol.com> wrote in article
<1998042700013200.UAA12126@ladder01.news.aol.com>...
> In talking about favorite 8bit games, I just thought of one that I used
to play
> quite a bit but can't recall the name.
>
> In it, you were in an arcade (I believe) and you ran around picking up
tokens.
> Two enemies would chase you but you could use the tokens in various ways
to
> delay your being captured. For example, if you dropped a token (or more)
into a
> juke box, music would play and the enemies stopped chasing you to dance.
If you
> went to a pay phone and used the tokens, then they would stop chasing you
and
> run to another pay phone to answer the call.
>
> The company that made the game was Broderbund I believe.
>
> This game sound familiar?
>
> Al
>
>

4080. New FTP-site

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Slawek Sledz <slaves@hood.1lo.lublin.pl>
Message-ID: <6i1m7ejev1@helios.man.lublin.pl>
Source record: 63393



```
From : Slaves/Taquart (slawek@gaja.ipan.lublin.pl)
To : ALL Atarians of the World.
Subject : New TAQUART ftp-site
----- - -

Hello! Atarians!

The TAQUART group is proud to announce the opening of its new ftp-site,
where you can find almost all programs from our previous site
(yoshi.meil.pw.edu.pl), which was closed. Site is open 24h a day, has a quite
good link, so you shouldn't complain about the transfer rate ;-)

Here comes the info:

matrix.ibb.waw.pl has address 148.81.193.9

ftp://matrix.ibb.waw.pl/pub/a8

P.s.
This site is under construction, so don't worry you can't get into some
directories (Groups, New)...

P.P.s.
If any of you has a backup of DEMOS-files from yoshi.meil.pw.edu.pl, please
contact us... (slawek@gaja.ipan.lublin.pl)

Short grtx to:

- the rest of TQA
- Slight ( P.W., Seban, X-Ray, Rzog, Soused Teat )
- Tight ( Waldi, Gumi, Vidol )
- Cobra ( Chris )
- Our 5oft ( Pirx, Chillz? )
- Draco
- Quasimodos ( Kroger )
```

- Shadows (Titus)
- Hard (Tamas)
- Abbuc
- Excellent (Kuchara, Wodz, Josh)
- Aids (Mateoos)
- AR (Miker)
- Mith
- ...

Signed,
Slaves
--- -
PGP: finger slawek@gaja.ipan.lublin.pl | Mailto: slawek@gaja.ipan.lublin.pl

4081. Re: 8bit Game..What was the name??

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19980427102224401.GAA23405@ladder01.news.aol.com>
Source record: 63394

Yep... Spare Change was the name.

James H. Vipond sent me Email with the name and even shook my memory loose with the name Zerks are the enemies you had to avoid.

Thanks to James and Mr. Olavesen for their responses.

Al

4082. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6i1q76$b4p$1@xmission.xmission.com>
Source record: 63395
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In comp.sys.atari.8bit Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:

: How long does a money order take to clear ? Can anybody who has got a money
: order from me, tell me ? I think there's no clearance time on it and even
: cheques don't take months to clear.

I've sold you some gear, and it only takes about 2-3 days for checks to
clear now-a-days. Money orders and certified checks require no clearance
time, as they are generally guranteed.

: But, I did take him off the list and I hereby apologize to Terry Ortman.

He's still a dirtbag, and you ought to keep him on there, due to the
threats you received.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4083. Re: saving in atari/sparta format

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3544755C.4F931272@ix.netcom.com>
Source record: 63396

Stephen M. Stephens wrote:
>
> I'd like to download some files from the u-mich archive, but I currently
> don't have a way of saving them in an Atari format on my PC. Is there
> software for the pc that will save files in Atari format on my 5 1/4"
> drive so I can then take it to my stock 1050 and load it into my
> 800xl/130xe??
>
> Or will I need an sio2pc cable??

Stephen,
I believe ther program UTIL.EXE will do this, but your floppy drive
must be 360K only. The much better solution is the SIO2PC cable and the
Atari peripheral Emulator (A.P.E.) software. Get the 1 chip SIO2PC
cable. It's suppose to be better. This way you can d/l file from any
web/FTP site and put it directly to an Atari floppy on the 8-bit system.
This system also allows you to use your PC as a very large bootable hard
drive for you 8-bit system. Definitely worth the investment in the cable
and program!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4084. Re: 8 bit emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35447697.9A03B527@ix.netcom.com>
Source record: 63397

npturton wrote:
>
> Hi group
>
> just posted here to find out what is the best 8 bit emulator available, ive
> heard of XL-IT but have no information or web page to get it from
>
> also any links to image files for the software
>
> how is the image file used, is this similar to PaCifiST files
>
> are the image files single games/applications or are there many in one file
>
> Regards
>
> Nigel P Turton
>
> 800XL/130XE/1MB STFM/4MB STE/Jaguar 64
>
> ATARI user since 1983

Nigle,
It's hard to say which is "the best" emulator. Your best bet is to get
as many of them as you can and try each one for yourself. Each one has
its strengths and weaknesses. Also try each one in as many
configurations as you can to determine which one will run YOUR stuff
best in most cases. Different DOSes and emulation modes work differently
with different programs, so before you can say that a certain emulator
doesn't actuall run you progran, try a different mode and/or DOS.
Good luck!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4085. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3544779F.59CD1C43@csfb.com>
Source record: 63398
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

A morney order has NO time to clear, its as good as cash, any Post Office or Bank will give you instant cash for it so long as you provide proof of indentity such as a drivers license with the correct address as the M.O. There is no such thing as time to clear on them.

Curt

4086. TROUBLE WITH GAME

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Stefan Olczak <solczak@friko2.onet.pl>
Message-ID: <8m%01.1343$%v4.942825@news.tpnet.pl>
Source record: 63399

WHO KNOW HOW FINISH GAME ON ATARI 800XL -
MONTEZUMA'S REVENGE ?

PLEASE FOR HELP...

OLO1@KKI.NET.PL

4087. GAME

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Stefan Olczak <solczak@friko2.onet.pl>
Message-ID: <LB%01.1354$%v4.946388@news.tpnet.pl>
Source record: 63400

I searching for a game - Batty Boulders...
Who have this game please answer...

olo1@kki.net.pl

4088. Re: fs: Atari 800XL 1050&410 drives,sio2pc,2550+games ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6i28d7nqm1@nnrp1.dejanews.com>
Source record: 63401

In article <6hqtoq$411$4@usenet41.supernews.com>,
tom_cody@one.nospam.net (tom martin) wrote:

>
> Atari 410 tape drive - great working condition
>

Does exist an A-410 tape drive in great working condition?????? I have
2 of them and both are hard to work with.......

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4089. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6i22v2$t88$3@geraldo.cc.utexas.edu>
Source record: 63402
Cross-posted to: alt.atari.2600.vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

This is in Texas, so perhaps other states differ, but:

Just to clarify, a money order is *not* as good as cash at a bank. I worked for a bank for a number of years, and people often make this mistake and get really upset when we don't treat it that way. Yes, a money order must ostensibly be purchased with cash or guaranteed funds, but a bank is under no obligation to cash it for you if you don't have an account at said bank. In fact most banks will not do this, unless they have some sort of general check cashing service for non account holders (and they usually charge 1% for such a service). The bank for which I worked did *not* cash any money order if you didn't have an account, except those MO's issued by us. Technically speaking, there is a time for a money order to clear. It's simply that most banks will give next day credit to your account, or cash it on the spot (for account holders), because it is extremely unlikely that there will be any sort of problem with a money order (barring forgeries).

This is a minor point, but I was yelled at enough by rude customers who simply couldn't grasp this. I just wanted to make this clear, before anyone chews out their local financial institution because you think "a money order is just like cash". Only *cash* is like cash.

Thanks, Alex.

In article <3544779F.59CD1C43@csfb.com>, curt.vendel.2@csfb.com says...
>
> A morney order has NO time to clear, its as good as cash, any Post
>Office or Bank will give you instant cash for it so long as you provide
>proof of indentity such as a drivers license with the correct address as
>the M.O. There is no such thing as time to clear on them.
>
>
>Curt
>
>

--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/

4090. Re: GAME

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998042714225501.KAA04486@ladder01.news.aol.com>
Source record: 63403

Batty Boulders? Isn't that the name of a stripper that works in the San Francisco area? No, my mistake. Her name is BETTY Boulders...

Bostone1@aol.com

4091. WTB: 130XE (PAL)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd71e9$3d777700$edd8ccc3@default>
Source record: 63404

130XE PAL (possibly with 320k upgrade if possible) and power supply wanted!
Preferably from Europe. Atari 800XE with 128K+ also considered.

e-mail:
nospam-cfsoft@mailcity.com
(Please remove "nospam-" in e-mail to reply)

Christian Fowler

4092. Re: GAME

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd71eb$d73267e0$19374382@vidar>
Source record: 63405

It's Batty Builders from English Software and I have it somewhere!

Stefan Olczak <solczak@friko2.onet.pl> wrote in article
<LB%01.1354$%v4.946388@news.tpnet.pl>...
> I searching for a game - Batty Boulders...
> Who have this game please answer...
>
> olo1@kki.net.pl
>
>
>
>

4093. Re: Favorite 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6i264r$424$1@news.campus.mci.net>
Source record: 63406

On 26 Apr 1998 15:16:14, ComDungeon wrote:

]-While I listed games before in an order of 1-5, I can't really say what my top
]-five are as there are just too many fantastic 8bit games.

Agreed, its like picking between sunsets...

]-And notice I said "are" as I believe most 8bit games are as fun and playable
]-today as they were when they first came out.

Absolutely!

]-No button mashing, finger contorting games, 3D Accelerator required games
]-here.. these are just FUN games!
]-
]-Al

Amen! ;-)

4094. Re: Atari800 emulator fork?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: dunlap@aplcomm.jhuapl.edu
Message-ID: <dunlap.893689340@aplcomm.jhuapl.edu>
Source record: 63407

jmelbo@pressenter.com (Jon D. Melbo) writes:

>On Tue, 21 Apr 1998 05:18:58 GMT, rich@kesmai.com (Rich Lawrence)
>wrote:

>>On 20 Apr 1998 16:18:26 GMT, Frank-Oliver Malisch
>><fom_nsp@mchp.siemens.de> wrote:
>>

>Well said Rich. I get the "tone" from the other gentleman that he is
>a UNIX zealot. Like it or not, Win is here to stay and I for one am
^^
Perhaps we can make the stay as short as possible if we work together
rather than enriching Mr. Gate$.

-Brian

4095. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1539.000CDBA3@condor.circa.ufl.edu>
Source record: 63408

In article <19980426205157OO.QAA20121@ladder03.news.aol.com> swozniak@aol.com (Swozniak) writes:

>little longer...C'mon people.....Let's hear about your favorite 8-bit memories!

>-Scott Wozniak

Darn, was hoping the name was Steve..

As for a list of favorite 8-bit titles, no list can be complete without including 7 Cities of Gold. Man, I remember too many nights of me and a couple of friends exploring the new world with this one.

A PC version came out back in '92 or '93, but it had become too "Politically Correct" and so lost some of the fun.

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

4096. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Kenny <kenny@southpark.edu>
Message-ID: <01bd720a$dc9a96c0$b0f7c9c7@cct-w95-gtho>
Source record: 63409

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.980426150546.22459D-100000@fissure.scar.utoronto.ca>...

> play? (I officially got out of the 8bit world in June '94, but I still
> kept an 800Xl and an Xf551 and all my 8bit ROMs/disks for Atari
> emergencies!)

You 'officially' got out?

What, is there a register of certified ex-Atari 8-bit users maintained
somewhere :)

Graham.

4097. Re: Atari: The Pilgrimage (demented and sad, but...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: FVINAS <FVINAS@dsccc.com>
Message-ID: <3544D084.26DD84BC@dsccc.com>
Source record: 63410

If you want to see what the front of Atari H.Q. and you have access to a Atari Jaguar+CD unit and the game MYST go to the planetarium and sit in the chair and put in the date May 20, 1970 6:30 am on the computer above you. Then go to the library and face it there you will see the front of Atari, then look up and you will see the programmers.

Have a great Atari day,
Fred V.
Jag fan to the end

Will Dwinnell wrote:
>
> "As far as the different Atari addresses, does anyone know the
> true scoop?"
>
> I don't know the exact address, but for some reason, the street
> name stuck in my head. In late 1996, when I was in San Jose on
> business (and had a rental car), I, too, made the trek over to
> the old Atari HQ. I don't remember what the number was, but the
> building was on the corner. I know for certain that it was the
> right building because there was a sign out front, which had just
> had the Atari name removed. It was quite sad and I took a photo
> or two. (Whoa, what non-computer types must think of us! Heh
> heh...)
>
> --
> Will Dwinnell
> Commercial Intelligence

4098. Update to my SpartaDOS Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <6i2v65$8s9@news1.newsguy.com>
Source record: 63411

1) I have added about 5 more of my programs to the download section.

2) I added an "Alert Me" feature to the site. If you want to be alerted when the site changes leave your name and e-mail address at the prompt. :-)

I mentioned in the last paragraph of my intro on the site about releasing source code and received a lot of responses on that account, I am thinking about the best way to do it and include some of the included Action! routines that I have written over the years and see if I can make that available---hopefully with tips and tricks on how you can adopt them to your programs.

TTL,

Nelson

http://www.cybernetworking.com/atari/index.htm

4099. Re: ST238R Out of a Atari Computer Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Es3EFs.55p@iglou.com>
Source record: 63412

On 1998-04-26 barry.robinson@sympatico.ca said:
>I have a hard disk out of an old Atari (approx 12 years old) and
>need to get some files off the disk. I installed it in an old 386
>and wonder if anyone knows how to approach this problem.
>Barry
Is it from an 8-bit computer or an ST? In either case, your best bet is
to recreate the exact configuration of computer, adapters, and operating
system, or find someone who has a similar system.

Net-Tamer V 1.08X - Test Drive

4100. Atari800 0.9.4

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Brett Gaskill <bgaskill@niu.edu>
Message-ID: <6i3eu8$117@corn.cso.niu.edu>
Source record: 63413

For those die hard 8-bit gaming buffs - try this new version out - Gemstone Warrior, Karateka, Mercenary, the original Lode Runner and Wizard's Crown all work great now!

4101. Very Large Atari 800 Collection

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: dpfonts <dpfonts@concentric.net>
Message-ID: <35455213.2A51@concentric.net>
Source record: 63414

I have a very large collection of Atari 800 hardware and software for sale.

The collection is to large to inventory completely, but as far as software
is concerned, if it was made for the Atari 800 it is probably in this collection. Below is a list of some of the main items of this collection.

1 - Atari 800 computer
1 - Atari 800XL computer
2 - Happy Drive modified 810 Disk Drives
1 - 810 Regular Disk Drive
1 - Atari Touch Tablet
1 - Atari 850 Interface
2 - 410 Tape Drives
50 - Tapes for Tape Drive
Over 1000 5 1/4" diskettes with probably over 2000 software titles, most of these titles include instructions (either original or photocopied)
Over 30 Books (either original or photocopied)
Assorted Cables, wires, power supplies and joy sticks
Other miscellaneous items

I am looking for best offer for the lot. I live on Long Island, New York and would prefer someone who could pick up the collection instead of shipping it. If you live outside this area, your offer should be for the collection. The shipping will be extra. This collection fills about 10 large boxes.

Please email responses to dpfonts@concentric.net, I do not read this newsgroup.

Dennis

4102. FS:ST520 Complete/Cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <6i2bjukfp1@ns1.thpl.lib.fl.us>
Source record: 63415

I am selling a ST520 standard machine with power supply, mouse and external diskdrive with power supply all cables all for the unbelievable price of 25.00 plus shipping. Prepaid by money order. e-mail replies please and thank you for your time. sfpu@scfn.thpl.lib.fl.us

4103. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-27 00:00:00 UTC
From: Sascha.Springer@t-online.de
Message-ID: <6i2eq3$888$1@news00.btx.dtag.de>
Source record: 63416

Hi!

I would like to add:

Agent USA (try to kill the FuzzBomb!) ;)
Return of Herakles
Gauntlet (not the arcade game but a very good shoot'em up!)
David's Midnight Magic (Pinball)
The Halley Project
Dandy

CU
Sascha

4104. Atari 8-bit & 1020 Emmu's & Game Sites?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: im4youfl@aol.com
Message-ID: <1998042802434100.WAA13010@ladder03.news.aol.com>
Source record: 63417

I'm looking for good sites to get Atari 8-bit and/or 1020 Emmus and
Games..you're help is appreciated!

Thanks everyone!!

Abu

Respond to: Im4YouFL@aol.com

4105. Atari Emmulator & Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: im4youfl@aol.com
Message-ID: <1998042802342100.WAA13228@ladder01.news.aol.com>
Source record: 63418

Hi, can anyone direct me to some good sites to get Atari 8-bit and/or 1020 emmu's and games?

thanks!

Abu

Please respond to: Im4YouFL@aol.com

4106. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.3.96.980427194439.17940D-100000@user2.teleport.com>
Source record: 63419

On 25 Apr 1998, MSmith wrote:

> Since Mr. BS has decided to post this twice, I figured his lame,
> >self-serving questions deserved some answers:
>
> If you ordered from Bravo and had a good or bad experience then give
> this news group the details ELSE spare us from your unwanted
> assumptions. Bravo is offering the readers something. What the hell
> are you offering us? And don't claim all those cries of jealousy to
> be advice.
>
>
>
> Well put! We don't need people like him making his lame comments. Bravo...
> Bravo Sierra!!!!!!!!!!!!!!!!!!!!

Thank You very much, Mark!

==Thanx==
===Ben===

> Mark Smith
> MSMith@Aol.Com
>
>

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

4107. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.3.96.980427195447.17940E-100000@user2.teleport.com>
Source record: 63420

On 24 Apr 1998, DarkChyld wrote:

> On 24 Apr 1998 03:25:54, Howard Jonathan Feldman wrote:
>]-
>]-He's greedy too. Refuses to bargain as if he's a real store or
>]-something, and my four $5 games ended up costing me $40 after he
>]-overcharged me for postage and messed up the customs slip so I had to
>]-pay an additional "handling" fee to Canadian customs. Im certainly not
>]-buying from him again. The stuff I got looked like crap too, half of it
>]-was ripped or crushed.
>]---
>]--
>]-Howard Feldman
>]-Author of The Search for Freedom, Fantasy RPG for DOS
>]-visit its Homepage at http://www.ecf.toronto.edu/~feldman/
>]-.
>
> Hmm...I bought several 8-Bit games 'n stuff from him and got
> quality service... Sorry you had trouble! ;-)

Hello DarkChyld, I recognize you as buying from me before.

When Howard said I act like I'm a store. Actually Atari is what I do. As far as stores, their's less and less of them around. Their was a registered Atari Dealer here in Portland, but their gone. I didn't wan't to do business with Howard, he came to me with a list of what he wanted, told me what he wanted to pay, not what they were listed in my catalog for. I told him no, but he still came back. He pretty much decided he wasn't going to be a happy customer. Still he wanted me to send it surface mail, but I sent it air mail. Still, he wasnt happy.

Thank You, Dark Chyld.

==Thanx==
===Ben===

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do not send me any HTML!

4108. Re: F A V O R I T E 8 B I T G A M E S :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: ae922@sfn.saskatoon.sk.ca
Message-ID: <6i3jn3isd1@missing.its.to>
Source record: 63421

Swozniak (swozniak@aol.com) wrote:

: 12. Archon...I would sleep over my friend's house in the next building and
: bring only this cart and my 800xl. We would get so excited that his father
: would frequently have to come into the room and tell us to keep quiet. The
: first game that I can remember breaking night over. Damn, Electronic Arts...
: How about an update?

Sort of off topic :) But there was an update of Archon released 2 or 3
years back! Archon Ultra was released by SSI. And its a great remake!
Updated graphics, sound, and modem play! :) Its only requirements are a
486 and 4 megs of ram, so even slower machines can play it! And its a
great game :)

darkling (was addicted to archon when he was a lad, still loves it:)
http://www.waste.org/~darkling

o/~ you got to know that theres FUN TO BE HAD...

4109. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6i3ihh$276@freenet-news.carleton.ca>
Source record: 63422

Alex Bilstein (bilstein@mail.utexas.edu) writes:
> This is a minor point, but I was yelled at enough by rude customers who simply
> couldn't grasp this. I just wanted to make this clear, before anyone chews
> out their local financial institution because you think "a money order is just
> like cash". Only *cash* is like cash.

Good advice. If you must cash stuff, I suggest you get postal money
orders. The post office will cash these if they have enough money on
hand, and you have ID.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4110. Re: F A V O R I T E 8 B I T G A M E S :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998042805175800.BAA29318@ladder01.news.aol.com>
Source record: 63423

ae922@sfn.saskatoon.sk.ca (Jason BOyko) wrote:

<<o/~ you got to know that theres FUN TO BE HAD... >>

You like Archon and Nitzer Ebb? Now you're starting to scare me... :)

4111. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <hTYpssr.rldetlefsen@delphi.com>
Source record: 63424

Raphael James Espino <rje@co.umist.ac.uk> writes:

>> > Alright! Have any info on what software supports it. The ramdisk
>> > drivers on my MyDOS disk don't see it.
>> >
>> > Oh, might you have the info on the mod in electronic form?
>> >
>> > Thanks...

This is the Superram 320K XE upgrade.
KThis upgrade is "XE" compatible. MYDOS 4.5 will support is. I've used it
for years. Just configure the ramdisk as "XE" and "192" K(the default. It will
work.
As for other software, Anything else that supports up to 256K of XE type ram
should work. Paperclip gives me 240K free. BASIC XE will use 64K of it if
desired.
Under O.S. stuff is not affected.
Rick D.

4112. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.3.96.980428003408.27400A-100000@user1.teleport.com>
Source record: 63425

Star Raiders on Cartridge.

Silent Service from MicroProse on Disk.

==Thanx==
===Ben===

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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

4113. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.3.96.980428005008.27400C-100000@user1.teleport.com>
Source record: 63426

On 23 Apr 1998, James R. Gilbert wrote:

> Ben Smith.
> Ok, the thing is, a garage sale or flea market. You'rnot
> gonna find much Atari stuff at them. Bravo Sierra has Atari
> stuff, so you're most likely to find what you want there. He
> is reputable and sincere, and most importantly he is not a
> hit and run vendor. He's a serious vendor. And he
> PARTICIPATES in csa8. He answers people's questions,
> knowlegably, and participates in the discussions.
> Russ

Thank you Russ. I really appreciate that.

==Thanx==
===Ben===

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! Please, Do
not send me any HTML!

4114. Re: AUCTION!!!!!!! GREAT PRICES!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: mlipman@iname.com
Message-ID: <Es4561.4yz@wau.mis.ah.nl>
Source record: 63427

In article <354420DC.B04E90BC@erinet.com>, eddie@erinet.com wrote:

>This auction is small becouse it's the first one and I'm
>seing what will happen....

Call that an auction ? Just 5 carts for sale.
I would be interested in bidding if you had a bit more.

4115. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6i4fhi$qa3$1@pale-rider.INS.CWRU.Edu>
Source record: 63428

(Guy from Norway, I think, re: money order.)
This was international. There's a international money order
or something. I'm sure international people know what I'm
talking about (I mean a European money order or something).
Our US get a money order at the local grocery store may
not be familiar to European banks and post offices. The
Norwegian equivalent may not be recognizable here.
International orders do present a bit of a problem.
Our friends in UK (DGS? , others), generally seem
to prefer cash in an envelope, as US cash seems to
work in the UK.
I dunno.
Still T. Ortman threatens the guy. And only send part
of the order. The guy still has yet to receive his
order.
Over years, I've heard many posts of complaints of
frank rip-offs by T. Ortman in this group. I can't
be specific, I didn't save all the posts. One
was about someone who ordered from him, then
Terry said he had to sue his supplier, and other
bs, but did not deliver the goods or return
the money. There have been a number of bad trader
stories from time to time here in csa8 about
T. Ortman.

4116. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <3545CA58.26F9F6A9@reze-1.rz.rwth-aachen.de>
Source record: 63429

GUY1015 schrieb:

> There are a Lot of NEAT features in the SDX cart..
> New users should hunt down PREPX., It will set the Autoexec.bat
> and Config.sys files, Setup banks for Ramdisk and a Lot more..
> There are 2 version of PREPX, There on My BBS if you cant find them, Sorry I
> cant Email them to you at this point (BUSY) as hell..
>
> Star NET BBS 407-737-8704 24hrs 7days 19.2 500 megs
> Pro node 449 Orlando FL. ANSI and ATASCII Only!
>
> The Sparta dos sig is # 7 and you my have to swap the HD online
> and that Option is only in ATASCII mode.
>
> Best Wishes..

Howdy Guy

You seem to really know SpartaDOS X (just kissing up)

Could you tell me if SDX (or any other version of SD or even any other program)
ever tries to access OS RAM while it is in Banked Memory?

CU Mathy van Nisselroy

PS I'm seeing all these characters/fonts on this window. If this doesn't appair
like normal text, please tel me. It's the second time I'm here since they
switched from to WindowsNT and Netscape 4.0.

4117. Re: schematics

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <3545CFFF.FA340B95@reze-1.rz.rwth-aachen.de>
Source record: 63430

Westy schrieb:

> Does anyone have plans or schematice for building robots controlled by
> atari computers like the 400 or 130xe? If so please contact me.
>
> thanks
> Westy
> civic83@execulink.com

Howdy Westy

try to find issues 44 and 45 of Analog Computing. They had a story about connecting a Robot (Armatron, might have been by Radio Shack to the Atari 8 bit. Unfortunately, issue 45 was the first one I bought.

CU Mathy Van Nisselroy

4118. Re: Update on ramdrv10.arc

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <3545D228.A95A0433@reze-1.rz.rwth-aachen.de>
Source record: 63431

Raphael James Espino schrieb:

> Hi all,
> For anyone who's interested, I've fixed the problem with the
> ramdrv10.arc file on my web page.

> Also I'd like to compile a list of systems that it works under.
> Something along the lines of machine type, expasion type (if known),
> expasion size and DOS type. So far I've tried it on a 320K and 1088K
> 130XE, with DOS 2.0, DOS 2.5, DOS 3.0, MyDOS 4.50, MyDOS 4.53/4 and
> DOS II+, and on a stock 64K 800XL. Anyone tried in on any other
> systems and or DOS's? Anyone tried it under Sparta X configured not
> to use the RAM under the OS?
>
> Raphael Espino - rje@co.umist.ac.uk -

Howdy Raphael

Have you ever tried it on a computer with the UltraSpeedPlus OS, by Bob Puff?
It doesn't jump to the OS RAM from Banked Memory does it? (I wanna multiplex the
OS RAM control line in such a way, that the status of the control line doesn't
change (on the OS side, while I use the signal comming from the PIA to control
memory.))

A yes, can't try it out as my 130XE (the only one with more then 64kB) is a bit
ill.

CU Mathy Van Nisselroy

4119. Re: Update on ramdrv10.arc

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <3545D236.FA4A6F0F@reze-1.rz.rwth-aachen.de>
Source record: 63432

Raphael James Espino schrieb:

> Hi all,
> For anyone who's interested, I've fixed the problem with the
> ramdrv10.arc file on my web page.

> Also I'd like to compile a list of systems that it works under.
> Something along the lines of machine type, expasion type (if known),
> expasion size and DOS type. So far I've tried it on a 320K and 1088K
> 130XE, with DOS 2.0, DOS 2.5, DOS 3.0, MyDOS 4.50, MyDOS 4.53/4 and
> DOS II+, and on a stock 64K 800XL. Anyone tried in on any other
> systems and or DOS's? Anyone tried it under Sparta X configured not
> to use the RAM under the OS?
>
> Raphael Espino - rje@co.umist.ac.uk -

Howdy Raphael

Have you ever tried it on a computer with the UltraSpeedPlus OS, by Bob Puff?
It doesn't jump to the OS RAM from Banked Memory does it? (I wanna multiplex the
OS RAM control line in such a way, that the status of the control line doesn't
change (on the OS side, while I use the signal comming from the PIA to control
memory.))

A yes, can't try it out as my 130XE (the only one with more then 64kB) is a bit
ill.

CU Mathy Van Nisselroy

4120. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3545e171.87844185@news.pressenter.com>
Source record: 63433
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Sun, 26 Apr 1998 15:02:49 -0400, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>Maybe we should establish a code of conduct for trading in this base?
>Perhaps post it on your homepage? Maybe some rules we all can agree on,
>perhaps to build on your good/bad trader list idea. What do you guys
>think?

I think any "rules" for a trade should be between and established by
the parties involved in the trade. Set it up up front what the terms
of the deal are. Any party breaks the agreed upon terms gets on the
shit list. Plain and simple.

*** Please make sure responses are also sent via email.

4121. 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Bob Clark <bjclark@olemiss.edu>
Message-ID: <3545F695.221B4CD0@olemiss.edu>
Source record: 63434

My last working 1050 is having problems. It refuses format disks or even to write to disk. I believe that the problem is the write protect circuit: either the photodiode or the LED has quit. I have a couple of questions for the dedicated hardware people out there.

I do not have any technical data on this drive. What are the best sources of information on Atari hardware (schematics, timings, test point voltages, parts lists, etc.).

What I'd really like to do is just to install a toggle switch for the write protect. I've read that a couple of people have done this. First of all, since I don't trust my own visual identification, is the photodiode on the top side of the mechanism or the bottom? Do I need to put a current limiting resistor in the circuit or can I just short the circuit.

Thanks in advance

--
Bob Clark

4122. Games WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Mathias Pichotzke <mpichotz@reis.e-technik.fh-lausitz.de>
Message-ID: <354605B0.5A02@reis.e-technik.fh-lausitz.de>
Source record: 63435

I am looking for classic 8-bit games.
Any ftp please.

thanks mathias

4123. Re: Atari 8-bit & 1020 Emmu's & Game Sites?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd72d7$3d38a720$1ed8ccc3@default>
Source record: 63436

Im4YouFL <im4youfl@aol.com> wrote in article
<1998042802434100.WAA13010@ladder03.news.aol.com>...
> I'm looking for good sites to get Atari 8-bit and/or 1020 Emmus and
> Games..you're help is appreciated!
>
> Thanks everyone!!
>
> Abu

Atari 1020 Emulator? Does that really exist? I'd like to see that! You must have gotten that 1020 mixed up with something else. The Atari 1020 is a printer plotter!

Anyway, try Yogi's and Umich. You should be able to find the URLs in the Atari 8-bit faq.

Christian

4124. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: tikk@alt.anonymous.messages
Message-ID: <3546270b.2898818@news.nowhere.net>
Source record: 63437

rldetlefsen@delphi.com wrote:

>This is the Superram 320K XE upgrade.
>KThis upgrade is "XE" compatible. MYDOS 4.5 will support is. I've used it
>for years. Just configure the ramdisk as "XE" and "192" K(the default. It will
>work.
>As for other software, Anything else that supports up to 256K of XE type ram
>should work. Paperclip gives me 240K free. BASIC XE will use 64K of it if
>desired.
>Under O.S. stuff is not affected.
>Rick D.

Thanks for the info. I'll try MyDos and see how it works. I guess
SpartaDos X was working all the time. I just didn't realize it.
Thought it would say something at boot up but it didn't and I wasn't
looking for a ram disk on D9. Reading the manual the third time solved
all problems..

Take care.

4125. software

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <6i5bkt$g2v$1@newsd-144.iap.bryant.webtv.net>
Source record: 63438

wanted software to use with 800xl computer 1050 disk drive 1030 modem or sx212 modem have soft ware for both modems but need extra for internet acess.tell what i need and where to get it.

4126. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <893796934@stackbbs.xs4all.nl>
Source record: 63439

My favourite 8-bit games?
Hmmm, let me think.
Pacman, it's a classic, just love it, on the XL/XE and the 2600.
Qix, just because I played it a lot in the arcade too.
Zaxxon, because of its play and 3-D effects.
Spiderman on the 2600, great game.
Defender, Missile Command, the Jag version are great too.
Protector, that was truly a great game.
Zeppelin, the multiplayer option.
Drol, for it graphics and play.
Pole Position (also because of fond memories in the arcade).
Ghee Whizz I could go on for ever :)
Bo.
___ Blue Wave/386 v2.30

4127. FS: Apple, ATARI, Amiga, and more..

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: deej@gte.net
Message-ID: <6i5nei$qu4$1@nnrp1.dejanews.com>
Source record: 63440

Apple IIGS Woz signature ROM0
Apple RGB Monitor
2 5.25" Apple Unidisk
1 3.5" Apple Drive
Super Serial Card
Kraft Joystick
$50

Apple //e w/ 64k 80 col card
Disk II adapter
Composite Green Screen Monitor
$10

The IIGS works great, I make no guarantees on the //e although I know the
green screen works.

ATARI 520st
3 Floppy drives (dont remember which models)
Atari Color and Mono Displays.
Display Switchbox
Disk switchbox
Lots of misc things: Computer Eyes, PC Ditto, some software, etc
Also a few books and magazines.
$50

ATARI 8bit:
800XL
130XE upgraded to 256K
1 1050 Disk Drive Happy enhanced
1 1050 Disk Drive unenhanced
2 850 interfaces
1 ICD serial/parralel interface
1 1030 Modem
1 410 Program Recorder
SIO2PC Cable
All transformers for above.
Lots of little crap and tons of software and magazines.
$50

1 TRS80 Model 4 Dont know if it works, no boot disk
$5

1 Comadore PET comes up to prompt. Have floppy drives but no cable.
$5

1 Amiga 2000
100 MEG SCSI Hard Drive
GVP 030 excelerator/SCSI controller
De interlacing board
Multi Kick board
100 MEG SCSI tape drive.(internal)
TONS of software and other misc stuff
$100

1 Zenith Multifunction monitor. Color: composite or RGB Mono: composite or
TTL very versital.
$20

I dont really want to deal with shipping(especially on the bigger stuff) so
its Seattle area pick up only....

deej@gte.net
or
deej@bridgeway.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4128. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <35465fb5.725414@158.75.33.142>
Source record: 63441
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>
>Maybe we should establish a code of conduct for trading in this base?
>Perhaps post it on your homepage? Maybe some rules we all can agree on,
>perhaps to build on your good/bad trader list idea. What do you guys
>think?

This isn't exactly a list, but try
http://aircraft_r.321media.com/321/company
They seem to be keeping track of net scammers and you can post your
own "bad trader" experiences there.
Even if you haven't been scammed it still makes for interesting if not
hillarious reading (when a certain dirtbag tries to defend his
actions).

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

4129. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: mc68040@aol.com
Message-ID: <1998042823122600.TAA05108@ladder01.news.aol.com>
Source record: 63442
Body handling: HTML body converted to readable text

<>

Great. Simple and shall we give the honor of being the first to the 'shit list' to Terry? He has a history of bad trading and broken promises. I wouldn't be surprised if he has regular appointment in small claims court.

4130. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428183934.13020A-100000@fissure.scar.utoronto.ca>
Source record: 63443

On 26 Apr 1998, Swozniak wrote:

> Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>
> << I noticed you missed out on alot of the newer (?) 8bit games.. like Zybex,
> Draconus, etc. >>
>
> Yeah, I never played any of those because my PC isn't fast enough to run decent
> emulations and I only collect cartridges for my Atari 8 bit computers. (So I
> don't get to play any disk-based games.) I was thinking about trying that APE
> thing, though. A lot of great disk-based games didn't make my list simply
> because I either don't remember them that well or if I do remember them, I
> would only want to include something that I would still play now...and since I
> don't have a disk drive, well...you get the point. I'm sure that if I had the
> chance to play them now, I would still love M.U.L.E, Hard-Hat Mack (was that
> for the Atari or am I remembering the Apple or C-64 version?) Bruce Lee, Spy
> Vs. Spy......so many great games. Thanks for everyone that responded to this
> post. You have some great memories. Let's try to keep this thread going a
> little longer...C'mon people.....Let's hear about your favorite 8-bit memories!

Yeah it looks like you started the ball rolling. I haven't seen such a
successful thread since the old C64 VS Atari 8bit arguments awhile back!
(heh, but I am glad that flame war is over!)

Hardhat Mack was done by EA for the 8bit as well! Nice game. The great
thing about the 8bit was with the release of the XE game system, many
great disk based classics were put on ROM like One on One basketball,
Flight Sim II, Archon, as well as other games never released (formally) on
disk like Into the Eagles Nest, and Gato..

all this sentimental nostalgia makes me want to fire up my trusty 800XL..
(even though I have Xlit which runs a lot of old 8bit stuff, it's just
not the same! (and fancy demos and stuff usually die on most emulators..)

Alan

4131. Re: A FOCUS ON EUROPEAN GAMES - INTRODUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428184536.13020B-100000@fissure.scar.utoronto.ca>
Source record: 63444

On 26 Apr 1998, JMouchmino wrote:

> I agree with all of you: you can't beat the American classics!
>
> Actually, most of my favorite games are US productions: Bruce Lee, Mr. Do!,
> Pole Position, Alternate Reality, Infocom adventures, Ultima series, Lode
> Runner, Star Raiders series, Spelunker, Montezuma's Revenge, Boulder Dash
> series, Drol, Spy Vs. Spy series, Ballblazer and the list goes on and on,
> but...

Yup.. all fantastic games.. basically anything by Datasoft or Synapse or
ELectronic Arts was great!

> Although the Atari 8-bit computers were never vastly supported by European
> software houses, MANY great games appeared in the UK, Germany, Slovakia, the
> Czech Republic and Poland in the past 14 years or so.

What were software releases from Slovakia and the Czech Republic???
Didn't know Ataris invaded that part of Europe???
I guess I am really out of touch with 8bit history!

> As a number of people may only be familiar with classic pre-86 software from
> the States, I decided (well, actually, Alan of Toronto gave me the idea!) to
> write about what you could be missing!

Thanks for the credit! I was a hard core Atari 8bitter from about
1984-1994.. I was quite familiar with a lot of Atari software, but
anything recent (i.e. 1990 or newer for the 8bit, especially non-American
software, is "new" to me)

> In the coming days (weeks?), you will be seeing a fairly accurate alphabetical
> list (in several parts, of course!) of the best - and worst - games written in
> Europe for the Atari 8-bit; they will be described very briefly and given
> grades for graphics, animation, sound and overall value (gameplay).

Sounds great to me! Are you posting it on your home page or in this base?
I think the latter would be best!

Alan
University of Toronto
Computer Science, Management and Economics

4132. PAL upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428185719.13020C-100000@fissure.scar.utoronto.ca>
Source record: 63445

I was told long ago that a Canadian (North American) Atari 800xl could not be upgraded to PAL and still work because of the electricity frequency in Canada? Was I mislead or is there any truth to this?

Does anyone use a PAL upgraded Atari 8bit in Canada/U.S. that could clear up any misunderstandings? I still have some PAL only games that I would love to check out. I even heard Double Dragon was released (PAL only), but I think that was just a rumour....

Alan
University of Toronto
Computer Science, Management and Economics

4133. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428190318.13020E-100000@fissure.scar.utoronto.ca>
Source record: 63446

On 27 Apr 1998, Kenny wrote:

>
>
> Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
> <Pine.GSO.3.95.980426150546.22459D-100000@fissure.scar.utoronto.ca>...
>
> > play? (I officially got out of the 8bit world in June '94, but I still
> > > kept an 800Xl and an Xf551 and all my 8bit ROMs/disks for Atari
> > > emergencies!)
>
> You 'officially' got out?
>
> What, is there a register of certified ex-Atari 8-bit users maintained
> somewhere :)

Heheh.. well the day I took my Atari 8bit BBS offline and sold it, was
the day I 'officially' lost my Atari 8bit certification.. now I am just
an old-timer with a 486. ;-)

Besides without a BlackBox and hard drive, an Atari 8bit is crippled..
ask anyone who uses a hard disk with the 8bit. It is Holy...
(That is another reason why I can't use my old 800Xl.. things are just
too slow....) But that is where Xlit comes into play! :)

Alan
University of Toronto
Computer Science, Management and Economics

4134. Re: fs: Atari 800XL 1050&410 drives,sio2pc,2550+games ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428190106.13020D-100000@fissure.scar.utoronto.ca>
Source record: 63447

On Mon, 27 Apr 1998 rojasdelap@yahoo.com wrote:

> In article <6hqtoq$411$4@usenet41.supernews.com>,
> tom_cody@one.nospam.net (tom martin) wrote:
>
> >
> > Atari 410 tape drive - great working condition
> >
>
> Does exist an A-410 tape drive in great working condition?????? I have
> 2 of them and both are hard to work with.......

The real funny thing about the Atari 410 recorder was it wasn't very reliable when it was released (later tape drives 1010, XC12 boasted about better reliability!) Also, tape software has a much shorter life-span than disks.. even if the tape recorder is "good as new", it may not be able to load in 'very old' tape data... (I remember sometimes loading the same tape game 2 or 3 times before it loaded properly on my 400!)

Alan
University of Toronto
Computer Science, Management and Economics

4135. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd72fe$4f8ad480$c0d9ccc3@default>
Source record: 63448

Mark L. Simonson <marksim@bitstream.net> wrote in article
<marksim-2504982148130001@port109.bitstream.net>...
> Here are some of my favorites (in no particular order):

[....]

> Rescue on Fractalus--A fun game with stunning graphics. Bumped into the
> guy who wrote it (David Fox) at a Siggraph show years ago (he also wrote
a
> great book on Atari graphics and I recognized him from his photo on the
> back) and told him how much I liked the game. He was very modest--like it
> was no big deal. I think he's still doing games for Lucasfilm.
>

I'd have to add this one to my list, too. I remember the excitement if
you'd pick up a pilot and you couldn't see if his face was green or not. I
always had my finger ready on the air-lock button just in case.

Christian

4136. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428191513.13020G-100000@fissure.scar.utoronto.ca>
Source record: 63449
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Tue, 28 Apr 1998, Jon D. Melbo wrote:

> On Sun, 26 Apr 1998 15:02:49 -0400, Alan Christie
> <94chrisv@scar.utoronto.ca> wrote:
>
> >Maybe we should establish a code of conduct for trading in this base?
> >Perhaps post it on your homepage? Maybe some rules we all can agree on,
> >perhaps to build on your good/bad trader list idea. What do you guys
> >think?
>
> I think any "rules" for a trade should be between and established by
> the parties involved in the trade. Set it up up front what the terms
> of the deal are. Any party breaks the agreed upon terms gets on the
> shit list. Plain and simple.

Well said. :)

Alan
University of Toronto
Computer Science, Management and Economics

4137. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6i5php$gh3$1@news.dmv.com>
Source record: 63450

```
: I have found one disk-based game (don't remember what it is though)
: that won't work on the 800XL, but runs fine on a plain 800. When I
: try to run it, I get a message saying 'Please remove cartridge from
: system'; or something like that. Thing is, there wasn't a cartridge
: plugged in. What I suspect is happening, is the program is seeing the
: BASIC in ROM and thinking that there is a BASIC cartridge in the slot.

: -- Otter

That's probably exactly what happened. On all XL models except the 1200XL
(cartridge BASIC) and the XEs, hold the OPTION button at boot-up to
disable built-in BASIC.

Steve
```

4138. XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd7300$13757160$c0d9ccc3@default>
Source record: 63451

My greatly loved Atari XF551 died a few years ago. Or, at least so I thought. Apprantly, there was a bad connection to the drive. I checked the SIO cable and it was fine, so that's not where the problem was. I checked the connection at the computer side, and even bought a new computer at some time, so that's not where the problem is either.
I read somewhere that the SIO ports on the XF551 can easily get damaged. I get the drive to work, but only if i plug the SIO cable into the drive, and put some heavy weight on the plug itself on the XF551 side.
Has this happened to anyone else?
If so, how did you solve the problem?
I can't afford to send my XF551 all the way to The States to get it repaired.

Thanks!

Christian

4139. Re: F A V O R I T E 8 B I T G A M E S :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428191028.13020F-100000@fissure.scar.utoronto.ca>
Source record: 63452

On 28 Apr 1998, Jason BOyko wrote:

> Swozniak (swozniak@aol.com) wrote:
>
> : 12. Archon...I would sleep over my friend's house in the next building and
> : bring only this cart and my 800xl. We would get so excited that his father
> : would frequently have to come into the room and tell us to keep quiet. The
> : first game that I can remember breaking night over. Damn, Electronic Arts...
> : How about an update?
>
> Sort of off topic :) But there was an update of Archon released 2 or 3
> years back! Archon Ultra was released by SSI. And its a great remake!
> Updated graphics, sound, and modem play! :) Its only requirements are a
> 486 and 4 megs of ram, so even slower machines can play it! And its a
> great game :)

Archon Ultra by SSI?! Where?!? My 486 w/ 24 megs of ram can hardly wait!
Over the modem? Awesome!

Alan
University of Toronto
Computer Science, Management and Economics

4140. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980428191942.13020H-100000@fissure.scar.utoronto.ca>
Source record: 63453

On Tue, 28 Apr 1998, James Hague wrote:

> Hmmm...seems like this thread has been going non-stop since 1989! Every
> time I peek in c.s.a.8, it's there :-) Here's my list of games I played
> the most:

The c.s.a.8 base existed in 1989?!? ;-)

> 10. PACIFIC COAST HIGHWAY - This was a cheesy Frogger-clone with two
> screens, but something was pleasant about it and made me want to keep
> playing. The two-player simultaneous play mode was a good addition.

I liked it too!

> 9. ALLEY CAT - Beautiful design, beautiful graphics. It could be a bit
> frustrating, but I loved it anyway.

The cat noise always freaked me out. That game had character too!

> 6. RAINBOW WALKER - A real classic with the Synapse hallmarks: great
> play, a wacky premise, and a game designed around cool Atari hardware
> features. I eventually finished all twenty levels (there was just a
> little rainbow effect).

You actually finished that one? Wow... let me guess you finished
Dimension X as well???

> 1. NECROMANCER - Very likely the best action game every created. It was
> so surreal and original; it completely blew me away. Bill Williams is a
> complete and utter genius.

I like how this 1982 classic was repacked and re-copyrighted 1987 by Atari
for the XE game system! Do you know what Bill Williams is doing now? (I
guess I should visit your home page and look it up! ;-) <grin>

> James Hague

Hey didn't you write some really cool 8bit games? E-racer sounds vaguely
familiar of Antic fame..... ;-)

Alan
University of Toronto
Computer Science, Management and Economics

4141. Re: XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: "Marlin Bates, IV" <mbates@s3.sonnet.com>
Message-ID: <354676F9.488F1D2D@s3.sonnet.com>
Source record: 63454

Christian Fowler wrote:

> I read somewhere that the SIO ports on the XF551 can easily get damaged.
> I get the drive to work, but only if i plug the SIO cable into the drive,
> and put some heavy weight on the plug itself on the XF551 side.
> Has this happened to anyone else?
> If so, how did you solve the problem?

Christian,

Yes, this is a common occurence for XF551s. I have taken to not unplugging
551s once they have SIO cables in them.

The problem is that the solder connection on the XF551 mother board have
either cracked or just plain flaked off. You can try to do one of two things:

A) solder some jumper wires from the pins on the SIO jack to the connections
on the mother board (requires very thin jumper wire and a steady hand with the
solder pencil)

-OR-

B) Try to re-solder the pins to the board.

I suggest A) as it will completely prevent the problem from re-occurring.
Hope this helps

-Marlin

4142. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <35469ED5.DE3DA9A6@net66.com>
Source record: 63455

Swozniak wrote:
>
> I'd like to know what your favorite Atari 8 bit computer games are.
> I'm going to limit my list to my favorite 15. Feel free to list as many as you
> want.
> Here are my picks...
>
> 15. Star Raiders..

I worked at a Lazarus Department store in Evansville, IN in July '82 -
they had 1 800, one 400, a 410 and an 810 floppy drive on display (with
the cardboard still in the drive) and I think the 825 printer (roll
paper, kinda like tan newsprint? 80col?). After we sold boatloads that
Christmas they cleaned out half of the stereo dept. across the hall and
set it up w/desks for computers. I remember making up an audio cable for
an 800, running it under the carpet and over to the newest, fanciest
stereo system we had (a 100 watt Fisher, with one of those fancy, pricy
new CD players in it) and firing up Star Raiders. Guanteed to draw every
male within 1/2 mile upstairs to electronics. Man, I sold a lot of Atari
back then! <g>
I even remember selling 400's after they discontinued for $39.95 *with*
an Atari $50 rebate.
That started just after we had had 1200's for awhile and just started
getting 600xl's.

14. Defender...

I never could play this one worth a $$#@^*.

>
> 13. Choplifter! (Broderbund version)

This one would draw crowds, too - it was years before I even knew there
was an apple version...

> 12. Archon...

Still haven't tried that one - but I probably have it (I bopught out a
lot of friend's systems much later...)

> 11. Jumpman Junior...

I had a 600XL at home, and my mother used to play this and just cuss and
cuss at the computer... "I told you to go left, dumbass!" I have her set
up with the PC version now, but I haven't figured out how to adapt one
of those old Atari sticks to the PC...

> 7. Fort Apocalypse...

I didn't get this until much later, but a friend had it. He had a 400 *loaded* - real keyboard, OMNIMON, RAM, the works - and he had a VETREX.....

> 5. Caverns Of Mars...

I played the hell out of this at work - rough work if you can get it.

> 1. Shamus...

Yea, I played this one into the ground too.

I also have to add;

Preppie!

Zaxxon

and The Centipede sound effects would bring kids running for *miles* around...

P.S. Trying to learn Visicalc on an 800 makes me shudder at spreadsheets to this very day. Every year I do my department's budget @ work reminds me of that ^%$#&%$# Visicalc. - Geez.

Mark Statzer
Gifford, IL

4143. Re: XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-28 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3546AC11.56AA@pacbell.net>
Source record: 63456

Christian Fowler wrote:
>
> My greatly loved Atari XF551 died a few years ago. Or, at least so I
> thought. Apprantly, there was a bad connection to the drive. I checked the
> SIO cable and it was fine, so that's not where the problem was. I checked
> the connection at the computer side, and even bought a new computer at some
> time, so that's not where the problem is either.
> I read somewhere that the SIO ports on the XF551 can easily get damaged.
> I get the drive to work, but only if i plug the SIO cable into the drive,
> and put some heavy weight on the plug itself on the XF551 side.
> Has this happened to anyone else?
> If so, how did you solve the problem?
> I can't afford to send my XF551 all the way to The States to get it
> repaired.
>
> Thanks!
>
> Christian

The PC board on the XF551 has to have the award for lowest quality and
cost for any Atari product. The SIO connectors are not mechanically
secure enough to keep from breaking contact with the board. My solution
was to re-wire the PC traces with 34 ga. wire-wrap wire. Just solder new
connections from point to point on the board.

Bob

4144. New Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <esD24X7c9GA.199@upnetnews03>
Source record: 63335

FOr an Atari 1027 Printer, are there any currently for sale ink ribbns usable on it. I need to decide whether a deal I am involved in is worth it.

4145. Re: XF551 problem SOLVED

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <5tUrk46.tandrews16@delphi.com>
Source record: 63336

"Christian Fowler" <nospam-cfsoft@mailcity.com> writes:

>Thanks again for the tips on fixing the XF551.
>I re-soldered the SIO ports on the XF551 and it worked! From now on I'll
>refrain from removing the SIO cable at the XF551 side so it doesn't happen
>again.

Congratulations! Mine worked, too - the first two times I did the repair. I
too refrained from moving my SIO cables, but the drive failed again anyway.
My solution the third time was to drill out the rivets holding the SIO connectos
to the board and replace them with screws before soldering the wires once
more. The rivets are VERY thin, and allow the connectors to flex far too much.
That was 6 years ago, and I haven't had the problem since.

TJ

4146. Re: software

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6i5r4r$i2f$1@news.dmv.com>
Source record: 63457

lawrence chapman (larry5@webtv.net) wrote:
: wanted software to use with 800xl computer 1050 disk drive 1030 modem or
: sx212 modem have soft ware for both modems but need extra for internet
: acess.tell what i need and where to get it.

The modems you mentioned are 300 baud (1030) and 300/1200 (SX212). Check with your internet provider to see if they run at those speeds -- some don't anymore. As for 'extra' internet software, you'll need VT-100 compatibility. The only VT-100 emulators I know of that will work with the 1030 are VT-Ten Squared (requires translator disk for XL/XE) and Omnimon. They might work with the SX212 with the right handler and/or through an 850 or similar serial interface to the SX212's RS232 connector. Also with an RS232 modem there's Ice-T and FlickerTerm 80. Both do VT-100 emulation. Check links to Atari web sites.

Steve

4147. Re: XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd7305$259822c0$ee374382@vidar>
Source record: 63458

This happended to both my XF-551's. I think it's a common problem, cause it happened to a few more back in the mid 80's when we were selling them.

Christian Fowler <nospam-cfsoft@mailcity.com> wrote in article <01bd7300$13757160$c0d9ccc3@default>...
> My greatly loved Atari XF551 died a few years ago. Or, at least so I
> thought. Apprantly, there was a bad connection to the drive. I checked the
> SIO cable and it was fine, so that's not where the problem was. I checked
> the connection at the computer side, and even bought a new computer at some
> time, so that's not where the problem is either.
> I read somewhere that the SIO ports on the XF551 can easily get damaged.

> I get the drive to work, but only if i plug the SIO cable into the drive,
> and put some heavy weight on the plug itself on the XF551 side.
> Has this happened to anyone else?
> If so, how did you solve the problem?
> I can't afford to send my XF551 all the way to The States to get it
> repaired.
>
> Thanks!
>
> Christian
>
>

4148. Re: XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <35467cac.14892853@news.pipeline.com>
Source record: 63459

I ran into this problem regularly when I was doing 8-bit repairs for
atari-ville in San Antonio, TX. If I remember Atari even had a memo
on their service BBS about it. It's not a hard problem to cure. The
sio ports develop solder cracks over time which cause intermittent
problems. The best bet it to heat each pin and add some flux core
solder to it. This will strengthen the connection. I did this to both
my XF's as a preventive measure before they had a chance to act up.

John
jhardie@pipeline.com
www.atarihq.com

"Christian Fowler" <nospam-cfsoft@mailcity.com> wrote:

>My greatly loved Atari XF551 died a few years ago. Or, at least so I
>thought. Apprantly, there was a bad connection to the drive. I checked the
>SIO cable and it was fine, so that's not where the problem was. I checked
>the connection at the computer side, and even bought a new computer at some
>time, so that's not where the problem is either.
> I read somewhere that the SIO ports on the XF551 can easily get damaged.
>I get the drive to work, but only if i plug the SIO cable into the drive,
>and put some heavy weight on the plug itself on the XF551 side.
>Has this happened to anyone else?
>If so, how did you solve the problem?
>I can't afford to send my XF551 all the way to The States to get it
>repaired.
>
>Thanks!
>
>Christian
>

4149. atari to IBM dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Al Sullivan <alsulliv@IDT.NET>
Message-ID: <6i6a50$f2i@nnrp4.farm.idt.net>
Source record: 63460

is there a way to translate old atari writer disks to IBM dos. If so how
do I do it?

4150. Re: PAL upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998042904362000.AAA11566@ladder03.news.aol.com>
Source record: 63461

Hi Alan..

All you need is to order the ANTIC PAL from best Electronics for the XL/E cost is 12.00 plus shiping. Its Lets you run all PAL software. I have 4 installed in 3 XL's and 1 XE. it dosnt realy turn your computer into a pal system, but it fools the computer in thinking its pal.. There are hundreds of New games and some great demos, Util etc that you could then enjoy..

Best Wishes..

<<Star>>

4151. Re: F A V O R I T E 8 B I T G A M E S :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: ae922@sfn.saskatoon.sk.ca
Message-ID: <6i6e73aur1@missing.its.to>
Source record: 63462

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: Archon Ultra by SSI?! Where?!? My 486 w/ 24 megs of ram can hardly wait!
: Over the modem? Awesome!

YOu know.. buying this would be near impossible =P check the cheap-o bins
at your local computer stores, check second hand stores too.. computer
game forsale NGs.. or if you feel deliciously evil.. look in the
'abandonware' sites (i think i've seen it while scouring the web).. :)

darkling
http://www.waste.org/~darkling

4152. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Es63to.1w8@cix.compulink.co.uk>
Source record: 63463

What was that Defender type thing with a guy with a jetpack - written by
Archer Maclean ISTR. Damned good!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4153. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd735d$019d9820$6d374382@vidar>
Source record: 63464

Dropzone !!!! One of my faves too! It's explosion was so brilliant!

"Iain Laskey" <ilaskey@cix.compulink.co.uk> wrote in article
<Es63to.1w8@cix.compulink.co.uk>...
> What was that Defender type thing with a guy with a jetpack - written by
> Archer Maclean ISTR. Damned good!
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT Journalist *
> **
>

4154. Re: XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd735d$809bf860$8cd9ccc3@default>
Source record: 63465

Thanks for the quick reply everyone! I'll get to it immediatly.

Christian

4155. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35470D0D.D4E94E25@ix.netcom.com>
Source record: 63466

Mathy van Nisselroy wrote:
>
> GUY1015 schrieb:
>
> > There are a Lot of NEAT features in the SDX cart..
> > New users should hunt down PREPX., It will set the Autoexec.bat
> > and Config.sys files, Setup banks for Ramdisk and a Lot more..
> > There are 2 version of PREPX, There on My BBS if you cant find them, Sorry I
> > cant Email them to you at this point (BUSY) as hell..
> >
> > Star NET BBS 407-737-8704 24hrs 7days 19.2 500 megs
> > Pro node 449 Orlando FL. ANSI and ATASCII Only!
> >
> > The Sparta dos sig is # 7 and you my have to swap the HD online
> > and that Option is only in ATASCII mode.
> >
> > Best Wishes..
>
> Howdy Guy
>
> You seem to really know SpartaDOS X (just kissing up)
>
> Could you tell me if SDX (or any other version of SD or even any other program)
> ever tries to access OS RAM while it is in Banked Memory?
>
> CU Mathy van Nisselroy
>
> PS I'm seeing all these characters/fonts on this window. If this doesn't appair
> like normal text, please tel me. It's the second time I'm here since they
> switched from to WindowsNT and Netscape 4.0.

Mathy,
Disk versions of SpartaDOS definitely use OS RAM. The SDX cart CAN use
OS RAM depending on your configuration. There are two settings that can
call OS RAM. In config.sys the first command us USE [OSRAM|BANKED|NONE]
the second is DEVICE SPARTA [OSRAM [nbufs [,nfiles]]]

I have a neat little BASIC XE program for building the autoexec.bat and
config.sys files. The config.sys section is a menu/option toggle system
and a couple of lines where you can specify in text things like your
path and prompt options. It allows you to set RAM disks and size(s) and
devices/device options. Pretty neat! If you want a copy, e-mail me.

--
Robert S Ely --- Communications Systems Technician

rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4156. Re: XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35470EDD.228271B4@ix.netcom.com>
Source record: 63467

Christian Fowler wrote:
>
> My greatly loved Atari XF551 died a few years ago. Or, at least so I
> thought. Apprantly, there was a bad connection to the drive. I checked the
> SIO cable and it was fine, so that's not where the problem was. I checked
> the connection at the computer side, and even bought a new computer at some
> time, so that's not where the problem is either.
> I read somewhere that the SIO ports on the XF551 can easily get damaged.
> I get the drive to work, but only if i plug the SIO cable into the drive,
> and put some heavy weight on the plug itself on the XF551 side.
> Has this happened to anyone else?
> If so, how did you solve the problem?
> I can't afford to send my XF551 all the way to The States to get it
> repaired.
>
> Thanks!
>
> Christian

Christian,
This is definitely a common problem with the XF551. The solder
connections on the XF 551's circuit board for the SIO connectoes is very
poor. The SIO connectors are not very well supported so, with plugging
and unplugging the SIO cable, the movement breaks the solder joints.
Simply reheating ALL of the pinf and maybe adding just a little new
solder fixes the problem "for a while". Eventually you'll have to do
this procedure again. Just be careful NOT to over heat the traces. They
lift off the circuit board very easily! Yuck!!!
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4157. Re: atari to IBM dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3547107F.F1654ED@ix.netcom.com>
Source record: 63468

Al Sullivan wrote:
>
> is there a way to translate old atari writer disks to IBM dos. If so how
> do I do it?

Al,
There are many ways to move the files to a PC, but to use these file
with PC word processors, save the AtariWriter files in RTF (Rich Text
Format). This will pretty much preserve any formatting of the text and
make it fully readable to the PC word proceaaor.
Moving the files can be done by use of an SIO2PC cable and A.P.E. or a
null modem cable between the PC abd your 8-bit and a communications
program on each computer, or PC Xformer 3.50 or higher, an XF cable and
an Atari floppy drive connected to the PC. SIO2PC and A.P.E. is probably
the best methode, but all of these do work.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4158. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: atari400@ehrich.com
Message-ID: <L9E11.1241$D13.10994015@news3.voicenet.com>
Source record: 63469

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

http://www.vocienet.com/~generic

4159. Advertizing on USENET, specifically csa8

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6i764i$r3c$1@pale-rider.INS.CWRU.Edu>
Source record: 63470

(Re: Bravo Sierra and advertizing on USENET.)
I feel that Mr. Smith follows good USENET advertizing practices. (Picking apart his copy is, well, a bit of nitpicking.) He doesn't post ads more than once a week or so. He has a web site to get more information, and even posts or has a voice line for his business. He doesn't take a lot of space with multiple, LARGE, ads. And his ads are strictly on topic.

And he participates in the group. I believe the above is in keeping with the FAQ, 'Advertizing on the Internet: How to do it, how not to do it.' as posted in news.newusers (that may not be the exact usenet group, it is an official usenet policy newgroup, moderated, I believe.) Russ

4160. Re: atari to IBM dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <OGg25t2c9GA.265@upnetnews03>
Source record: 63471

+AD4-Al,
+AD4- There are many ways to move the files to a PC, but to use these file
+AD4-with PC word processors, save the AtariWriter files in RTF (Rich Text
+AD4-Format). This will pretty much preserve any formatting of the text and
+AD4-make it fully readable to the PC word proceaaor.

How about the reverse? An acquaintance E-mailed me the text of a Basic program for the Atari. Now: reading the file with Qutlook express on an IBM PC, how can I get it into an Atari EMU, and save it to +ACI-Disk+ACI- and run it? Even if the disk is emulated, it doesn't matter. I would really like to run the progam.

Peace,

PX

4161. Re: Update on ramdrv10.arc

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Apr29142513@co.umist.ac.uk>
Source record: 63472

In article <3545D228.A95A0433@reze-1.rz.rwth-aachen.de> Mathy van Nisselroy
<nisse-ma@reze-1.rz.rwth-aachen.de> writes:
> Howdy Raphael
>
> Have you ever tried it on a computer with the UltraSpeedPlus OS, by Bob Puff?

Nope. Ramdrive by default comes set up to run under the Atari OS C,
but can also quite easily be made to work with the Atari OS B. I
don't know much about the UltraSpeedPlus OS, I assume its a ROM you
put inside your computer?

It may or may not work, depending on how different the UltraSpeedPlus
OS is from the B and C OS's. Fundamentaly it should work as long as the
location of the SIO vector hasn't changed, which I'd guess it hasn't
(if it had all current software using the SIO wouldn't work), and the
zero page addresses used by the SIO are still in the same place (I
can't remember what these are off hand, but they're around locations
45-60 more or less, they are listed in Mapping the Atari). If those
are the same then the basics should work.

The special Ramdrive features accessed by the Select (switch drives
and cold-start) and Option (write protect/unprotect and warm-start)
keys are another matter. To get those to work, the OS is hacked to
send keypresses to Ramdrive first. If that section of the OS has been
changed then you'll probably corrupt the OS. You can
either disable those keypresses (to avoid corrupting the OS), or
figure out where that code has moved to and tell Ramdrive where it is.
Both options are achieved with the ALT_OS command.

There are a couple of other hacks made by Ramdrive to the C OS, one of
those disables the OS warm-start integrity check (which forces the
computer to cold-start if the checksums don't match up) and the other
stops the computer from switching the OS ROM back in on warm/cold
start. Of course if you press the Reset key then the OS ROM will be
switched in anyway by the hardware, but Ramdrive lets you warm/cold
start without pressing the Reset key. These hacks might cause
problems with the US+ OS, but they can also be disabled if necessary
using the ALT_OS command.

I guess the best thing to do is to disable all the above Ramdrive
features and try it see if it works. If it does, then you can try
adding them one by one until either it stops working or they're all
back on again. If it doesn't work then it might still be possible to
get it working but I'd need some more info on the US+ OS.

The only other issue is finding just over 1K of free space to store
the Ramdrive code. By default it installs itself just before the
second character set (so you lose the 2nd character set). If US+ uses
that area for other purposes then you'd have to find some other area
of free RAM for Ramdrive (see below). I'm also assuming that the US+
OS can be copied to OS RAM and will run OK from there.

> It doesn't jump to the OS RAM from Banked Memory does it? (I wanna multiplex the
> OS RAM control line in such a way, that the status of the control line doesn't
> change (on the OS side, while I use the signal comming from the PIA to control
> memory.))
By default it runs in OS RAM, so the code that switches and accesses the banked
memory is in the OS RAM. If that doesn't suit you, then you can move
the Ramdrive code anywhere in memory with the LOAD_ADDR command. The
biggest problem there is finding enough free RAM that won't get
overwritten by other programs. Ramdrive itself only changes the OS
RAM control line when it boots (to switch the OS to RAM, and even that
can be disabled if you already have an OS in RAM when Ramdrive loads).
After booting, the OS RAM control line isn't changed. However
Ramdrive expects the OS RAM to be enabled whenever an SIO call is
made, if it isn't then Ramdrive will be disabled. The steps taken are
as follows:

On booting:
Ramdrive loads, copies the OS to RAM(*), hacks the RAM OS(*), installs
itself just below the 2nd character set(*), and inserts its address in
the SIO vector, remembering the address previously stored there. The
steps marked with a (*) can be disabled or modified.

When an SIO call is made:
The OS RAM needs to be enabled for Ramdrive to work, the SIO call gets
passed to Ramdrive first via the modified SIO vector, if the SIO call
is not for a ramdisk then it gets passed on to the original SIO
address, remembered during boot. Otherwise the correct banked memory
segment is switched in, data is read/written, main RAM is switched
back in, and Ramdrive then returns with either success or failure. By
default all this code runs in the OS RAM, but everything except the
original call from the SIO vector can be moved to any other section of
main RAM.

> A yes, can't try it out as my 130XE (the only one with more then 64kB) is a bit
> ill.
I hope your 130XE has a speed recovery =)

You can also run Ramdrive on a 64K machine, using the RAM under BASIC
as a small ramdisk. Just put the RAMD8K.CFG and RAMD8K.CPY files as
RAMDRIVE.CFG and RAMDRIVE.CPY on your Ramdrive boot disk. It would toggle a
different bit in PORTB, but everything else would work in the same
way. Of course, you need to boot with BASIC enabled for this to work.

Phew! That's a long posting. Hope it tells you everything you need
to know (and then some). If not then let me know =)

--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html - Atari 8bit links page &
Ramdrive 1.0 ramdisk for XL/XE's

4162. Re: F A V O R I T E 8 B I T G A M E S :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35471ab5.79176208@news.pressenter.com>
Source record: 63473

On 29 Apr 1998 05:35:31 GMT, ae922@sfn.saskatoon.sk.ca (Jason BOyko)
wrote:

>Alan Christie (94chrisv@scar.utoronto.ca) wrote:
>
>: Archon Ultra by SSI?! Where?!? My 486 w/ 24 megs of ram can hardly wait!
>: Over the modem? Awesome!
>
>
>YOu know.. buying this would be near impossible =P check the cheap-o bins
>at your local computer stores, check second hand stores too.. computer
>game forsale NGs.. or if you feel deliciously evil.. look in the
>'abandonware' sites (i think i've seen it while scouring the web).. :)
>
>darkling
>http://www.waste.org/~darkling

Another tip... I have Archon Ultra from SSI also. Thing is, I bought
it as part of SSI's "Critic's Choice: Strategy Collection" bundle. My
local Best Buy had Archon Ultra by itself and they had this Critic's
choice thing which included that game for LESS MONEY! Figure that
out. In case anyone is interested, the other games in the Critic's
Choice are:

Dark Legions
Ultimate Domain
Chessmaster 3000
Serf City (Life is Feudal)

*** Please make sure responses are also sent via email.

4163. Re: XF551 problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980429092545.21086A-100000@moose.erie.net>
Source record: 63474

On Tue, 28 Apr 1998, Bob Woolley wrote:

> The PC board on the XF551 has to have the award for lowest quality and
> cost for any Atari product. The SIO connectors are not mechanically
> secure enough to keep from breaking contact with the board. My solution
> was to re-wire the PC traces with 34 ga. wire-wrap wire. Just solder new
> connections from point to point on the board.

I think the power supplies on the ealy 1040 ST's would be another candidate, Bob. Resistor leads T'ing into heat sinks and hand soldered joints! Definitely garage shop work. Fortunately, they were improved later.

The Atari 8-bit line seemed to gradually decline in quality from a very high initial standard. I guess that's what happens in a highly competitive, cost-conscious market.

4164. Favorite Game: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-2904980944580001@128.146.74.157>
Source record: 63475

I don't recall seeing this one pop up on anyone's list of favorite 8-bit games. I can't tell you how many hours I spent in this world, as well as the sequel (AR: The Dungeon). I remember seeing the guys who designed the games posted a synopsis of what the entire 8-part game would have been like, along with spoilers - made me dig out the 800XL and boot it back up... <sniff>...

****
* Dr. Robert Rumpf - rumpf.1@osu.edu - http://www.marcon.org/users/bob *
* *
* It is by caffeine alone that I set my mind in motion *
* By the beans of java, my thoughts acquire speed *
* The hands acquire the shakes, the shakes become a warning *
* It is by caffeine alone that I set my mind in motion *
****

4165. XF551 problem SOLVED

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd7376$c567eee0$67d8ccc3@default>
Source record: 63476

Thanks again for the tips on fixing the XF551.
I re-soldered the SIO ports on the XF551 and it worked! From now on I'll refrain from removing the SIO cable at the XF551 side so it doesn't happen again.
While my XF551 was open, I found that the flat cable from the motherboard to the drive mechanism is identical to the one in my ST's SF314 and so is the power cable. In fact, the cables are identical to a PC's FDD flat cable.
Has anyone tried to remove the 5.25" mechanism, and replace it with a 3.5"? I've heard about these 3.5" upgrades for the XF551, but is this how simple it is done, or do you have to upgrade the ROM chip on the XF551 motherboard?

Thanks.
Christian.

4166. Re: PAL upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Graham Thornton <nero@chicagonet.net>
Message-ID: <01bd737b$65e94540$b0f7c9c7@cct-w95-gtho>
Source record: 63477

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.980428185719.13020C-100000@fissure.scar.utoronto.ca>...
> I was told long ago that a Canadian (North American) Atari 800xl could
not
> be upgraded to PAL and still work because of the electricity frequency in
> Canada? Was I mislead or is there any truth to this?
>
> Does anyone use a PAL upgraded Atari 8bit in Canada/U.S. that could clear
> up any misunderstandings? I still have some PAL only games that I would
> love to check out. I even heard Double Dragon was released (PAL only),
> but I think that was just a rumour....

Alan,

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Hope this helps

Graham.

4167. Re: Favorite Game: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6i7no1$5vn$1@nnrp1.dejanews.com>
Source record: 63478

In article <rumpf.1-2904980944580001@128.146.74.157>,
rumpf.1@osu.edu (Robert Rumpf) wrote:
>
> I don't recall seeing this one pop up on anyone's list of favorite 8-bit
> games. I can't tell you how many hours I spent in this world, as well as
> the sequel (AR: The Dungeon). I remember seeing the guys who designed
> the games posted a synopsis of what the entire 8-part game would have been
> like, along with spoilers - made me dig out the 800XL and boot it back
> up... <sniff>...
>
I really don't like that kind of games, lots of time to load makes real
disk-drive busters, i think i will give them a try when i get my SIO2PC...
The arcades in the other side are great to play:
Montezuma's Revenge: How is the end of this game???
Fort Apocalypse: WOW���
Eastern Front 1941: Can't be beaten..
Archon: Great battles...
Karateka
International Karate Champinship...
Boulder dash: I've never going further level 5.....
Wlockzijik ¿Is the name right???? form Avalon, one of the best plataformers...
Centipide
Defender.....
And hundreds of others, not forgetting all those great games that we, ok i,
used to type from old Antic mags.....

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4168. Re: Problem: PC Disk Drive R/W atari disks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd738b$534f5b80$0201010a@g6-300xl>
Source record: 63479

Sid Pacman <erasmus@8-bit.space.invaders> wrote in article
<Pine.GSO.3.96.980421071220.1029A-100000@iglou2>...
> On 18 Apr 1998, Jason BOyko (ae922 at sfn period saskatoon period
> sk period ca) wrote:
> -> i have downloaded a billion (well 3 or so) utilities for creating
> -> disks that should be able to be read in my atari disk drive for
> -> my PC...
> [lots of verbiage in the original posting has been snipped]
> ->can anyone help me here? tell me whats wrong?
>
> Your original posting was so vague and murky (not to mention the
> juvenile impression left by your use of exaggeration and the small
> "i") that it's hard to say exactly what the problem is. But if you
> made one thing clear, it's that you haven't gotten anything to work.
>

Are you this obnoxious in real life or just because you're hiding behind a keyboard and monitor and are bitter because the upteenth girl turned you down for a date early this evening?

I also read the original post and understood it perfectly. I didn't respond because I saw that someone else had the same answer I *would* have posted using myutil. Obviously you are alone in your "not understanding" his posting because I see several replies and yours is the only one that seems to have a problem understanding it. I suggest you improve your reading comprehension skills before you critize how other people write. Or better yet, don't criticize at all. Just keep your mouth shut if you don't understand something. You are certainly not the only one with the same solution.

4169. FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6i7p5v$853$1@usenet.kent.edu>
Source record: 63480

Ok, here it is...

1) Encounter - riveting 3D game, great sound and colors
2) Ballblazer - one of the best 2 player games of all time
3) Necromancer - I've played this hours at a time
4) Return of Heracles - I love it! (don't know why exactly)
5) Mig Alley Ace - another great 2-player
6) Defender - better than the arcade version I think, I could never master it
7) Karateka - the graphics got me on this one
8) Enchanter/Suspended - Infocom = cool

Oh, and DRELBS! What a strange game! I'm sure there are more but
those are the ones that come to mind.

4170. Re: 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: Chris <room101@nospam.com>
Message-ID: <6i7t4v$s4b$1@winter.news.erols.com>
Source record: 63481

Hi there. I had the same problem and at the time was adventurous... more like fed-up!

I just removed the two wires from the photo-detector and connected them together. Voila! It now formats or writes to anything! No need for the protect notch to be covered. If you are worried about erasing something, just add a switch in place of the junction you just made. In fact, that sounds like a good idea!

Chris
Bob Clark wrote in message <3545F695.221B4CD0@olemiss.edu>...
>My last working 1050 is having problems. It refuses format disks or
>even to write to disk. I believe that the problem is the write protect
>circuit: either the photodiode or the LED has quit. I have a couple of
>questions for the dedicated hardware people out there.
>
>I do not have any technical data on this drive. What are the best
>sources of information on Atari hardware (schematics, timings, test
>point voltages, parts lists, etc.).
>
>What I'd really like to do is just to install a toggle switch for the
>write protect. I've read that a couple of people have done this. First
>of all, since I don't trust my own visual identification, is the
>photodiode on the top side of the mechanism or the bottom? Do I need to
>put a current limiting resistor in the circuit or can I just short the
>circuit.
>
>Thanks in advance
>
>--
>Bob Clark
>
>

4171. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3547716c.2461143@news.demon.co.uk>
Source record: 63482

Only 10....hell, that's a tough choice..

1. Jumpman..........
2. Bandits & Threshold.....
3. Spelunker..............
4. Star Raiders...........
5. Pharoahs Curse.........
6. Bounty Bob.............
7. Bruce Lee..............
8. Dropzone...............
9. Rescue on Fractulas.....
10. Gorf..................

OK, I like shooters and platformers but no ones perfect :)

TBH, I could have added another 30 titles and still put them in no set order of favouritism. All I want now is A800win or DOS to fix the joystick prob in Bounty Bob and I will be a happy bunny :)
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4172. Re: 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6i7tv6$qo0$1@dartvax.dartmouth.edu>
Source record: 63483

Chris writes:

>I just removed the two wires from the photo-detector and connected them
>together. Voila! It now formats or writes to anything! No need for the
>protect notch to be covered. If you are worried about erasing something,
>just add a switch in place of the junction you just made. In fact, that
>sounds like a good idea!

Sounds like the switch that I have installed on my 810 and 1050. A
bunch of us in our users group had switches that would bypass the
write protect. For the 810, the switch had a third position that was
wired so that any sector writes would produce bad sectors.

It was nice being able to use both sides of disks without
hole-punching the write-protect tabs.

--PC

--
"And he [Christopher Robin] respects Owl, because you can't help respecting
anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling
isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

4173. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-29 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <6i89l9$d34$1@nnrp1.dejanews.com>
Source record: 63484

"Vidar \"Hawk\" Olavesen wrote
>
> Dropzone !!!! One of my faves too! It's explosion was so brilliant!
>
> "Iain Laskey"

> > What was that Defender type thing with a guy with a jetpack - written by
> > Archer Maclean ISTR. Damned good!

Dropzone rocked !

Best played with a Quickshot 2 suckered to the table top, index finger poised on fire. Spare hand free to apply smart bomb or shield when things got too outta hand.

Anyone know what Mr McLean does know? He would have been a great guy for Atari to get to write games for their Falcon or Jag systems. World Karate Champs, that was cool too. Some excellent karate moves, and 3 player action! And a 3-d pool game too I think? (well, 2 outta 3 ain't bad !) In fact in and OLD C&VG magazine he was rumuoured to have written a version of Elite for the /|\ 8-bit (but sadly it was just that)

Anyhow, what do you think the Dropzone guy was doing after a wave was completed? Waving, saluting, cleaning his visor or picking his nose???!!! :-)

Cheers,

John E Cash.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4174. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: starsabre@oui.com
Message-ID: <269680606.58723915@oui.com>
Source record: 63337

A disk load game I still love and want to find a good copy of is Buried Bucks.
Flying a helicopter underground, blsting open my own caverns. Wild.

jt

4175. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Es7x0I.7M8@cix.compulink.co.uk>
Source record: 63338

In article <6i89l9$d34$1@nnrp1.dejanews.com>,
john.moffat@lion-nathan.co.nz () wrote:
> Anyone know what Mr McLean does know? He would have been a great guy for
> Atari to get to write games for their Falcon or Jag systems. World Karat
Last thing I knew of was a 3d poole/snooker game in the early 90's that
got rave reviews and did very well for itself. He is still a well
respected coder/developer in the UK and at the time of the last game got
shed-loads of magazine space with interviews etc. He tends to be a
perfectionist and only does what he wants and releases it when he thinks
it's perfect, judging by what I've read.

> OLD C&VG magazine he was rumuoured to have written a version of Elite fo
> r the /|\ 8-bit (but sadly it was just that)
The vast majority of Elite are now PD after the original author released
them to all to the net via his web site (don't know the address).

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4176. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Es7x0K.7Mu@cix.compulink.co.uk>
Source record: 63339

In article <269680606.58723915@oui.com>, starsabre@oui.com (jt august)
wrote:

> A disk load game I still love and want to find a good copy of is Buried
> Bucks.
> Flying a helicopter underground, blsting open my own caverns. Wild.
Great game. Wasn't it a type-in listing originally? Good fun and had a
real strategy element too.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4177. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd741b$13f675a0$f4374382@vidar>
Source record: 63340

I heard about the Elite rumour too. BBC version was not as good as the
Atari version and they refused to release the Atari version, cause their
version should be the best. Anybody know if this is true ? Who has the code
? Somebody please finish it :-)

Take Atarian care

"Iain Laskey" <ilaskey@cix.compulink.co.uk> wrote in article
<Es7x0I.7M8@cix.compulink.co.uk>...
> In article <6i89l9$d34$1@nnrp1.dejanews.com>,
> john.moffat@lion-nathan.co.nz () wrote:
> > Anyone know what Mr McLean does know? He would have been a great guy
for
> > Atari to get to write games for their Falcon or Jag systems. World
Karat
> Last thing I knew of was a 3d poole/snooker game in the early 90's that
> got rave reviews and did very well for itself. He is still a well
> respected coder/developer in the UK and at the time of the last game got
> shed-loads of magazine space with interviews etc. He tends to be a
> perfectionist and only does what he wants and releases it when he thinks
> it's perfect, judging by what I've read.
>
> > OLD C&VG magazine he was rumuoured to have written a version of Elite
fo
> > r the /|\ 8-bit (but sadly it was just that)
> The vast majority of Elite are now PD after the original author released
> them to all to the net via his web site (don't know the address).
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT Journalist *
> **
>

4178. ATARI XL/XE HARDWARE IS WANTED !!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: jpages@club-internet.fr
Message-ID: <35484be4.1894201@news.club-internet.fr>
Source record: 63341

I'M SEARCHING FOR ALL ATARI XL/XE HARDWARE LIKE :

600xl/800xl/65xe/130xe

and...

1050 disk drive and tablet

Every kind of hardware is wanted...

please contact me...

yotiskl@club-internet.fr

4179. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Es83F2.3pA@cix.compulink.co.uk>
Source record: 63342

In article <01bd741b$13f675a0$f4374382@vidar>, olavese@online.no (
Olavesen) wrote:

> I heard about the Elite rumour too. BBC version was not as good as the
> Atari version and they refused to release the Atari version, cause their
> version should be the best.
Very unlikely I'd have thought. If you were a firm would you not release a
product because it was better than the previous version? Even if some
serious egos were involved I doubt any firm would take such a crass view
of their economic position.

I've always assumed the rumour was a product of atari-fever/wishful
thinking. I'm sure you could do a damned good version on the 8bit,
probably half way between the beeb and ST/PC versions. You'd need some
pretty cunning use of gr.8/PM Gfx to get the resolution and add in some
colours though ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4180. Re: atari to IBM dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35485A82.5F5834D@ix.netcom.com>
Source record: 63343

Phoenix wrote:
>
> +AD4-Al,
> +AD4- There are many ways to move the files to a PC, but to use these file
> +AD4-with PC word processors, save the AtariWriter files in RTF (Rich Text
> +AD4-Format). This will pretty much preserve any formatting of the text and
> +AD4-make it fully readable to the PC word proceaaor.
>
> How about the reverse? An acquaintance E-mailed me the text of a Basic
> program for the Atari. Now: reading the file with Qutlook express on an IBM
> PC, how can I get it into an Atari EMU, and save it to +ACI-Disk+ACI- and run it?
> Even if the disk is emulated, it doesn't matter. I would really like to run
> the progam.
>
> Peace,
>
> PX

Phoenix,
You should be able to run any BASIC program and even some BASIC XL
programs (BXL runtime package necessary for this) on any of the
emulators. The PCXf 98 is the only one so far of the PC Xformer series
that seems to be able to use the BXL runtime.
As for moving files from the PC to the 8-bit, definitely get A.P.E. and
an SIO2PC cable! The null modem system works too, but slowly. The XF
cable and PCXf is read only on the PC.
Downloading files for the 8-bit on the PC is no big deal and can be
easily moved to a real 8-bit system.
Hope this helps. Good Luck!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4181. Re: 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35485CBA.386530F5@ix.netcom.com>
Source record: 63344

Chris wrote:
>
> Hi there. I had the same problem and at the time was adventurous... more
> like fed-up!
>
> I just removed the two wires from the photo-detector and connected them
> together. Voila! It now formats or writes to anything! No need for the
> protect notch to be covered. If you are worried about erasing something,
> just add a switch in place of the junction you just made. In fact, that
> sounds like a good idea!
>
> Chris
> Bob Clark wrote in message <3545F695.221B4CD0@olemiss.edu>...
> >My last working 1050 is having problems. It refuses format disks or
> >even to write to disk. I believe that the problem is the write protect
> >circuit: either the photodiode or the LED has quit. I have a couple of
> >questions for the dedicated hardware people out there.
> >
> >I do not have any technical data on this drive. What are the best
> >sources of information on Atari hardware (schematics, timings, test
> >point voltages, parts lists, etc.).
> >
> >What I'd really like to do is just to install a toggle switch for the
> >write protect. I've read that a couple of people have done this. First
> >of all, since I don't trust my own visual identification, is the
> >photodiode on the top side of the mechanism or the bottom? Do I need to
> >put a current limiting resistor in the circuit or can I just short the
> >circuit.
> >
> >Thanks in advance
> >
> >--
> >Bob Clark
> >
> >

Bob,
At one point I designed a one chip circuit and DPDT center off switch
arangement that allowed normal Atari mode, FULL protect, and full write
access. The normal DPDT switch arangement only allows full write and
normal mode. There were times when the full protect mode came in handy.
If anyone is interested, I'll dig up the schematic for it. It took more
wiring, byt worked pretty well. This system also included a red LED for
full write mode and a green LED for full protect mode. I don't remember

if I had one for normal (yellow for Atari normal mode).
That XF 551 drive also had Bob Puff's XF Enhancement controller (the
one that allows formatting of flippy disks) in it too. What a drive!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4182. Re: atari to IBM dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <#0eEF4Dd9GA.294@uppubnews03>
Source record: 63345

+AD4-Phoenix,
+AD4- You should be able to run any BASIC program and even some BASIC XL
+AD4-programs (BXL runtime package necessary for this) on any of the
+AD4-emulators. The PCXf 98 is the only one so far of the PC Xformer series
+AD4-that seems to be able to use the BXL runtime.
+AD4- As for moving files from the PC to the 8-bit, definitely get A.P.E. and
+AD4-an SIO2PC cable+ACE- The null modem system works too, but slowly. The XF
+AD4-cable and PCXf is read only on the PC.
+AD4- Downloading files for the 8-bit on the PC is no big deal and can be
+AD4-easily moved to a real 8-bit system.
+AD4- Hope this helps. Good Luck+ACE-

O, yeah, I do know about that, but here's the problem:

1. Text file typed up on an IBM PC
2. Emulator on Same PC
3. Import file somehow into emulator and run.

I figure a plain text file can be read somehow off the same HD by the EmU.
I also figured the EMU has to 'initialize a disk for use+ACI- before this is
doable so it can be saved to a disk image.

Please help explain how this can be done, if it can.

PX

4183. Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998043014192900.KAA02197@ladder01.news.aol.com>
Source record: 63346

I read that the Atari version of Elite had been coded half way through...
Unfortunately, the programmers left and the game remained unfinished; it seems
the company couldn't find coders good enough to finish the project...
Don't know if it's true...
I'm sure a C64 or Apple II port should be pretty easy to do, though...

4184. Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998043014193000.KAA00918@ladder03.news.aol.com>
Source record: 63347

For a change, let's try out a list of truly awful games; avoid the following by all means!

My selection:

Airstrike (English)
Apple Panic (Broderbund)
B-Ware games: any!
Cannibals (?)
Castle Top (?)
Caverunner (English)
Crypts Of Plumbous (Cosmi)
Dambusters (?)
Fishing Fun (?)
Forbidden Forest (Cosmi)
Gorgon (and, for that matter, anything else from General Masters)
Green Beret (Imagine)
Haunted Hill (Swifty)
Hawkmoon (LK Avalon)
House Of Usher (Kingsoft/Midas)
Jaffar (Mirage)
Kamikaze (Star Gazer Ent.)
Karmic Caverns (Len Dorfman/PMI)
Kayos (Computer Magic)
Kissin' Kousins (English)
Knockout! (Anco)
Krazy Kopter (English)
Leisure & Business games: Cybernome and Shatablast
Mad Jax (Red Rat)
Monkey Magic (Alternative)
Moon Patrol (Avalon Hill)
Piekielko (LK Avalon)
Red Baron (Sebree Computing)
Richard Petty's Talladega (Cosmi)
Rosen's Brigade (Gentry)
Speed Zone (Mastertronic)
Springer (Tigervision)
Stargate (Atari)
Universal Hero (Mastertronic)
Xenon Raid (English)
etc.

4185. Re: 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: Bob Clark <bjclark@olemiss.edu>
Message-ID: <354888DE.B48F71DC@olemiss.edu>
Source record: 63348

Thanks to all that replied. I now no that its safe to simply short the photodiode circuit, but I still have one question. Is the photodiode on the top or the bottom of the mechanism? I really don't trust my visual identification. I'm just guessing that the LED is NIR and that I couldn't see anything from it anyway, but I certainly don't see any light.

Robert, that certainly seems as if it would be a useful modification. Under full write mode, won't it allow formatting flippy disks? As my system stands I already have the full protect mode. :-)

Thanks again.

Robert S Ely wrote:

> Chris wrote:
> >
> > Hi there. I had the same problem and at the time was adventurous... more
> > like fed-up!
> >
> > I just removed the two wires from the photo-detector and connected them

.....snip.....

> Bob,
> At one point I designed a one chip circuit and DPDT center off switch
> arangement that allowed normal Atari mode, FULL protect, and full write
> access. The normal DPDT switch arangement only allows full write and
> normal mode. There were times when the full protect mode came in handy.
> If anyone is interested, I'll dig up the schematic for it. It took more
> wiring, byt worked pretty well. This system also included a red LED for
> full write mode and a green LED for full protect mode. I don't remember
> if I had one for normal (yellow for Atari normal mode).
> That XF 551 drive also had Bob Puff's XF Enhancement controller (the
> one that allows formatting of flippy disks) in it too. What a drive!
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

--
Bob Clark

4186. Re: Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: Graham Thornton <nero@chicagonet.net>
Message-ID: <01bd7447$7004ba60$b0f7c9c7@cct-w95-gtho>
Source record: 63349

JMouchmino <jmouchmino@aol.com> wrote in article
<1998043014192900.KAA02197@ladder01.news.aol.com>...
> I read that the Atari version of Elite had been coded half way through...
> Unfortunately, the programmers left and the game remained unfinished; it
seems
> the company couldn't find coders good enough to finish the project...
> Don't know if it's true...
> I'm sure a C64 or Apple II port should be pretty easy to do, though...
>

I've heard many rumours about Elite for the Atari, including that the game was finished but never released because Acornsoft thought it was *too* good and would detract from the BBC version.

I personally don't believe that one, and I don't know enough about 6502 assembler to guess how complex an Apple port would be.

Perhaps some our very talented East European friends could take some time out of developing ever more impressive demos to port this classic game to the Atari?

For those interested, Ian Bell's Elite home page is:

http://people.netcom.co.uk/i.bell/elite/Default.html

and you can download the original Elite for most systems from there.

Graham.

4187. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998043015081800.LAA05594@ladder01.news.aol.com>
Source record: 63350

jmouchmino@aol.com (JMouchmino) wrote:

<<For a change, let's try out a list of truly awful games; avoid the following
by all means!

My selection:

Airstrike (English)
Apple Panic (Broderbund)
B-Ware games: any!
Cannibals (?)
Castle Top (?)
Caverunner (English)
Crypts Of Plumbous (Cosmi)
Dambusters (?)
Fishing Fun (?)
Forbidden Forest (Cosmi)
Gorgon (and, for that matter, anything else from General Masters)
Green Beret (Imagine)
Haunted Hill (Swifty)
Hawkmoon (LK Avalon)
House Of Usher (Kingsoft/Midas)
Jaffar (Mirage)
Kamikaze (Star Gazer Ent.)
Karmic Caverns (Len Dorfman/PMI)
Kayos (Computer Magic)
Kissin' Kousins (English)
Knockout! (Anco)
Krazy Kopter (English)
Leisure & Business games: Cybernome and Shatablast
Mad Jax (Red Rat)
Monkey Magic (Alternative)
Moon Patrol (Avalon Hill)
Piekielko (LK Avalon)
Red Baron (Sebree Computing)
Richard Petty's Talladega (Cosmi)
Rosen's Brigade (Gentry)
Speed Zone (Mastertronic)
Springer (Tigervision)
Stargate (Atari)
Universal Hero (Mastertronic)
Xenon Raid (English)
etc.>>

Damn, Bertrand! I have to say I don't remember having the displeasure of playing most of these crap games, but I do agree that Springer was complete garbage! (Nice label though, illustrated by Ross, who did the Miner 2049er illustration.) Some other games that I think really suck are:

Halftime Battlin' Bands (CBS)...Probably the dumbest idea ever for a videogame. Ugh.

Alien Garden (Epyx)...Umm...what are you supposed to be doing in this game?

Frogger II: Threedeep (Parker Bros.)...I know a lot of you will disagree with me on this, but I love the original so much that I was expecting so much from this one. I really hate it. Can't play it for more than a minute.

Chicken (Synapse)...One of the lamest Kaboom rip-offs ever. (I believe it was after Kaboom, right?) It's hard to believe this came from the same people that brought us Shamus, Ft. Apocalypse, Blue Max and Necromancer. Great title, huh? Chicken!

Astrochase (First Star/Parker Bros.)...Only because after the mind-blowing (back then) intro, the actual game was such a letdown!

Congo Bongo (Sega)...My friend convinced me to buy this instead of Jumpman Junior. I may have actually cried after realizing I wouldn't have enough money for another game for weeks. I eventually talked the salesman into believing that my mom got me the wrong game, and he let me exchange it. This really was a lame-ass conversion.

Bug Hunt (Atari)...Does anybody actually ever play this game? I mean I like the other light gun games...Crossbow, Crime Buster, Barnyard Blaster...but what were they thinking when they made this the pack-in for the XE? "Look at our great new system with green monochromatic graphics!" What a pile.

Well, that's all I have time for right now. I'm sure I'll think of a few others. Later.

-Scott Wozniak

4188. Re: 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3548a44e.11555581@news.pressenter.com>
Source record: 63351

On 29 Apr 1998 19:10:30 GMT, crow@coos.dartmouth.edu (Preston F. Crow)
wrote:

>Chris writes:
>
>>I just removed the two wires from the photo-detector and connected them
>>together. Voila! It now formats or writes to anything! No need for the
>>protect notch to be covered. If you are worried about erasing something,
>>just add a switch in place of the junction you just made. In fact, that
>>sounds like a good idea!
>
>Sounds like the switch that I have installed on my 810 and 1050. A
>bunch of us in our users group had switches that would bypass the
>write protect. For the 810, the switch had a third position that was
>wired so that any sector writes would produce bad sectors.
>
>It was nice being able to use both sides of disks without
>hole-punching the write-protect tabs.
>
>--PC

I seem to remember still another type of switch that had 3 positions:
1) protected
2) unprotected
3) determined by disk punch hole (the original method)

*** Please make sure responses are also sent via email.

4189. Re: atari to IBM dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3549a69e.12148266@news.pressenter.com>
Source record: 63352

On Thu, 30 Apr 1998 09:43:13 -0400, "Phoenix"
<jeff_kemper@email.msn.com> wrote:

>+AD4-Phoenix,
>+AD4- You should be able to run any BASIC program and even some BASIC XL
>+AD4-programs (BXL runtime package necessary for this) on any of the
>+AD4-emulators. The PCXf 98 is the only one so far of the PC Xformer series
>+AD4-that seems to be able to use the BXL runtime.
>+AD4- As for moving files from the PC to the 8-bit, definitely get A.P.E. and
>+AD4-an SIO2PC cable+ACE- The null modem system works too, but slowly. The XF
>+AD4-cable and PCXf is read only on the PC.
>+AD4- Downloading files for the 8-bit on the PC is no big deal and can be
>+AD4-easily moved to a real 8-bit system.
>+AD4- Hope this helps. Good Luck+ACE-
>
>
>O, yeah, I do know about that, but here's the problem:
>
>1. Text file typed up on an IBM PC
>2. Emulator on Same PC
>3. Import file somehow into emulator and run.
>
>I figure a plain text file can be read somehow off the same HD by the EmU.
>I also figured the EMU has to 'initialize a disk for use+ACI- before this is
>doable so it can be saved to a disk image.
>
>Please help explain how this can be done, if it can.

Ok here's how....

Use Atari800Win for the emulator. It has a capability to map a
directory on a PC drive as an Hx: volume on the emulated Atari. Now,
this "Hx:" drive is very limited for obvious reasons. What you can do
though, is in the emulated Atari, copy a file from an H drive to a
disk image drive. Obviously, you will need a valid disk imagem drive
for the destination and some kind of Atari file system to make use of
it.

I used SpartaDOS 3.3 Pro or something like that under Atari800Win 1.9.
Worked for me but had some sporadic results using the H drive. I had
to fiddle a bit like restart Atari800Win and stuff. Don't remember
what all, but I was learning about how it worked at the time.

*** Please make sure responses are also sent via email.

4190. Re: Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <6iaccr$14m0$1@nntp6.u.washington.edu>
Source record: 63353

In article <01bd7447$7004ba60$b0f7c9c7@cct-w95-gtho>,
Graham Thornton <nero@chicagonet.net> wrote:

>I've heard many rumours about Elite for the Atari, including that the game
>was finished but never released because Acornsoft thought it was *too* good
>and would detract from the BBC version.
>
>I personally don't believe that one, and I don't know enough about 6502
>assembler to guess how complex an Apple port would be.

Well, an Apple port has been done (you can get it from the official web page).
I forget if there's a Commodore port. 6502 assembler isn't really the problem
(because the BBC has a 6502, as do the Apple, Atari, Commodore, and Nintendo --
yes, there is a NES version on the web page). The obstacle would be the
variations in the machines' graphics-hardware design philosophy and speed.

-- Derek

4191. Atari 410 and 2600 Game Player Plus Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: julia_33@hotmail.com
Message-ID: <6iakvv$h5k$1@nnrp1.dejanews.com>
Source record: 63354

For sale plus postage. E-mail me at: julia_33@hotmail.com
if interested.

Atari 410 $10

Atari 2600 $35 plus all of the following game cartridges

Night Driver
Pac Man
Berzerk
Space Invaders
Superman
Brain Games
Donkey Kong
Krull
Missile Command
Phoenix
Asteroids
Air-Sea Battle
Freeway
Combat
Yar's Revenge
Reply
Reply All
Forward
Delete
Previous
Next
Close

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4192. Re: atari to IBM dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: Bob Clark <bjclark@olemiss.edu>
Message-ID: <3548BAFF.AFC461FB@olemiss.edu>
Source record: 63355

There are a couple or so ways to do this easily. You'll need to get a couple of utilities, though.

First of all, if the file is a simple text file in ASCII, you'll need to convert it to ATASCII. Remember that you need to convert all CR LF's to Atari LF characters. The utility TT.EXE, available in several archives, will do this, as well as the reverse. It's really handy for getting old word processor files from the Atari to MSDOS, too. Once you do this, the rest is pretty simple.

The emulator XL-IT 0.20 allows you to mount a file as a disk drive. If you wanted you could then copy the file into a disk image file. Other emulators allow this as well, I'm just more familiar with XL-IT. You can create new disk image files by using MSDOS to copy a disk image to a new file name, mount the file in your emulator, and then erasing all of the files on the disk.

Another easy way I have found is to use ATRIMG11.EXE, which is available at several archives. This program runs on a MSDOS computer (Win95 works for me.) and moves files on the MSDOS file system into and out of .ATR disk image files. It can even create new disk images. It works with MYDOS and Atari DOS disks, but doesn't seem to read SpartaDOS disk directories.

Another program of this sort is IMAGEMAN.EXE. Take care with this one though. I tried it out under Win95 and it mangled the disk images beyond use. It works in MSDOS mode though.

Hope this helps.

--
Bob Clark

Phoenix wrote:

> O, yeah, I do know about that, but here's the problem:
>
> 1. Text file typed up on an IBM PC
> 2. Emulator on Same PC
> 3. Import file somehow into emulator and run.
>
> I figure a plain text file can be read somehow off the same HD by the EmU.
> I also figured the EMU has to 'initialize a disk for use+ACI- before this is
> doable so it can be saved to a disk image.
>
> Please help explain how this can be done, if it can.
>
> PX

4193. FA: Spectravideo 328 w/904 drive and 40 tapes @ $5.50

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6iaefm$23a$2@geraldo.cc.utexas.edu>
Source record: 63356
Cross-posted to:
rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,comp.sys.cbm,alt.comp.msx,comp.sys.msx

I thought someone here might be interested in this. Follow this link for more
info or to bid. The high bid right now is only $5.50, it ends in a few days.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12111506

Here's the description, sorry for the poor formatting, but if you go to Ebay
it's formatted correctly:

Spectravideo SV328 computer with a 904 tape drive and 40 different original
cassette programs. The SV328
was an early 80's quasi-MSX computer with 80K of RAM. A pretty
interesting little piece of machinery. This
unit works fine, as does the tape drive. It includes the power supply,
original switchbox, and cable for the tape
drive. I tested about 10 of the tapes and they all worked. The 40 titles
are (titles with an asterisk include the
original insert): 3-D Tic Tac Toe*, Acutype*, Address Book*, Armoured
Assault*, Biorhythm*, Compatability,
Financial Calculator*, Findit*, Graph Master, Introduction to BASIC*,
Juno Lander, Killer Car, Kung Fu
Master*, Masterbrain, Maze Cup Champion*, Memory Trainer, Mini Golf*,
Morse Code Tutor, Music
Composer, Ninja, Nomis, Number Game, Old Mac Farmer, Puzzlemaster,
Spectra Break*, Spectra
Checkbook, Spectra Diary*, Spectra File Cabinet*, Spectra Font Editor*,
Spectra Home Economist*, Spectra
Sprite Editor*, Spectra Type*, Spectrabrain, Spectramind, Spectron, Star
Words, SV Jungle, Swing Man, U.S.
Geography 1, and U.S. Presidents*. Buyer prepays plus shipping. Thanks!

--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/

4194. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-04-30 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd747e$771ca830$f0ffc2d0@bsears>
Source record: 63357

10 Favorite 8 Bit Games:

Archon

Everyone's played this one. Chess-like strategy/battle game

PitFall II

Very cool, especially the "second world" which I could never solve. Anyone got a walk through for it?

Gauntlet

(not like arcade -- this was a shareware game). You fly a little ship around and battle aliens. You have an energy shield and fly from screen to screen. The last 50 screens are inside caves. Good graphics, very challenging. Anyone know where to get a copy these days?

Defender

Easier to play than arcade because I found the arcade controls difficult to master -- the 8 bit version is better with the joystick. Otherwise, its very true to the arcade version. Its pretty easy. I got to where I could play continually at about a million points per hour for however long I wanted, but I don't think I ever scored more than 11 million.

Mr. Robot and His Robot Factory

A very cool game.

Captain Beeble

Guy flies around with a jetpack, bouncing off walls. Goal is to pick up an energy crystal while avoiding moving aliens, then return it to a box within a certain amount of time. Very challanging upper levels!

AngelWorms

What a crazy game! The goal is basically to navigate a growing worm around the screen while your oponent does the same. The front of your worm moves faster than the back end, so the worm grows. If you crash into yourself, your opponent, or the wall, you loose the round. The longer the timer runs, the more the "round" is worth. You play until one player gets a certain number of points. My dad, who was in his 50s at the time, LOVED that game and we would play it for hours when I was about 13-14 years old.

Energy Czar

A cassette atari education game. Basically you control the nations energy policy and try to become popular. I don't think it was possible to win if your "bias" was solar!

Lunar Outpost

You had to fly a ship around an underground lunar outpost picking up energy rods and avoiding obstacles. Very tricky.

Atom Blaster

You have a tiny space ship and successively work your way through the periodic table of elements shooting electrons off each atom. When you shoot all the electrons, the nucleus explodes and you move on to the next element. However, the more missing electrons, the more you are pulled into the nucleus (where your ship explodes). I don't think I ever got past Flourine. If anyone else ever got much higher, I salute you! My friend Robbie and I were on a quest to get to Uranium, but given the amount of pull the nucleus had and the amount of thrust the ship had, I think it would have been impossible.

Brant Sears
bsears@physix.com

4195. still having atari800 emu problems..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6idla8$4gp@bgtnsc01.worldnet.att.net>
Source record: 63235

I just downloaded the atari roms from daves classic, and for some reason the newest atari800 bulid doesn't recognise them as the correct roms.. anyone else having this problem??
Help!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4196. FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <894069338@stackbbs.xs4all.nl>
Source record: 63236

-=> Quoting Arickett@kent.edu to All <=-

Ar> Oh, and DRELBS! What a strange game! I'm sure there are more but
Ar> those are the ones that come to mind.

Ah! that reminds me of another strange game. Bandit or Bandits.
The sounds produced by that game made me think of someone... well...
farthing or something similar.
But the game was great.

Bo.
___ Blue Wave/386 v2.30

4197. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <894069339@stackbbs.xs4all.nl>
Source record: 63237

-=> Quoting Bsears@physix.com to All <=-

Bs> Defender

Bs> Easier to play than arcade because I found the arcade controls
Bs> difficult to master -- the 8 bit version is better with the joystick.
Bs> Otherwise, its very true to the arcade version. Its pretty easy. I got
Bs> to where I could play continually at about a million points per hour
Bs> for however long I wanted, but I don't think I ever scored more than 11
Bs> million.

You could play forever? Wow! Amazing! Never lasted that long.
Those nasty aliens always mutated and started to follow me until I blew up.
At a certain point in time I could play Pac-Man forever on a 2600 though.

Bs> Atom Blaster

Bs> You have a tiny space ship and successively work your way through the
Bs> periodic table of elements shooting electrons off each atom. When you
Bs> shoot all the electrons, the nucleus explodes and you move on to the
Bs> next element. However, the more missing electrons, the more you are
Bs> pulled into the nucleus (where your ship explodes). I don't think I
Bs> ever got past Flourine. If anyone else ever got much higher, I salute
Bs> you! My friend Robbie and I were on a quest to get to Uranium, but
Bs> given the amount of pull the nucleus had and the amount of thrust the
Bs> ship had, I think it would have been impossible.

Yeah, that one was a favourite too, well, still is :)
I dunno, nowadays people finish those pc games using cheat codes,
I don't know if this is/was possible on the 8-bit too...
Anyone know of cheat codes for the XL/XE?

Bo.
___ Blue Wave/386 v2.30

4198. Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <894069340@stackbbs.xs4all.nl>
Source record: 63238

-=> Quoting Jmouchmino@aol.com to All <=-

Jm> For a change, let's try out a list of truly awful games; avoid the
Jm> following by all means!
Jm> My selection:

[snip]
Jm> Apple Panic (Broderbund)
[snip]

Com'on. Apple Panic wasn't that bad. I loved it.
You needed some strategy to get further all the time.
Maybe they shoud have replaced the apple's by little MAC's, hehehe.
You mentioned Springer to I believe.
That one too wasn't that bad.
Maybe you could specify why you didn't like the games?

Bo.
___ Blue Wave/386 v2.30

4199. Re: SpartaDos-X Cart info

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: "Craig S. Thom" <Craig@Thom.org>
Message-ID: <6idtj8jkq1@camel20.mindspring.com>
Source record: 63239

Mathy van Nisselroy wrote in message
<3545CA58.26F9F6A9@reze-1.rz.rwth-aachen.de>...

>Could you tell me if SDX (or any other version of SD or even any other
program)
>ever tries to access OS RAM while it is in Banked Memory?

No, not if it is configured to use BANKED or NONE.

Craig S. Thom | http://www.thom.org - Newer! Brighter!
Craig@thom.org | Now with 75% more white squirrels!

4200. Re: still having atari800 emu problems..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <ebid18Wd9GA.178@uppubnews03>
Source record: 63240

GAREEE+ACE- wrote in message +ADw-6idla8+ACQ-4gp+AEA-bgtnsc01.worldnet.att.net+AD4-...
+AD4-I just downloaded the atari roms from daves classic, and for some reason
the
+AD4-newest atari800 bulid doesn't recognise them as the correct roms.. anyone
+AD4-else having this problem??
+AD4-Help+ACE-
+AD4-

I had the same problems, this is how I solved it:
Delete the .cfg file. Place all the OS roms in the default dir, and when
you run the Atari800.exe, hit enter to all the prompts to set them to
default (you can change the directories for the games and stuff manually
with a text editor). It seems that if you specify the exact dir for the
different ROMS (even if it's where they actually are) it doesn't recognize
them.

I'll have to mention that to the author.

PX

4201. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980501183255.26134D-100000@fissure.scar.utoronto.ca>
Source record: 63241

On 1 May 1998, JMouchmino wrote:

> I tried Airstrike again; I still find it completely unplayable (at least the
> original version).
> Apple Panic is really terrible: slow and nearly impossible to control, IMO of
> course...
> Jet Set Willy was fun on other platforms, but it's really awful on the Atari...
> Congo Bongo has to be the most horrible arcade conversion around (tied with
> Stargate...).

Some of the worst 8bit games have to be the sludge that came out in
1980/1981/1982.. there was so much junk software, that I can't even
remember titles.. (better left forgotten)

I agree with Congo Bongo being a stinker, but hey, I liked Jet Set Willy
;-)

Alan
University of Toronto
Computer Science, Management and Economics

4202. Re: Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980501184900.26134F-100000@fissure.scar.utoronto.ca>
Source record: 63242

On 30 Apr 1998, JMouchmino wrote:

> I read that the Atari version of Elite had been coded half way through...
> Unfortunately, the programmers left and the game remained unfinished; it seems
> the company couldn't find coders good enough to finish the project...
> Don't know if it's true...
> I'm sure a C64 or Apple II port should be pretty easy to do, though...

For the video game ignorant out there.. what is Elite?

Alan
University of Toronto
Computer Science, Management and Economics

4203. Re: PM Graphics Tutorial? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980501182812.26134C-100000@fissure.scar.utoronto.ca>
Source record: 63243

On Fri, 1 May 1998, Eric Cron wrote:

>
> Anybody want to write a tutorial on PM Graphics?
>
> I've been searching around, and I really can't find a straight forward
> tutorial. Sure, some of them are okay, but they usually just end
> up confusing me. You know, "Heres a way to use pm graphics in non-
> standard ways" Geez, I just want the basics. Maybe we can call it
> "Player Missle Graphics for Idiots"

There are hundreds of great P/M graphics tutorials in Antic, Compute, Analog, etc, etc. I have some of the issues, even BASIC ATARI BASIC which covers PM in enough detail so the beginner can catch on. If you want 'free' info I would suggest checking out those FAQ URLs that Michael Current posts every month or even the Antic homepage. (I beleive you can view articles from most of the old Antic magazines.. sorry, don't have the URL on me) If you are interesting in buying a book from me, send private mail..

Alan
University of Toronto
Computer Science, Management and Economics

4204. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980501184341.26134E-100000@fissure.scar.utoronto.ca>
Source record: 63244

On 30 Apr 1998, Swozniak wrote:

>
> Damn, Bertrand! I have to say I don't remember having the displeasure of
> playing most of these crap games, but I do agree that Springer was complete
> garbage! (Nice label though, illustrated by Ross, who did the Miner 2049er
> illustration.) Some other games that I think really suck are:
>
> Halftime Battlin' Bands (CBS)...Probably the dumbest idea ever for a videogame.
> Ugh.
>
> Alien Garden (Epyx)...Umm...what are you supposed to be doing in this game?

Don't know these above 2 games..

>
> Chicken (Synapse)...One of the lamest Kaboom rip-offs ever. (I believe it was
> after Kaboom, right?) It's hard to believe this came from the same people that
> brought us Shamus, Ft. Apocalypse, Blue Max and Necromancer. Great title, huh?
> Chicken!

I disagree! Chicken was one of the better paddle games.. and could have
up to 8 players on a 400/800 system if you had 4 sets of paddles.
Anything by Synapse rules!

> Congo Bongo (Sega)...My friend convinced me to buy this instead of Jumpman
> Junior. I may have actually cried after realizing I wouldn't have enough money
> for another game for weeks. I eventually talked the salesman into believing
> that my mom got me the wrong game, and he let me exchange it. This really was a
> lame-ass conversion.

I agree.. this Congo Bongo truly stunk..

> Bug Hunt (Atari)...Does anybody actually ever play this game? I mean I like the
> other light gun games...Crossbow, Crime Buster, Barnyard Blaster...but what
> were they thinking when they made this the pack-in for the XE? "Look at our
> great new system with green monochromatic graphics!" What a pile.

I have all 4 big Atari XE light gun games.. CrossBow and CrimeBuster are
fantastic in terms of graphics and game play. I found barnyard blaster to
be more disappointing than Bug Hunt. Bug Hunt actually sports some nice
animation that I haven't seen in many other games. All those bugs
crawling around and spinning.. I agree most of the light gun games are
quite mindless (apart from CrossBow and CrimeBuster that at least have a
logical finish) Atari packed Bug Hunt with the XE system becuase they
knew nobody would actually PAY money for it! :)

> -Scott Wozniak

No relation to the BIG Apple dude eh? I guess you hear that all the time.. sorry.

Alan
University of Toronto
Computer Science, Management and Economics

4205. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: af332@james.hwcn.org
Message-ID: <6idojm$2cl@james.hwcn.org>
Source record: 63245

In <Pine.GSO.3.96.980428003408.27400A-100000@user1.teleport.com>, Bravo Sierra Computers <bensmith@teleport.com> wrote:
: Star Raiders on Cartridge.

: Silent Service from MicroProse on Disk.
: ==Thanx==
: ===Ben===

Just to add my two bits to this thread.....

My favourite 8 bit games were, in no particular order....

1. Eastern Front 1941 (This game made me buy an Atari)
2. Star Raiders
3. Donkey Kong (Incredible version)
4. Fort Apocolypse (My jaw dropped when I saw this game)
5. Jawbreaker (gotta love that toothbrush!)
6. Miner 2049'er
7. Shamus
8. Caverns of Mars
9. Mule
10. Defender (Closest to the arcade game)

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4206. Classic Atari 8bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980501185338.26134G-100000@fissure.scar.utoronto.ca>
Source record: 63246

Hi gang!

I was playing some old retro 80s games on Sparcade (a DOS classic arcade game) emulator, and tried out Satan's hollow, TRON and other games. I know Satan's Hollow for the 8bit is VERY VERY nice port. Practically identical.. but I would like to know if the arcade game TRON was ever ported for the atari 8bit? Anybody know?

Alan
University of Toronto
Computer Science, Management and Economics

4207. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: euskara@aol.com
Message-ID: <1998050104162100.AAA28600@ladder01.news.aol.com>
Source record: 63358

Hey all,

This is a most sucessfull thread. I suppose that is because most (if not all) 8 bitters are hopeless nostalgic romantics.
On another subject, I remember legendary fights and batlles (not all on the screen) over Archon. I got so good beating the computer, I would just take one Icon and move it down the board exterminating the enemy. Playing against human beings however was another matter. We used to have games that would last for hours!!
I remember one time my friend came over who was also darn good at archon. We played until each of us had one icon alone on the screen. My icon was the wizard. GUESS WHAT? I hadn't used my imprison spell. Used it and won!!!
I got called everything except a son of my mother he he!

4208. Atari 8bit monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: no.fear@excaliber.net
Message-ID: <3549526F.79C0@excaliber.net>
Source record: 63359

Is there a way to hook up an Atari SC1224 monitor to an Atari 800xl computer? Im sure there is a way for this to be done. Is there a site or a person with the specs on how to do this?

Thanks alot
No Fear

4209. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: euskara@aol.com
Message-ID: <1998050104273000.AAA29741@ladder01.news.aol.com>
Source record: 63360

Talking about all nighters (games that is) I think Bruce Lee was a particulary addicting one. One time I started playing, mustta been 10 pm next time I look at the clock it was 6 am. That was the first time I finished the game. Also discovered the famous cheat that gives you unlimited lives.
People have said that they think this was a bug on the program. I beg to differ. In the original package, they talked about the " secret of immortal life". The yin-yan thingies they had on level 15 only gave you 8 lives and never reappeared after you finished the game.
In case someone doesn't know what the cheat is, in level three going down the stair if manuevered correctly bruce will get stuck on the lower left side rungs. His head starts doing an exorcist imitation (no joke). If the samurai and ninja are directly under him, Bruce starts falling on them (or kicking them) repetedly and you rack up a tremendous amount of points in no time. With that lives start going up. I went 99+ lives. Then play to your heart's content.

4210. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998050106181100.CAA08429@ladder01.news.aol.com>
Source record: 63361

You forgot Jet set willy :)

4211. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Es9suq.JAL@cix.compulink.co.uk>
Source record: 63362

In article <1998043014193000.KAA00918@ladder03.news.aol.com>,
jmouchmino@aol.com (JMouchmino) wrote:
> Airstrike (English)
> Apple Panic (Broderbund)
Hey, I quite liked these two!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4212. Re: Favorite Game: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: tkirby@best.com
Message-ID: <6ic83trko1@shell2.ba.best.com>
Source record: 63363

In article <6i7no1$5vn$1@nnrp1.dejanews.com>, <rojasdelap@yahoo.com> wrote:
>In article <rumpf.1-29049809445800001@128.146.74.157>,
> rumpf.1@osu.edu (Robert Rumpf) wrote:
>>
>> I don't recall seeing this one pop up on anyone's list of favorite 8-bit
>> games. I can't tell you how many hours I spent in this world, as well as
>> the sequel (AR: The Dungeon). I remember seeing the guys who designed
>> the games posted a synopsis of what the entire 8-part game would have been
>> like, along with spoilers - made me dig out the 800XL and boot it back
>> up... <sniff>...
>>
> I really don't like that kind of games, lots of time to load makes real
>disk-drive busters, i think i will give them a try when i get my SIO2PC...

I never had either of the AR games, but I remember lusting after them madly.
I suppose they were a bit out of my price range back then. Still, there
were plenty of multi-disk games that were fabulous. I can't imagine not
liking a game because of a high load time. The load time just increased the
anticipation. :-)

Let's see... there was Autoduel, on four sides, which I loved. I totally
lost myself in the idea of being a futuristic courier/vigilante, even though
I usually got killed before getting too far. I'm waiting for my emulator
of choice to run it correctly, and I shall be very happy.

Hmm... Phantasie II by SSI. My first real RPG. Also on four disk sides.
I have no idea how many hours I spent playing this one. Hours and hours
every day for weeks. When one of the disks failed, I sent the set in to SSI
and wrote them a rather eloquent request for replacements... in 1991. I
believe I had to look up their address in a business directory, because they'd
moved from the address in the manual. They sent me the replacement disks
for free which was a really classy move. I know they weren't supporting the
Atari by then; they could have just blown me off. I'd love to play this
one again on an emulator, but my Phantasie II disks are far away.

And while they aren't among my favorites, Mask of the Sun and The Serpent's
Star are both good games on multiple disks. Anyone else have any favorite
"huge" games?

--
TiM

4213. FS: Classic Game Carts & Utility Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6icaap$c7f@bgtnsc03.worldnet.att.net>
Source record: 63364

Just dug out a few classic old game cartridges, including the original owners/instruction manuals, for the Atari 8-bit computers:

- QIX
- DEFENDER
- CENTIPEDE

If anyone's interested, you can have all three cartridges along with the original documentation for $5 plus shipping (allow $3 for priority mail shipping if in the U.S.). Please respond in Email.

Also.....

Found a "THE MONKEY WRENCH II" cartridge and users guide. This is an excellent machine language cartridge utility that adds 18 new direct mode BASIC commands. (In the original Atari 800, "THE MONKEY WRENCH II" is used in the right cartridge slot with the BASIC cartridge in the left slot).

If interested, you can have "THE MONKEY WRENCH II" for $5 plus shipping (allow $3 for priority mail shipping if in the U.S.). Please respond in Email.

Sheldon (Computer STudio - Asheville, NC)

4214. Re: 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3549B784.E4647A92@ix.netcom.com>
Source record: 63365

Bob Clark wrote:
>
> Thanks to all that replied. I now no that its safe to simply short the photodiode
> circuit, but I still have one question. Is the photodiode on the top or the bottom
> of the mechanism? I really don't trust my visual identification. I'm just
> guessing that the LED is NIR and that I couldn't see anything from it anyway, but I
> certainly don't see any light.
>
> Robert, that certainly seems as if it would be a useful modification. Under full
> write mode, won't it allow formatting flippy disks? As my system stands I already
> have the full protect mode. :-)
>
> Thanks again.
>

Bob,
That depends on the drive. The XF551 does NOT do flippies in OEM
configuration. It is a real DSDD 360K floppy drive. To make one of these
drives format a floppy as 2 single sided (flippy) disks, you need the XF
Enhancer from CSS (Bob Puff). This is a seperate modification from the
protect/unprotect/normal switch mod.
Hmmm... (More on my protection switch design) If I remember correctly I
had to use chip for the LEDs not for the actual control of the
protection mode. The Center OFF of the switch had to be manipulated to
turn ON the green LED.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4215. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: GMenke <NOSPAM@erols.com>
Message-ID: <01bd74fa$574222c0$64646464@gregm>
Source record: 63366

Now I thought Airstrike was pretty fun, but Kayos has got to be the most excruciating game I've ever seen.

Gregm

4216. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ic9bu$fd0$1@newsd-122.bryant.webtv.net>
Source record: 63367

I liked Pitfall II for some reason. Pitfall Harry would have to find his way through these huge underground caverns, dodging bats, snakes, spiders, swimming, catching balloons etc.

I blew more time on that game...! You would be re-united with a friend after each long level, but I never finished the game so I never saw all my friends on-screen at once!

vs

PS: Fill,R,Up was another I liked, and Ultima IV and AR.

4217. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: mlipman@iname.com
Message-ID: <EsA70r.B0H@wau.mis.ah.nl>
Source record: 63368

In article <19980501061811100.CAA08429@ladder01.news.aol.com>, guy1015@aol.com (GUY1015) wrote:
>You forgot Jet set willy :)

Manic Miner and JSW were quite popular in the UK ...
Someone has recently made pc conversions of these games.

4218. Re: Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Graham Thornton <nero@chicagonet.net>
Message-ID: <01bd750e$f8d2d300$b0f7c9c7@cct-w95-gtho>
Source record: 63369

D. Peschel <dpeschel@u.washington.edu> wrote in article
>
> Well, an Apple port has been done (you can get it from the official web
page).
> I forget if there's a Commodore port. 6502 assembler isn't really the
problem
> (because the BBC has a 6502, as do the Apple, Atari, Commodore, and
Nintendo --
> yes, there is a NES version on the web page). The obstacle would be the
> variations in the machines' graphics-hardware design philosophy and
speed.
>

I said Apple?

I really should remember to drink my coffee before I start firing off posts
:)

Graham.

4219. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3549e44d.11270988@207.97.159.250>
Source record: 63370

Pitfall 2 is great. I used to be able to finish it in 20 minutes. I have a wico atari stick wired to a gamepad so I can play it on the emulators, and it takes about an hour to finish now. I HATE trying to get the rope. Thats the hardest part.

>I liked Pitfall II for some reason. Pitfall Harry would have to find his
>way through these huge underground caverns, dodging bats, snakes,
>spiders, swimming, catching balloons etc.
>
>I blew more time on that game...! You would be re-united with a friend
>after each long level, but I never finished the game so I never saw all
>my friends on-screen at once!
>
>vs
>
>PS: Fill,R,Up was another I liked, and Ultima IV and AR.

4220. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd7517$5144c180$53374382@vidar>
Source record: 63371

Yes, but the Atari version of Jet Set Willy sux big time. I remember playing the ZX Spectrum version and that was decent, but Manic Miner is a great classic, but not for our good old Atari's. Take Atarian care

Psycho <mlipman@iname.com> wrote in article <EsA70r.B0H@wau.mis.ah.nl>...
> In article <1998050106181100.CAA08429@ladder01.news.aol.com>,
guy1015@aol.com (GUY1015) wrote:
> >You forgot Jet set willy :)
>
> Manic Miner and JSW were quite popular in the UK ...
> Someone has recently made pc conversions of these games.
>
>

4221. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050115395900.LAA04452@ladder01.news.aol.com>
Source record: 63372

I tried Airstrike again; I still find it completely unplayable (at least the original version).
Apple Panic is really terrible: slow and nearly impossible to control, IMO of course...
Jet Set Willy was fun on other platforms, but it's really awful on the Atari...
Congo Bongo has to be the most horrible arcade conversion around (tied with Stargate...).

4222. PM Graphics Tutorial? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <3549efc7.9896685@news.wwa.com>
Source record: 63373

Anybody want to write a tutorial on PM Graphics?

I've been searching around, and I really can't find a straight forward

tutorial. Sure, some of them are okay, but they usually just end
up confusing me. You know, "Heres a way to use pm graphics in non-
standard ways" Geez, I just want the basics. Maybe we can call it
"Player Missle Graphics for Idiots"

I did type in the program from Compute!'s first book of atari. It was
written by Chris Crawford. I was following him a bit, but I got lost.
I figured I would start small: change the shape of the player.
So I got out some paper, scribbled an eight by eight grid, got some
binary numbers and changed them to decimal (a big feat for me).

So what happens when I go to change Chris's data statement? He's only
using 5 numbers! ARGH!!!! What happened to the other three?
Shouldn't
there be eight? Darnnit! Pong 98 (my masterpiece :)) is never gonna
happen!

Oh yeah, another tidbit: This sample program(the one in compute!)
ran
at least twice as fast in Turbo Basic than in standard Atari Basic.
What a great improvement! It's really too bad the older models can't
wing it... I wonder how fast it will go if I compile it?

Question: Is vertical movement always slower than horizontal?

Anyway, I would sure love to have a simple tutorial. Stick a player on
the screen, move in all directions with a joystick, make it shoot a
missle, and thats it! I've been reading
this group for two years now, and I know there are plenty of ace
programmers out there that could probably whip one up in no time.
And I know I wouldn't be the only one to benefit from it. Sure beats
arguing about Terry Ortman :)

By the way, I am working on a HTML version of the 850 Interface
Operators Manual. I will announce here when it is finished (probably
about a week)

Eric
ericcron@wwa.com
http://miso.wwa.com/~ericcron/atari8.htm

Eric Cron
ericcron@NOSPAMwwa.com

http://miso.wwa.com/~ericcron/atari8.htm

4223. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6icbss$11u$3@mohawk.hwcn.org>
Source record: 63374

GUY1015 (guy1015@aol.com) wrote:
: You forgot Jet set willy :)

Not familiar with it.....but I agree with Rosen's Brigade as being pretty bad......when you find it as a pirate game, and delete it to free up space, you KNOW it's gotta be bad! ;-)

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4224. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <3549A347.C3D82E37@mail.bcpl.lib.md.us>
Source record: 63375

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(2) Ataru 1030 300 Baud Direct Connect modems {each}$10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

4225. Re: PM Graphics Tutorial? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <6id0i3$n8o$1@nntp6.u.washington.edu>
Source record: 63376

In article <3549efc7.9896685@news.wwa.com>, Eric Cron <ericcron@wwa.com> wrote:

>Anybody want to write a tutorial on PM Graphics?

I'm not up to it, though there might be a decent one in an old book called "Your Atari Computer: A guide to Atari 400/800 computers" (by Lon Poole, Martin McNiff, and Steven Cook, published by Osborne McGraw-Hill). It was written in 1982 so you'll probably have to go to the library to find it.

I say "might" because although I got the title from my public library's online catalog, I'm not sure if it's the book I was actually reading. :)

>I did type in the program from Compute!'s first book of atari. It was
>written by Chris Crawford. I was following him a bit, but I got lost.
>I figured I would start small: change the shape of the player.
>So I got out some paper, scribbled an eight by eight grid, got some
>binary numbers and changed them to decimal (a big feat for me).

You could probably write a little program to do that for you. It could INPUT some string and compute the binary number.

```
10 DIM A$(10)
20 INPUT A$
30 TOTAL = 0 The decimal number to be found
40 VALUE = 1 The significance of the current bit
(1, 2, 4, 8, 16, 32, 64, 128)
50 PLACE = 9 The character number of the bit
(9, 8, 7, 6, 5, 4, 3, 2)
60 BIT = 0
65 IF A$(PLACE, PLACE) <> " " THEN BIT = 1 If you typed a non-space, the bit
is set -- otherwise it's clear
70 TOTAL = TOTAL + (BIT * VALUE) Add the current bit
75 VALUE = VALUE * 2 Get ready for the next bit
80 PLACE = PLACE - 1
85 IF PLACE > 1 THEN GOTO 60 If we just added the last bit,
PLACE has just become 1 which is
not the position of any bit --
we're finished. If PLACE is not 1
then there are bits left.
90 PRINT TOTAL
95 GOTO 20
```

A$ is 10 characters long instead of 8 because the first and last characters must be something other than a space, or else BASIC may cut the string short.

This kind of input works nicely.

```
[ . . ... ]
[ . . . ]
[ ... . ]
[ . . . ]
[ . . . ]
[ . . ... ]
```

>So what happens when I go to change Chris's data statement? He's only
>using 5 numbers! ARGH!!!! What happened to the other three?
>Shouldn't
>there be eight? Darnnit! Pong 98 (my masterpiece :)) is never gonna
>happen!

Yes, but maybe he POKEd some of them twice, or assumed that some would be zero (and just never made allowances to read them).

>Question: Is vertical movement always slower than horizontal?

Yes. Horizontal movement involves changing one memory location (which will cause the Atari to change the horizontal location at the very next TV frame). Vertical movement involves changing many memory locations. You might be able to get it done by the next TV frame but if there are too many changes to make, it won't happen.

Think of it this way. (At least this is how I understand it.) There really is no law that says players have to be 8 bits high. Actually, they can be higher. (256 bits?) There IS a limit on width, though. In other words, a player is a narrow vertical strip of graphics. The Atari will move the strip left and right for you, but the strip takes up the whole screen height so it can't be moved up and down very quickly.

Your particular program leaves the strip mostly empty. Vertical movement involves changing where the non-empty parts are -- you have to make the non-empty parts empty (so you don't have extra copies of your player) and make new non-empty parts. This involves a series of POKEs.

-- Derek

4226. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6id1o2$2rs$1@dartvax.dartmouth.edu>
Source record: 63377

Brant Sears writes:

>Atom Blaster

>You have a tiny space ship and successively work your way through the
>periodic table of elements shooting electrons off each atom. When you
>shoot all the electrons, the nucleus explodes and you move on to the next
>element. However, the more missing electrons, the more you are pulled into
>the nucleus (where your ship explodes). I don't think I ever got past
>Flourine. If anyone else ever got much higher, I salute you! My friend
>Robbie and I were on a quest to get to Uranium, but given the amount of
>pull the nucleus had and the amount of thrust the ship had, I think it
>would have been impossible.

I love that game. I just made it to Phosphorus last night. It really
helps to catch the electrons after you shoot them; they're a thousand
points, and you get a free life at ten thousand. You also get extra
points for shooting the protons as the nucleus blows up.

An important strategy is to start by shooting the electrons in the
outter shells.

BTW, I thought the name was "Atom Smasher," not "Atom Blaster," even
if the latter name is more appropriate.

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

4227. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.894046543@manatee>
Source record: 63378

euskara@aol.com (Euskara) writes:

>Talking about all nighters (games that is) I think Bruce Lee was a particulary
>addicting one. One time I started playing, mustta been 10 pm next time I look
<snip>

My friend and I used to switch off playing Spelunker.
It would take us about 45 minutes each to get to the part
of the game we had trouble with. We worked through most
of the game, and then discovered a problem with our copy.
The gamefield had a little ledge missing, and we couldn't
get past a certain point. Aargh! I was finally able to
get a complete copy and finish the game. SUPER game!

Mario


```
**********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
**********************************************************
```

4228. Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves? Great games that can't be found?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Arthur Gibbs <nospam@aol.com>
Message-ID: <354a1a48.0@news1.ibm.net>
Source record: 63379

Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, I have this old Atari disk but I can't play it since I don't have an atari anymore. Are these games for C64 or Atari emulators out there? I have look but I haven't found a working version. Anyone know where these might be?

Thanks in advance.

"Ali Baba and the Forty Thieves" (1981) and "The Return of Heracles" (1983) were released by Quality Software. Written by Stuart Smith. Electronic Arts re-released both as "Age Of Adventure" in 1986.

4229. EQIVALENT KEYS ON ATARI FOR "F" ON IBM

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: NassauNet User <el032627@nassaulibrary.org>
Message-ID: <Pine.SOL.3.96.980501151159.26978A-100000@mail>
Source record: 63380

I am using an Atari 130XE computer with ICE T Ver. 2.72 emulator on the Internet through my library online service. The card catalog menu on my library system says "PRESS F1" etc. Are there any ASCII code numbers for the "F" keys that I could emulate? Or better yet does anyone know of the Atari Key combinations that would work?

Is there any solution to this problem short of connecting an IBM type keyboard to my 130 XE? Any help is appreciated.

Atarily Yours
Ron Fetzer el032627@nassaulibrary.org

4230. Re: F A V O R I T E 8 B I T G A M E S :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-0105980835590001@portland15.portland.com>
Source record: 63381

My top five would probably be:

5. Lode Runner (nobody else mentioned this game?)
4. MicroLeague Baseball (not an arcade game but everything about it was great)
3. Silent Service (if only Gunship was released on Atari 8-bit and Pirates!)
2. Star Raiders
1. Pac Man

-scott

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

4231. Re: Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves? Great games that can't be found?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96b.980501131208.21892A-100000@becker2.u.washington.edu>
Source record: 63382

On Fri, 1 May 1998, Arthur Gibbs wrote:

> Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, I have
> this old Atari disk but I can't play it since I don't have an atari anymore.
> Are these games for C64 or Atari emulators out there? I have look but I
> haven't found a working version. Anyone know where these might be?

You can find these at the hackerz archive at ftp.hackerz.com/atari.
Although I've never any luck running Ali Baba, ROH works great.

ROH is one of my all time favorite games. I love the variety of
characters and the atmosphere. Whenever I play any other game and I die, I
still say "I just gave an obolus to Charon!" or "I paid the debt that
cancels all others." Great fun!

4232. EUROPEAN SOFTWARE REVIEWS - PART 1

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050121352000.RAA05627@ladder01.news.aol.com>
Source record: 63383

EUROPEAN SOFTWARE REVIEWS - PART 1

G stands for graphics
A stands for animation
S stands for sound
V stands for overall value

Reviews only reflect my opinion...

3-D Pac
Raindorf Soft - Germany
G - 65% - clear and adequate
A - 45% - average
S - 80% - partly digitized!
V - 55%
The name says it all!
Very frustrating game, unfortunately...

180!
Mastertronic - UK
G - 74% - good hi-res stuff
A - 70% - nothing fabulous, but nicely done
S - 75% - with speech!
V - 67%
Nice darts game!
A competent program.

A-Zone
B-Ware - UK
G - 50% - very average
A - 35% - substandard stuff
S - 28% - obnoxious...
V - 32%
Substandard platform game!
Move over...

Acrobat
Muenzenloher Software - Germany
G - 30% - basic stuff
A - 50% - nothing extraordinary
S - 33% - you gotta be kidding...
V - 55%
A very old (1982 or something) and simple title.
Actually, it's just a Circus clone, so is worth a try or two; at least, no bad surprises...

Action Biker
Mastertronic - UK
G - 50% - not fantastic; sloppy presentation
A - 60% - control is OK
S - 55% - not great, but there's worse
V - 62%
After all, this was a budget game (sold on tape at a very cheap price), so...
Not unforgettable but quite playable...

Adax
LK Avalon - Poland
G - 74% - colorful
A - 77% - nothing to complain about
S - 72% - debut of the Polish era...
V - 74%
Difficult but very pleasant arcade adventure with some cool touches.
A very professional game.

AD 2044 - Sexmisja
LK Avalon - Poland
G - 74% - very clear
A - N/A
S - N/A
V - ??%
A point and click adventure which seems to have numerous locations and looks
really great to play, but COMPLETELY in Polish; maybe with a dictionary...

Advanced Pinball Simulator
Code Masters - UK
G - 59% - looks like a Spectrum game!
A - 50% - not really super
S - N/A
V - 63%
This game could've been nice, but it's just too difficult to play.
Technically speaking, it's far from fabulous.

Adventures Of Robin Hood
English Software - UK
G - 60% - colorful, but sprites are ridiculous
A - 56% - nothing difficult to do...
S - 52% - what can I say here?
V - 40%
Very repetitious gameplay.
No imagination.

Air Strike
English Software - UK
G - 35% - uninspired...
A - 40% - jerky...
S - 35% - nothing new...
V - 22%
Joystick responsiveness is the whole problem...
Sorry, but I feel this one is just too frustrating.

Airwolf (later released as Blue Thunder)
Elite - UK
G - 50% - colorful, but you still get a sloppy presentation screen...
A - 40% - sluggish
S - 30% - normal...
V - 35%
Could've been fun...
This one starts so-so and quickly becomes irritating.

Amaurote
Mastertronic - UK
G - 86% - really great hi-res graphics
A - 84% - nice, too...
S - 86% - very good music and super sound effects
V - 74%
Highly original game, once you know what to do...
Strange stuff, so may not appeal to everyone.

Amnesia
Robert Stuart - UK
G - 92% - stunning detail
A - 93% - even more stunning!
S - 65% - does its work...
V - 82%
A game similar to Matchboxes...
Simple, but expertly designed PD game; REAL Atari programming...

Arax
? - Germany
G - 74% - nicely drawn
A - 72% - again, good stuff
S - 60% - OK
V - 69%
Vertical shoot'em up similar to Xevious or Flak.
Tough, but a nice little program.

END OF PART 1

4233. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-01 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m23eetvcel.fsf@caligula.srv.net>
Source record: 63384

jmouchmino@aol.com (JMouchmino) writes:

> Apple Panic (Broderbund)

Apple Panic was OK on the Apple II. I think I remember an arcade
version that was OK too.

Brent

4234. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <894069337@stackbbs.xs4all.nl>
Source record: 63247

-=> Quoting 94chrisv@scar.utoronto.ca to All <=-

94> Besides without a BlackBox and hard drive, an Atari 8bit is crippled..
94> ask anyone who uses a hard disk with the 8bit. It is Holy...
94> (That is another reason why I can't use my old 800Xl.. things are
94> just too slow....) But that is where Xlit comes into play! :)

Hmmm, why not use SIO2PC, your 800 and the pc then?
That really rocks.

To be on topic again,
David's Midnight Magic was real cool.
I'm a pinball fanatic, and that game was THE pinball game for the
XL/XE in my opinion.
The best games ever designed for the Xl/XE though are the
4 player games... Alas, they only ran on the 400 and 800.
That's why I loved asteroids I guess...
Does anyone know how many 4 players games were made?

Bo.
___ Blue Wave/386 v2.30

4235. Re: PM Graphics Tutorial? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6idnvm$mt5$1@alexander.INS.CWRU.Edu>
Source record: 63248

I get excited when someone mentions Poole, McNiff & Cook.
Eric Cron. I seen you before.
Ok, so I'm excited.
Eric, (or anybody). I'm trying learn web site. If you wanna
get the Poole PM graphics progs from page 309 and 322, then
try my experimental website http://www.en.com/users/russg.
It is bookprgs.zip, 38k of book prgs I've typed in.
poole.xxx where xxx is pg #.
dere.page, cfbag.xxx (compute's first book of Atari Graphics).
etc.
And if you understood this, actually go there, and actually
download it, um I got no hit counter, let me know if you get
a chance. (I gotta put a link to my mailbox.)
Russ

4236. Super Rare Tape for 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: mjj14@aol.com
Message-ID: <1998050206124800.CAA01246@ladder03.news.aol.com>
Source record: 63249

I just came across a tape for the 410 that seems to be very peculiar. It's catalog number is TX 9032. Side 1 says "Joystick Sketchpad". Side 2 says "Sample Programs". If ANYONE knows something about this tape, where it came from, or if I have anything special that I should know about, PLEASE e-mail me.

4237. Re: Super Rare Tape for 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd759b$c53f90e0$82374382@vidar>
Source record: 63250

That's not to rare, I think, as it's the tape delivered with the 1020
plotter.

MJJ14 <mjj14@aol.com> wrote in article
<1998050206124800.CAA01246@ladder03.news.aol.com>...
> I just came across a tape for the 410 that seems to be very peculiar.
It's
> catalog number is TX 9032. Side 1 says "Joystick Sketchpad". Side 2
says
> "Sample Programs". If ANYONE knows something about this tape, where it
came
> from, or if I have anything special that I should know about, PLEASE
e-mail me.
>

4238. Re: Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd759c$227ce3c0$82374382@vidar>
Source record: 63251

A 3-D trading game with great action. It's a big game for it's time and it was coded in the UK. BBC was the first and best version, but later the ST, Amiga and well almost everyone got it, except the Atari 8-bit :-(

That would be cool to get up and running on the Atari. Anyone wanna hack a C64 version and convert it ?

Take Atarian care

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.980501184900.26134F-100000@fissure.scar.utoronto.ca>...
> On 30 Apr 1998, JMouchmino wrote:
>
> > I read that the Atari version of Elite had been coded half way
through...
> > Unfortunately, the programmers left and the game remained unfinished;
it seems
> > the company couldn't find coders good enough to finish the project...
> > Don't know if it's true...
> > I'm sure a C64 or Apple II port should be pretty easy to do, though...
>
> For the video game ignorant out there.. what is Elite?
>
> Alan
> University of Toronto
> Computer Science, Management and Economics
>
>

4239. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd759c$5796f1e0$82374382@vidar>
Source record: 63252

You liked Jet Set Willy on the Atari 8-bit ? Totally bad controls :-(But the music was by far the best of any platform. Thanks to Rob Hubbard, who coded some excellent music on the Atari

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article <Pine.GSO.3.95.980501183255.26134D-100000@fissure.scar.utoronto.ca>...
> On 1 May 1998, JMouchmino wrote:
>
> > I tried Airstrike again; I still find it completely unplayable (at least the
> > original version).
> > Apple Panic is really terrible: slow and nearly impossible to control, IMO of
> > course...
> > Jet Set Willy was fun on other platforms, but it's really awful on the Atari...
> > Congo Bongo has to be the most horrible arcade conversion around (tied with
> > Stargate...).
>
> Some of the worst 8bit games have to be the sludge that came out in
> 1980/1981/1982.. there was so much junk software, that I can't even
> remember titles.. (better left forgotten)
>
> I agree with Congo Bongo being a stinker, but hey, I liked Jet Set Willy
> ;-)
>
> Alan
> University of Toronto
> Computer Science, Management and Economics
>
>

4240. diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <354adfd9.2612525@news.swbell.net>
Source record: 63253

Does anybody have any info on diskette/cartridge copy protection in
electronic form?

Thanks
-Chuck
Please remove the .nospam for email.

4241. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <354ae29e.3320829@news.swbell.net>
Source record: 63254

On Sat, 02 May 1998 08:58:15 GMT, rcs2010@swbell.net.no-spam (Crawl)
wrote:

>Does anybody have any info on diskette/cartridge copy protection in
>electronic form?
>
>Thanks
>-Chuck
>Please remove the .nospam for email.

Also tape copy protection.

Thanks,
Chuck

Please remove the .nospam for email.

4242. Re: Classic Atari 8bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980502052153.5069A-100000@home.ptd.net>
Source record: 63255

On Fri, 1 May 1998, Alan Christie wrote:

> Hi gang!
>
> I was playing some old retro 80s games on Sparcade (a DOS classic arcade
> game) emulator, and tried out Satan's hollow, TRON and other games. I
> know Satan's Hollow for the 8bit is VERY VERY nice port. Practically
> identical.. but I would like to know if the arcade game TRON was ever
> ported for the atari 8bit? Anybody know?
>
> Alan
> University of Toronto
> Computer Science, Management and Economics
>

Yes sir;

go to;
http://closertohome.dyn.ml.org

Find the ftp directory called "more_Atari8bit"
(spelling?????) anyway, goto the game dir, then files dir
then "T" dir......"TRON.ARC" is there, I just looked

It was one one of those games for a day when you
were not up for a mental challenge :)

Paul Clark

4243. Re: PM Graphics Tutorial? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980502053205.5069B-100000@home.ptd.net>
Source record: 63256

On Fri, 1 May 1998, Eric Cron wrote:

>
> Anybody want to write a tutorial on PM Graphics?
>
> I've been searching around, and I really can't find a straight forward
>
> tutorial. Sure, some of them are okay, but they usually just end
> up confusing me. You know, "Heres a way to use pm graphics in non-
> standard ways" Geez, I just want the basics. Maybe we can call it
> "Player Missle Graphics for Idiots"

In addition to some of the other suggestions, you might want
to try and get a copy of De-Re Atari. In the back was a jiffy
little program that used string manipulations to move a player
on the screen. The idea was to make screen ram a string, then
use basic's ability to quickly copy strings to move the object.
Always thought it was a clever idea......

Paul Clark

4244. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <1998050211522501.HAA12327@ladder03.news.aol.com>
Source record: 63257

My vote for worst Atari 8-bit game would be 'Aliants'.

It was harder than $%# to land the ship even when using a superior quality joystick. I don't think you even had a chance to land it with a standard joystick.

After landing, the game was nothing.

Gail F. Westendorf

4245. Atari MEGA STe/2 + Monitor FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6ifa0mhp1@nnrp1.dejanews.com>
Source record: 63258
Cross-posted to: austin.forsale,comp.sys.atari.8bit

For sale: Best offer over $40:

1 Atari MEGA STe/2 (2 Meg system) (plus 2 more 30pin simms).
20 Meg HD
1 SC1224 Color Monitor
Keyboard, Mouse, Power cords

email: slycy@geocities.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4246. Re: Favorite 8-Bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Mark Keates <MarkKeates@compuserve.com>
Message-ID: <01bd75d5$6ab3e420$02010171@iss>
Source record: 63259

Not mentioned too much this one, but a fun game none-the-less:

Xagon

4247. Re: Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Mark Keates <MarkKeates@compuserve.com>
Message-ID: <01bd75d4$013c7da0$02010171@iss>
Source record: 63260

I too had heard rumours, and had spoken (about 4 years ago now) to someone who had done some cartridge development for Atari UK who said that Atari did have Elite sitting around somewhere...

However, I recently emailed Ian Bell about the existance of an 8-bit Atari version and he replied that no version was ever written and quashed the rumour that Acornsoft halted the release of an Atari version due to it surpasing their BBC version.
I also took the opportunity to ask for the 64 source code (emense cheek) so that I could do a port but without no joy :-(

Still, I have disassembled the 64 version with the aim to write an Atari version and maybe to use the code as a base for doing some DirectX/3D programming. Its early days (I've gone back to this after looking at it 3 years ago) and I'm only about 5% done, but having now located the line-drawing and text message generating routines more specific areas of code will be easier to deduce.

Other games I'd like to do (or seen done)... The Sentinel and Paradroid

Along similiar lines... How far did Epyx get with 8-bit Atari versions of Winter Olympics and Summer Games II? I remember them advertised as 'Coming Soon' in part of the scolling message for games like 'Beer Belly Bert's Brew Biz' released by US Gold in the UK.

Mark.

4248. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6iffo1$9ht$1@dartvax.dartmouth.edu>
Source record: 63261

Preston F. Crow writes:
>Brant Sears writes:

>>Atom Blaster

>>You have a tiny space ship and successively work your way through the
>>periodic table of elements shooting electrons off each atom. When you
>>shoot all the electrons, the nucleus explodes and you move on to the next
>>element. However, the more missing electrons, the more you are pulled into
>>the nucleus (where your ship explodes). I don't think I ever got past
>>Flourine. If anyone else ever got much higher, I salute you! My friend
>>Robbie and I were on a quest to get to Uranium, but given the amount of
>>pull the nucleus had and the amount of thrust the ship had, I think it
>>would have been impossible.

>I love that game. I just made it to Phosphorus last night.

Now to folow up to my own post: I just played this last night and made
it up to Sulfur. I noticed that it's not totally accurate as you get
past the first few elements; there aren't enough electrons in the
second shell, so when you get to Neon, there is a third shell with two
electrons--not what I would expect from a noble gas. Anyway, when you
get to sulfur, the third shell is full, making you wonder where they
would put the next electron. Well, it seems that they wondered the
same thing, because when you blow up the sulfur atom, you go back to
sulfur. The only difference is that each subsequent sulfur atom has a
stronger pull, as if you were starting with something larger, but had
already blown away some electrons.

I made it through four or five sulfur atoms. I didn't really like
being stuck there with all that sulfur. :)

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

4249. Broken units

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6ifp5n$cql@freenet-news.carleton.ca>
Source record: 63262

Anyone have a few broken 800xl's or 130xe's they would like sell (cheap) or trade? I need a few for parts.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4250. Re Favourite 8-Bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Sean <sean@thegate.demon.co.uk>
Message-ID: <707.426T828T12141608@thegate.demon.co.uk>
Source record: 63263

A bit late perhaps, but I thought I'd have a go.

In no particular order:

Boulder Dash 1, 2 and BDCC.

Dropzone. Nice 'n' boring when loading from tape.8-(

Dan Strikes Back. Loaded nice 'n' quick form tape:-)

Mr. Do. Didn't load nice 'n' quick from tape:-(

Bounty Bob Strikes Back. I'm surprised this hasn't been mentioned yet. I guess you're all using emulators.

Jet Boot Jack. Let it rock!!

Rescue on Fractalus. I nearly crapped myself when that green git jumped up on the screen!

Bruce Lee. Fat green bloke and skinny black bloke with a stick.

Blue Max. Bombed on the sodding runway again.

Star Wars. Not on the 800XL, in the arcades. Well, it was Atari I think.

Have fun, take care.
Sean.

4251. How about your hi-scores...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Sean <sean@thegate.demon.co.uk>
Message-ID: <461.426T288T12501108@thegate.demon.co.uk>
Source record: 63264

Loads of folk have been posting what their favourite games are.
What I'd like to know is how far did you got in them. What's your hiscore? What level did you get to?

Do tell, then we can argue about weather it's true or not;-)

I've forgotten most of mine, but I do remember a couple:

Mr.Do! 609 000 odd. Can't remember the exact score 't was a long time ago.

Star Wars (Arcade) 70 000 599.

Are these pathetic?

Go on, get playing then get posting.
Sean.

4252. Re: still having atari800 emu problems..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6ifu42$1di@bgtnsc01.worldnet.att.net>
Source record: 63265

that did the trick! thanks!!
Now I'll have to refigure out how to have the dos loaded as well.. ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Phoenix wrote in message ...
>
>GAREEE+ACE- wrote in message
+ADw-6idla8+ACQ-4gp+AEA-bgtnsc01.worldnet.att.net+AD4-...
>+AD4-I just downloaded the atari roms from daves classic, and for some
reason
>the
>+AD4-newest atari800 bulid doesn't recognise them as the correct roms..
anyone
>+AD4-else having this problem??
>+AD4-Help+ACE-
>+AD4-
>
>I had the same problems, this is how I solved it:
>Delete the .cfg file. Place all the OS roms in the default dir, and when
>you run the Atari800.exe, hit enter to all the prompts to set them to
>default (you can change the directories for the games and stuff manually
>with a text editor). It seems that if you specify the exact dir for the
>different ROMS (even if it's where they actually are) it doesn't recognize
>them.
>
>I'll have to mention that to the author.
>
>PX
>
>
>

4253. FT: Classic computer stuff for Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6ifuld$o8d$1@geraldo.cc.utexas.edu>
Source record: 63266
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.tandy

I have a ton of classic computer stuff that I would like to trade for Atari 2600 games and hardware. I'm not interested in selling anything right now though. While I don't have a list of everything I have (way too much), I will be happy to search through it if you have a want list or request. I know this is pretty vague, but I may have that special piece you've been looking for as I have some unusual things, and I'm more into the Atari 2600.

I have hundreds of items: games, utilities, cpu's, printers, disk drives, tape drives, controllers, peripherals, etc, for the following systems:

Apple 2, Atari 8 bit, Atari ST, C64, C128, C Plus 4, Vic 20, TI 994A, Color Computer, Amiga, and more.

If you have any rare Atari 2600 stuff for trade, drop me a line.

Thanks!

--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

4254. Re: FLEA BRAGS TODAY :-)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ifucb$m33$1@newsd-121.bryant.webtv.net>
Source record: 63267

Picked up a Commodore 1701 monitor for $10. It came with the monitor-jack-to-chroma-luma-audio cable (thank goodness) and I plugged it into my 800: wowee-zowee great picture! Sound too, only problem is the flip down buttons cover is long gone and it has "$10.00 As Is" written in laundry marker on the top.

There's a Good Will store down the street from my place, and the electric/electronic stuff moves weekly. The cashiers are religious and always tell me "have a blessed day."

A month ago I picked up a BEAUTIFUL condition 640k XT with 20 meg HD and CGA monitor for $75.00.

They had an NES with remote control joysticks down there too ($15.00), maybe I'll pick that up to sell on eBay.

vs

4255. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Dan Mazurowski <smedley@antispam.gte.net>
Message-ID: <354B9D59.41C6@antispam.gte.net>
Source record: 63268
Cross-posted to: alt.atari.2600.vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Alex Bilstein wrote:
>
> This is in Texas, so perhaps other states differ, but:
>
> Just to clarify, a money order is *not* as good as cash at a bank.

It's not just Texas. I've lived in IL, MI, TX, and OK - all banks I've ever walked into will only cash ANYTHING if either you have an account with them, or the item in question (check, draft, MO) was from their bank. I expect different banks have slightly different policies, but that's how it's been everywhere I've gone.

But one thing I have never understood is why it takes SOOO LONG for a check to clear. The way money is moved around electronically these days, it should be damn near instantaneous! I mean, when a check bounces, you've got written notification of the fees in your mailbox in under a week!

When I moved to TX from MI, I opened my new account in TX by writing a check drawn on my old account. They told me it would take "up to" 10 working days to clear. Two weeks with no access to my money! Well, it happened to be near the end of the month when this happened, so just a few days after writing the check I got a statement from my old bank, and on that statement was the check I had just written. Obviously it had cleared! So I got out that brand-spanking-new checkbook of mine and paid a few bills. And of course all those checks bounced, and the bank assessed a $20 fee for each one. Now it is clear that my new bank already had my money in their coffers (and earning money for them), since my old bank had already made good on the check. And yet they refused to allow me access to my money. Of course I went down there and bitched until the waived the fees.

Sorry for the rant, but this whole "check clearing" thing has always bugged me since it is obviously a way for banks to keep the cash in their hands and out of yours so that they can squeeze a few days of interest out of it.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

4256. Re: New Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <354BC9A6.461D@pacbell.net>
Source record: 63269

Phoenix wrote:
>
> FOr an Atari 1027 Printer, are there any currently for sale ink ribbns
> usable on it. I need to decide whether a deal I am involved in is worth it.
I have heard that all the 1027 ink rolls disintegrated years ago,
whether they were in the factory packages or not. Be careful...
Bob

4257. Re: XF551 problem SOLVED

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <354BC8FA.1BE0@pacbell.net>
Source record: 63270

Christian Fowler wrote:
>
> Thanks again for the tips on fixing the XF551.
> I re-soldered the SIO ports on the XF551 and it worked! From now on I'll
> refrain from removing the SIO cable at the XF551 side so it doesn't happen
> again.
> While my XF551 was open, I found that the flat cable from the motherboard
> to the drive mechanism is identical to the one in my ST's SF314 and so is
> the power cable. In fact, the cables are identical to a PC's FDD flat
> cable.
> Has anyone tried to remove the 5.25" mechanism, and replace it with a 3.5"?
> I've heard about these 3.5" upgrades for the XF551, but is this how simple
> it is done, or do you have to upgrade the ROM chip on the XF551
> motherboard?
>
> Thanks.
> Christian.
The 3.5 drive drops right in.... you do need to alter the ROM to use the
drive correctly.

Bob

4258. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xndJshU.tandrews16@delphi.com>
Source record: 63271

All this talk about favorite games of days gone by got me nostalgic - so I dug out my Star Raiders Cart and played for about an hour this evening. I'm a bit rusty, but it was GREAT fun anyway! Thanks, guys...

TJ

4259. Re: Re Favourite 8-Bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Frank Rachel <frachel@webspan.net>
Message-ID: <6igoav$207@news.webspan.net>
Source record: 63272

My favorites are too numerous to mention, but I really liked playing "Tale the Money and Run" with a friend.. Its a game where you are Simeons trying to fix your spaceship by selling bananas..

4260. Are you one of these people?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: Frank Rachel <frachel@webspan.net>
Message-ID: <6igokj$395@news.webspan.net>
Source record: 63273

Reading all these messages in the Atari 8bit group has brought back a lot of memories.. In fact I just bought a 130XE system from Ebay.. Anyway, I used to run a fairly popular 8-bit BBS back in the 80's, and was wondering what happened to some of the people I used to know.. Perhaps you are one of them?

Handles: Atari Bandit, Mesron, Jolly Joe, Whiz Kid, The Guildmaster to name a few..

-Frank Rachel
"Freddie" & "Overlord" from "Death Start BBS", and "Elm Street BBS".

(Yeah, I know Freddie is spelled wrong! :-))

4261. The Prisoner

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-02 00:00:00 UTC
From: kab@deletethis.hooked.net
Message-ID: <kab-0205982209500001@nepal-46.ppp.hooked.net>
Source record: 63274

Did anyone ever see this game? It was an adventure game based loosely on
the old TV series, the Prisoner.

4262. FS: Atari XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: andy2l@aol.com
Message-ID: <1998050303182300.XAA11508@ladder01.news.aol.com>
Source record: 63275

I have an Atari XE game system with:
Keyboard
Joystick
Light gun
black trackball
cartridges: Flight Simulator II and Bug Hunt
Includes all manuals and all are in near mint condition.
Asking $50 + shipping costs

4263. Re: The Prisoner

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2ra2b97im.fsf@caligula.srv.net>
Source record: 63276

kab@deletethis.hooked.net (Randy Cartwright) writes:

> Did anyone ever see this game? It was an adventure game based loosely on
> the old TV series, the Prisoner.

Was there an Atari version? I remember playing it on an Apple II at
school. That and Robotwar. Both of which would be cool to convert to
the Atari at this late date.

Brent

4264. Anyone sell CD's with games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Nog <avigold@ix.netcom.com>
Message-ID: <354C2273.491B@ix.netcom.com>
Source record: 63277

Hi,

Since I am new to the emulated 8bit arena, I am wondering if anyone here know where I might buy CD's with games that have long since gone public domain (or whatever happens when the company that wrote the game is no longer around).

I just remember the glory days of MULE, bruce lee, alternate reality, ...

Someone help! :)

4265. Re: Elite on the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: ddmw@hunterlink.net.au
Message-ID: <6ih8m7$v1k$5@ghostgum.hunterlink.net.au>
Source record: 63278

Don't worry about it too much. The Atari has got the best version of
"Mercenary" which kicks Elite in terms of speed and gameplay.
On the C64 at least.

JMouchmino (jmouchmino@aol.com) wrote:
: I read that the Atari version of Elite had been coded half way through...
: Unfortunately, the programmers left and the game remained unfinished; it seems
: the company couldn't find coders good enough to finish the project...
: Don't know if it's true...
: I'm sure a C64 or Apple II port should be pretty easy to do, though...

Marc Walters
mwalters@attila.apana.org.au

4266. Bounty Bob Strikes Back! on emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: rdouwes@hetnet.nl
Message-ID: <6ihc9e$vt3$1@nnrp1.dejanews.com>
Source record: 63279

On Sat, 2 May 1998 18:14:16 -0700, Sean <sean@thegate.demon.co.uk>
wrote in comp.sys.atari.8bit about
"Re Favourite 8-Bit Games" (ao):

> A bit late perhaps, but I thought I'd have a go.
> Bounty Bob Strikes Back. I'm surprised this hasn't been mentioned
> yet.

This is my favorite, too, and IMDO one of the best games ever.

> I guess you're all using emulators.

But it runs great on Atari800 .9.4 and XL-It 0.20!

I think it's just that a lot of people here in c.s.a.8 are not aware
of the fact that it runs on the emulators, and maybe if they knew the
cheat codes for getting to all the levels etc., it would pop up on a
lot more "Fav Games" lists. (If anybody wants the cheats, I could
post them again).

I have the file version (must fill up all of the XL's memory!) of
Bounty Bob on a 180K Double Density .ATR image with a SpeedMenu
(which loads very fast on my [real] Happy 1050), and XL-It boots it
just fine. But Atari800 doesn't seem to support 180K DD .ATR's (yet?)

Does anybody have an easy solution (utility?) to somehow convert
the files from my DD Speedmenu disk images to, say, 130K disks
that Atari800 can read? That way I can use them on both emulators.

Yes, I could manually copy them with XL-It and SuperDOS from D1: to
H1:, but I have over 500 of these game files, so if there is a
simpler solution, I would really like to hear it! Bo Schreurs'
XLFILES utility also doesn't do DD images :-(

Or maybe Atari800 could implement DD .ATR disk support in an upcoming
version?

And just a last question: I read somewhere that Marcus (author of
XL-It), finishes his school sometime this year. Any hopes that
he might pick up work on XL-It again? Not that it isn't a great
emulator already, but he might want to join the (friendly) race
with Atari800 again? ;-)

Richard Douwes
rdouwes@hetnet.nl

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4267. Re: Bounty Bob Strikes Back! on emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Sean <sean@thegate.demon.co.uk>
Message-ID: <817.427T954T6541150@thegate.demon.co.uk>
Source record: 63280

On 03-May-98 05:10:05 rdouwes wrote...
>This is my favorite, too, and IMDO one of the best games ever.

Good, I was beginning to think that I had no taste:-)

>> I guess you're all using emulators.

>But it runs great on Atari800 .9.4 and XL-It 0.20!

Even better, I seem to remember a lot of people saying they couldn't get it to run.

>I think it's just that a lot of people here in c.s.a.8 are not aware
>of the fact that it runs on the emulators, and maybe if they knew the
>cheat codes for getting to all the levels etc., it would pop up on a
>lot more "Fav Games" lists. (If anybody wants the cheats, I could
>post them again).

I must have missed that. If nobody has an objection, I for one would like you to post it again, thanks.
Objections to: chucktisinthebinwithoutreadingit@thegate.demon.co.uk;-)

Sean.

4268. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd767d$c7fedc40$2d374382@vidar>
Source record: 63281
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Hmm. The first time I hear of it taking so long. All International Money Orders I've sent out, took from 1 week to 3 weeks or so, and when they got it, they cashed it and sent me the goods. No one ever told me they had to wait for a check clearance. I mean, the money is prepaid and it's not waiting to be drawn from my account. The post office get the money when I send the IMO. Anyways, I did apologize to him, but still feel he could have answered my emails from 4, 9 and 10 of March. He claimed he only checked the mail once a week, but the first answer after this was on the 21 of April, which makes up for more than one week.

Well, now I too know that it can take a while to clear and will take it into consideration in later deals! Thanks to everybody who has responeded and take care

Dan Mazurowski <smedley@antispam.gte.net> wrote in article
<354B9D59.41C6@antispam.gte.net>...
> Alex Bilstein wrote:
> >
> > This is in Texas, so perhaps other states differ, but:
> >
> > Just to clarify, a money order is *not* as good as cash at a bank.
>
> It's not just Texas. I've lived in IL, MI, TX, and OK - all banks I've
> ever walked into will only cash ANYTHING if either you have an account
> with them, or the item in question (check, draft, MO) was from their
> bank. I expect different banks have slightly different policies, but
> that's how it's been everywhere I've gone.
>
> But one thing I have never understood is why it takes SOOO LONG for a
> check to clear. The way money is moved around electronically these days,
> it should be damn near instantaneous! I mean, when a check bounces,
> you've got written notification of the fees in your mailbox in under a
> week!
>
> When I moved to TX from MI, I opened my new account in TX by writing a
> check drawn on my old account. They told me it would take "up to" 10
> working days to clear. Two weeks with no access to my money! Well, it
> happened to be near the end of the month when this happened, so just a
> few days after writing the check I got a statement from my old bank, and
> on that statement was the check I had just written. Obviously it had
> cleared! So I got out that brand-spanking-new checkbook of mine and paid
> a few bills. And of course all those checks bounced, and the bank
> assessed a $20 fee for each one. Now it is clear that my new bank

> already had my money in their coffers (and earning money for them),
> since my old bank had already made good on the check. And yet they
> refused to allow me access to my money. Of course I went down there and
> bitched until the waived the fees.
>
> Sorry for the rant, but this whole "check clearing" thing has always
> bugged me since it is obviously a way for banks to keep the cash in
> their hands and out of yours so that they can squeeze a few days of
> interest out of it.
>
> --
> Check out my video game retrospect web site!
>
> http://home1.gte.net/smedley/index.htm
>
> To reply via e-mail, edit my ISP address.
>

4269. Re: The Prisoner

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd767e$885d1380$2d374382@vidar>
Source record: 63282

I have one called Prisoner 2 on the Atari. It's a 3-D maze game, I think.
Haven't looked at it in 10 years or so. Might be another game, though! I'll
check it out later

Randy Cartwright <kab@deletethis.hooked.net> wrote in article
<kab-0205982209500001@nepal-46.ppp.hooked.net>...
> Did anyone ever see this game? It was an adventure game based loosely on
> the old TV series, the Prisoner.
>

4270. Re: New Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd767e$d72ab8a0$2d374382@vidar>
Source record: 63283

But, then again. I seem to remember buying a Canon, Citizen or something
roller that fit. Can anybody remember if any other companies made the
rollers too ?

Bob Woolley <rwoolley@pacbell.net> wrote in article
<354BC9A6.461D@pacbell.net>...
> Phoenix wrote:
> >
> > FOr an Atari 1027 Printer, are there any currently for sale ink ribbns
> > usable on it. I need to decide whether a deal I am involved in is
worth it.
> I have heard that all the 1027 ink rolls disintegrated years ago,
> whether they were in the factory packages or not. Be careful...
> Bob
>

4271. Re: Bounty Bob Strikes Back! on emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: rdouwes@hetnet.nl
Message-ID: <6iht0t$ko5$1@nnrp1.dejanews.com>
Source record: 63284

In article <817.427T954T6541150@thegate.demon.co.uk>#1/1,
Sean <sean@thegate.demon.co.uk> wrote:

> >But it runs great on Atari800 .9.4 and XL-It 0.20!
> Even better, I seem to remember a lot of people saying
> they couldn't get it to run.

The file version I have runs great! Now who has a site I can upload
it to, including docs and cheats? Or does it already exist somewhere?

> > .. the cheat codes for getting to all the levels etc., ..
> I must have missed that. If nobody has an objection, I for one
> would like you to post it again, thanks.

OK, there are some other simple cheats, but the "Big one" is this:
Go to the Options screen (with "Option" :-), and using your joystick,
set "special code" to 61800 (This takes a while, but it's worth it).
This only works immediately after starting the game!

Now hold down the letter "f" key and press OPTION again. So that's
F and OPTION together. It seems as if nothing has happened, but in
the game, you can use the following keys:

- Q : Advance one level
- A : Decrease one level
- Z : Same level again
- F : Float mode on: This one's great: If things get too hard or
impossible to play, just press F and float your way around the
screen.

Now this is all from memory, I sure hope I got the right keys, but
I'm sure you'll tell me if I made a mistake :-)

So come on everybody, start your XL-It! 's and start floatin' !!

Richard Douwes
rdouwes@hetnet.nl

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4272. Re: Bounty Bob Strikes Back! on emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <354d6f7d.11625645@news.demon.co.uk>
Source record: 63285

The other Day Sean <sean@thegate.demon.co.uk> wrote:

>>But it runs great on Atari800 .9.4 and XL-It 0.20!
>
>Even better, I seem to remember a lot of people saying they couldn't get it to run.
>
Getting it to run is not my problem...Just moving bob himself..

He jumps a treat but is stuck in the one place...far left..

Since other people say it works then perhaps they can solve this stuck
thing..
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4273. Atari 8-Bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <1998050316015900.MAA24506@ladder03.news.aol.com>
Source record: 63286

May Auction

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, May 20 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Instructions
Atari 8-Bit Instructions:
I1. BC's Quest for Tires, Sierra -$1.95 min
I2. Blue Max, Synapse -$1.95 min

I3. Centipede, Atari -$1.95 min
I4. Clowns and Balloons, Datasoft -$1.95 min
I5. Demon Attack, Imagic -$1.95 min
I6. Dig Dug, Atari -$1.95 min
I7. Final Legacy, Atari -$1.95 min
I8. Flight Simulator II Reference Chart -$1.95 min
I9. Flip and Flop, First Star -$1.95 min
I10. Gorf, Roklan -$1.95 min
I11. Gruds in Space, Sirius -$1.95 min
I12. Gyruss, Parker Bros. -$1.95 min
I13. H.E.R.O., Activision -$1.95 min
I14. Hard Hat Mack Command Summary Card, Activision -$1.95 min
I15. Joust, Atari -$1.95 min
I16. Jumpman Jr. Epyx -$1.95 min
I17. Keystone Kapers, Activision -$1.95 min
I18. K-razy Antiks -$1.95 min
I19. K-razy Kritters -$1.95 min
I20. K-razy Shootout -$1.95 min
I21. K-Star Patrol -$1.95 min
I22. Master of the Lamps, Activision -$1.95 min
I23. Megamania, Activision -$1.95 min
I24. Miner 2049er, Big Five -$1.95 min
I25. Monster Maze, Epyx -$1.95 min
I26. Mr. Do!, Datasoft -$1.95 min
I27. On-Track Racing, Gamestar -$1.95 min
I28. Pac-Man, Atari -$1.95 min
I29. Pharaoh's Pyramid, Master Control Software -$1.95 min
I30. Pool 400, Innovative Design -$1.95 min
I31. Rainbow Walker, Synapse -$1.95 min
I32. Repton, Sirius (includes iron-on) -$1.95 min
I33. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
I34. Return of Heracles, Quality Software -$1.95 min
I35. Robotron, Atari -$1.95 min
I36. Shooting Arcade, Datasoft -$1.95 min
I37. Silent Service, Microprose -$1.95 min
I38. Snokie, Funsoft -$1.95 min
I39. Super Cobra, Parker -$1.95 min
I40. Track Attack, Broderbund -$1.95 min
I41. Wizard of Wor, Roklan -$1.95 min
I42. Zaxxon, Sega -$1.95 min
I43. Encounter!, Synapse -$1.95 min
I44. APX Ultimate Renumber Utility Insts. -$1.95 min
I45. APX Keyboard Organ Insts. -$1.95 min
I46. APX Sketchpad Insts. -$1.95 min
I47. APX Video Math Flashcards Insts. -$1.95 min
I48. APX Presidents of the United States Insts. -$1.95 min
Atari 5200 Instructions:
I49. Frogger -$1.95 min
I50. Popeye -$1.95 min
Atari 2600 Instructions:

I51. Asteroids, Atari (b&w, 5 languages) -$.50 min
I52. Space Invaders, Atari (small black) -$.50 min
I53. Home Run, Atari (small black) -$1 min
I54. Street Racer, Atari (small black) -$1 min
I55. Super Breakout, Atari (colored) -$1 min
I56. Surround, Atari (small black) -$1 min
I57. Tennis, Activision (colored) -$1 min
I58. Video Olympics, Atari (colored) -$1 min
I59. Video Pinball, Atari (small colored) -$1 min
I60. Congo Bongo, Sega -$1.25 min
I61. Encounter at L-5, Data Age -$1.25 min
I62. Missile Command, Atari (colored) -$.75
I63. Atari Force Comic Book #1 -$1.95 min
I64. Atari Force Comic Book #2 -$1.95 min
I65. Atari Force Comic Book #3 -$1.95 min
Amiga Instructions:
I66. One on One Command Summary Card -$1 min
Super Nintendo Instructions:
I67. Super Nintendo Mortal Kombat II -$1 min

Game Catalogs
1. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.50 min
2. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 min
3. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart.
-$.50 min
4. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 min
5. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 min

Atari Computer Books/Manuals
6. Atari Personal Computer System Operating System User's Manual. CO16555 Nov.
1980. 215 pages. Add $1 to shipping. -$9.95 min
7. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping.
-$9.95 min
8. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
9. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command
Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler
Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
10. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min

Atari 5200 Single Cartridges
11. Pac-man (excellent label) -$1 min
12. Defender (excellent label) -$1 min
13. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
14. Pac-man (pair in excellent condition.) -$1.50 min

Atari 8-Bit Computer
15. Kindercomp cartridge. -$.50 min
16. Print Shop Graphics Library 3 disk with Reference Card. -$1.95 min
17. Atari Word Processor Program Master disk (CX8119) -$1.95 min
18. HomePak (flip side for C64), Batteries Included disk -$1 min

19. Ken Uston's Professional Blackjack disk (flip side C-64) with Operating Inst. manual. -$1 min
20. Party Quiz Game Question disk (General Edition 1), Suncom. Flip side C-64. -$.50 min
21. F-15 Strike Eagle, Micropose disk -$.75 min
22. Track Attack game disk, Broderbund -$.75 min
23. Maxi Golf, Activision 2 disk set -$.75 min

Atari Controllers
24. Atari Standard Joystick (single) -$1.95 min
25. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
26. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4.95 min
27. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
28. Flip and File - Same as above. -$1.95 min
29. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
30. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
31. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$11.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

* Classic Game Magazines*
M1. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Microfun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$10.95 min

M2. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$8.95 min

M3. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -8.95 min

M4. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$8.95 min

M5. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$8.95 min

Atari Computer Magazines
A6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$7.95 min

A7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$7.95 min

A8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$7.95 min

A11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$6.95 min

A12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From

Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$6.95 min

A14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$6.95 min

A15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$5.95 min

A16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$5.95 min

A17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$5.95 min

A21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$5.95 min

A24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$5.95 min

A27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$4.95 min

A28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$4.95 min

A29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$4.95 min

A31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$4.95 min

A32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$4.95 min

A33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$4.95 min

A34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$4.95 min

A35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$4.95 min

A36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$4.95 min

A52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

AE1. Atari Explorer Sept./Oct. 1986. -$1.95 min

AE2. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

AE3. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

AA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$6.95 min

AA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$6.95 min

AA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$6.95 min

AA4. Feb./Mar. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$6.95 min

AA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$2.95 min

AA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$2.95 min

AA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$2.95 min

AA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$2.95 min

AA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$2.95 min

AA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$2.95 min

AA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$2.95 min

AA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$2.95 min

AA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$2.95 min

AA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$2.95 min

AA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$2.95 min

AA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$2.95 min

AA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$2.95 min

AA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$2.95 min

AA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$2.95 min

AA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$2.95 min

AA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$2.95 min

AA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

AA23. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$2.95 min

AA24. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$2.95 min

AA25. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$2.95 min

AA26. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics

Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$2.95 min

AA27. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$2.95 min

AA28. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$2.95 min

AA29. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$2.95 min

AA30. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$2.95 min

AA31. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$2.95 min

AA32. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$2.95 min

4274. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <894211657.439599@news.netwing.at>
Source record: 63287

>You liked Jet Set Willy on the Atari 8-bit ? Totally bad controls :-(But
>the music was by far the best of any platform. Thanks to Rob Hubbard, who
>coded some excellent music on the Atari

Hey, Warhawk has Rob Hubbard music too!
This game is kinda boring, but great title-music!
I thought I have a C64 in front of me ...
What games else?

-rudi

4275. Re: Re Favourite 8-Bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <894212048.14228@news.netwing.at>
Source record: 63288

>Bounty Bob Strikes Back. I'm surprised this hasn't been mentioned yet. I guess you're all using emulators.

I liked this, but I never was a fan of the gameplay.
But the options/features were amazing! (smoker)

>Rescue on Fractalus. I nearly crapped myself when that green git jumped up on the screen!

what a cool game, I still wonder why nobody took that fractal-idea for a newer game...

>Blue Max. Bombed on the sodding runway again.

This is (still?) censored in germany ;-)

>Star Wars. Not on the 800XL, in the arcades. Well, it was Atari I think.

I liked that (on 800XL).
Later I saw it in the arcades. Wow! Now I know what a "crap-game" this is on 800XL!

-rudi

4276. Re: Bounty Bob Strikes Back! on emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6ii48e$sr8$1@dartvax.dartmouth.edu>
Source record: 63289

rdouwes@hetnet.nl writes:

>I have the file version (must fill up all of the XL's memory!) of
>Bounty Bob on a 180K Double Density .ATR image with a SpeedMenu
>(which loads very fast on my [real] Happy 1050), and XL-It boots it
>just fine. But Atari800 doesn't seem to support 180K DD .ATR's (yet?)

>Does anybody have an easy solution (utility?) to somehow convert
>the files from my DD Speedmenu disk images to, say, 130K disks
>that Atari800 can read? That way I can use them on both emulators.

>Or maybe Atari800 could implement DD .ATR disk support in an upcoming
>version?

I patched my copy of Atari800 to support DD .ATR disks. The code is
all there, but it doesn't compute the offsets correctly. If you look
in sio.c, it should be relatively obvious if you have any programming
experience. (Just remember that with DD ATR images, the first 3
sectors are 128 bytes, and the rest are 256 bytes with no padding.) I
sent in patches, but it would seem that they were not incorporated.
(I haven't upgraded past 0.8.6, mainly because it's just as easy to
use my real Atari.)

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

4277. Re: Bounty Bob Strikes Back! on emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Sean <sean@thegate.demon.co.uk>
Message-ID: <968.427T2943T10983743@thegate.demon.co.uk>
Source record: 63290

On 03-May-98 09:55:41 rdouwes wrote...

>OK, there are some other simple cheats, but the "Big one" is this:
>Go to the Options screen (with "Option" :-), and using your joystick,
>set "special code" to 61800 (This takes a while, but it's worth it).
>This only works immediately after starting the game!

If you hold down fire while moving left/right, the counter goes up/down in 100s.
Should save on the waiting. Don't overshoot now:-)

>It seems as if nothing has happened, but in
>the game, you can use the following keys:

>- Q : Advance one level
>- A : Decrease one level
>- Z : Same level again
>- F : Float mode on: This one's great: If things get too hard or
>impossible to play, just press F and float your way around the
>screen.

>Now this is all from memory, I sure hope I got the right keys, but
>I'm sure you'll tell me if I made a mistake :-)

You must have a good memory, they are all right!

Thanks for your help. No more acid rain problems.

Sean...

4278. Atari Emulators - informal review and question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: AKatz712@juno.com
Message-ID: <6iicoc$ljg@bgtnsc03.worldnet.att.net>
Source record: 63291

My name is Andy Katz. I live in the USA and I owned an Atari 400 computer since 1981. When I got my PC in 1994, I took apart my Atari so now it no longer works. Recently I got nostalgic for some of the games. My favorite was Miner2049er, so I searched the internet for it. As it turns out I found that the most direct way to play it again is to use an Emulator. I was suprised by the number of emulators there were for the 8-bit Atari machines.

The purpose of this email is to write my informal review and some questions. I tried out 6 emulators listed below in the order of usefulness:

1. Atari 800 Emulator for Unix, Amiga, MS-DOS and Falcon, Version 0.9.5a by David Firth.
- Great sound and picture
- Hard disk access a great feature
minor annoyances:
- picking a disk image (i.e. Dos) and a basic cartridge each time (or placing it on the command line). You have a CFG file and it should have these parameters.
- when picking a disk image the .. does not allow one to traverse PC hard disk directories. So it means all my disk images must be in the same directory.
- keyboard typing speed is sluggish, so it sometimes misses characters. (It is in your bugs.txt)
bug or question:
- How do I use the Atari's insert and delete to edit? The insert and delete on the PC keyboard always does a whole 'line'. If it was not for this problem I would have not done the review in the first place and stuck with this emulator.
General remark: I am amazed that you emulate on all these hosts and I only found these few problems.

2. XL-it! Atari 8bit Emulator Version 0.20 (c) 1996/97 by Markus Gietzen
- Nice user interface
- Hard disk access a great feature
- Sound and Picture seem to work, but there seem to be some minor anamolies when compared to David Firth's emulator, for example, see the opening in Miner2049er.
minor annoyances:
- Does not support dynamic insertion and removal of cartridge once emulator is running.
bug or questions:
- How do I use the Atari's insert to edit? The cntl-insert on the PC keyboard should work like the Atari. Note that unlike Firth, control-delete does work.

3. PC Xformer Classic 3.60 - The Atari 130XE Emulator For MS-DOS Compatible PCs

Distributed by: Emulators Inc. (c)1996 -1997 by Darek Mihocka.
- Very fast smooth accurate typing
- Nice feature to switch various Ataris with and without cartridge
Minor annoyances:
- The interface to enter disk images could be easier to use.
- The command line options should be replaced by a CFG file.
- No direct hard disk support (you allow only one hard disk file to act like a disk)
Major bug or deficiency:
- Only tonal sounds are supported. Sounds also interfere with timing. I am sorry to say that without accurate sounds, the Atari experience is just not there for me.

4. Pokey.. The Atari 800/800XL/5200 emulator Version 0.62 9/10/96
- My question on this one is, is there a more recent version available? You do not support hard disks (note that this limitation can be overcome by using other emulators which through Atari DOS can be used to fill up ATR disks with games). Your colors are off (yellow on blue may be easy on the eyes but it is not true Atari). Also, the keyboard joystick behaves oddly.
Major deficiencies:
- No sound emulation.
- Much too slow.

5. Atari800Win An Atari 800/800XL/130XL/5200 emulator for Win32 Version 1.9 Based upon David Firth. Win32 version by Richard Lawrence
- This looks really promising. Unfortunately I am using Windows NT on a P120 and it is SO SLOW and my sound drivers do not support direct sound. Bottom line is - Go to DOS - it is an inconvience, but it is trustworthy.

6. Rainbow 95 - The Atari 8-Bit Emulator for Windows
- This demo was so limited that I could not seriously get into it.

Finally:

All emulators supported a joystick on the keyboard. Some versions also suported a PC joystick, but since I do not own one, I did not look into that capability.

My next project is to get my Atari work over to my PC. I spent many many hours in the early 1980's typing listings from magazines and developing my own work. It rests on Atari floppy disks (the 5 inch kind) and I do not own an PC disk drive of that type and as far as I know they have not been sold with PCs for years. I do have a Rana 1000 disk drive. I have my doubts if that monster would still work after sitting idle for 15 years. I would appreciate any advice in this area.
Thanks.

- Andy Katz -

P.S. I do not intend to be overly critical. I only wish to give my observations and hope to be of help. I appreciate all this work and I am thankful for it.

4279. Is disk image of Atari Assembler Editor available ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: ron.fucci@hboc.com
Message-ID: <6iid40$f3a@bgtnsc01.worldnet.att.net>
Source record: 63292

thanks

rf

4280. Is disk image available for Atari Assembler Editor cart ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: ron.fucci@hboc.com
Message-ID: <6iid5s$f3a@bgtnsc01.worldnet.att.net>
Source record: 63293

tks

rf

4281. Re: Atari Emulators - informal review and question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6iifi9$2ru$1@dartvax.dartmouth.edu>
Source record: 63294

Andrew S. Katz writes:

>1. Atari 800 Emulator for Unix, Amiga, MS-DOS and Falcon, Version 0.9.5a by
>David Firth.

>- when picking a disk image the .. does not allow one to traverse PC
>hard disk directories. So it means all my disk images must be in the
>same directory.

That bugged me, too. I sent in a patch for 0.8.6 that made the menu
include subdirectories. I guess it didn't make it into the
distribution. :(

If you want to see about patching it into the current version, you can
find my patches at:
http://www.cs.dartmouth.edu/~crow/atari/patch/

--PC
--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

4282. FS: Atari 8 Bit Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Richard Parker <richard.parker@nashville.com>
Message-ID: <354CD31B.DFDE8ED3@nashville.com>
Source record: 63295

I've just placed a load of 8 bit Hardware and Software on Auction Web.
Check it out by following this link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=rparker2@aol.com&include=0&since=-1&sort=2

4283. ---> SUPPORT MEGA 3 <---

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Chris Swinson - MEGA Disczine <mega01@globalnet.co.uk>
Message-ID: <6iimukkgu1@heliodor.xara.net>
Source record: 63296

For those of you who have not seen the best disczine around send a E-mail to me and request issue 1 or 2.

If you have seen MEGA why have you not supported this new zine. There are lots of you out there who must of liked something in it. But you don't tell us what you liked and what you didn't.

It only takes a moment to return the questionnaire, or to offer some ideas of your own. We need your support NOW. The more support we get the faster MEGA will be produced.

The MEGA member list is getting slowly longer but we need more feedback, We need to know that people are reading it and liking it, There would be little point in producing a zine if there is now one reading it.

So come on, Lets have some feedback, I want to make it YOUR zine, Let us know what your would like to see happen and the MEGA team will support your idea.

Why not send in something in, Ramble on about anything you like, We want to hear from you. Get your name added to the credits list at the same time.

I have mailed MEGA 1 and 2 to god knows how many people over the last month, Well, Ok, It has not appeared on my site yet, But you can get it now if you wish. Simply join the mailing list and you will get MEGA before it goes onto my site. Out of all those people how now have got it, only a handful have had any comments. This is good but we need more now !

Issue 3 WILL appear but how soon all depends on you. So get writing and send something in, or at least tell us what you though about MEGA. It only takes a moment so why not go for it, your not going to loose anything by sending a mail to me.

If you have seen UFOST by Lee Round then please support his UFO zine with you UFO related material. Lee is now in 2 minds weather or not to do issue 3 because of all of you how seam to be scared or writing a letter to him.

--
From Chris Swinson (MEGA DISCZINE)

http://www.users.globalnet.co.uk/~mega01/

mega01@globalnet.co.uk

Don't forget to support your favorite zines !!

- - - > A t A r I F o R e V e R < - - -

4284. Re: 1050 Write Protect Switch

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: LarryWhite <larrywhite@delphi.com>
Message-ID: <ZrVLMVi.larrywhite@delphi.com>
Source record: 63297

Hey! I'm interested. I can remember seeing drives with this mod, but at the time I didn't persue trying it. If you could post the schematic, it would be great.
LarryWhite@delphi.com

4285. Atari 800/st/ stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Wubbaldo <wubbaldo@bigfoot.com>
Message-ID: <6ii7o2ljb1@nntp.structured.net>
Source record: 63298

```
listing of stuff for sale
http://www.ixi.net/~wubbaldo/ataristuff.html
```

4286. Re: Is disk image available for Atari Assembler Editor cart ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <354CFADA.40E0@wwa.com>
Source record: 63299

Ron Fucci wrote:
>
> tks
>
> rf

It should be. I used a basic program to copy it a while back called
CARTCOPY. Tricky though...

4287. Re: Super Rare Tape for 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Chuck Swiger <cswiger@norfolk.infi.net>
Message-ID: <354D0C39.78BF@norfolk.infi.net>
Source record: 63300

Vidar "Hawk" Olavesen wrote:
>
> That's not to rare, I think, as it's the tape delivered with the 1020
> plotter.
>
> MJJ14 <mjj14@aol.com> wrote in article
> <1998050206124800.CAA01246@ladder03.news.aol.com>...
> > I just came across a tape for the 410 that seems to be very peculiar.
> It's
> > catalog number is TX 9032. Side 1 says "Joystick Sketchpad". Side 2
> says
> > "Sample Programs". If ANYONE knows something about this tape, where it
> came
> > from, or if I have anything special that I should know about, PLEASE
> e-mail me.
> >

I've got one too. Bought a smallish pile of stuph and it was in there.

Chuck
nospam_cswiger@widomaker.com

4288. Re: PM Graphics Tutorial? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: Chuck Swiger <cswiger@norfolk.infi.net>
Message-ID: <354D16CE.431@norfolk.infi.net>
Source record: 63301

Eric Cron wrote:
>
> Anybody want to write a tutorial on PM Graphics?
>

There's an online referance man at

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/chapter16.html

not really a tutorial tho might be clearer reading - dunno, just found
it.

> So what happens when I go to change Chris's data statement? He's only
> using 5 numbers! ARGH!!!! What happened to the other three?
> Shouldn't
> there be eight? Darnnit! Pong 98 (my masterpiece :)) is never gonna
> happen!
>
PM's are 8 bits wide, but any number of bytes tall - from 1 to, well, up
to the height of the screen.
>
> Question: Is vertical movement always slower than horizontal?

Yes - PM's are positioned horizontally by graphics hardware - a simple
poke to an 8bit memory loc moves it quickly. Vertical movement you have
to copy all your sprite image data around in memory (so if it's 8 bytes
tall, you have to move 8 bytes of data to move vert). That's why
vertical
is best done in an assembly routine.

>
(the above based on ancient, error prone memory! corrections and proofs
appreciated if appropriate)

Somebody had the ol' Bitfire "Hackerbook" for sale on Ebay, but the
price got bid way up beyond what I'd pay - so was looking for a nice
refman with CIO, Display lists, etc. Check out the other chapters in
the online refman for all the gory details (display lists chapter15
is missing some at the beginning)

Chuck
nospam_cswiger@widomaker.com

4289. Re: Super Rare Tape for 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: "Marlin Bates, IV" <mbates@s3.sonnet.com>
Message-ID: <354D238F.D34C091@s3.sonnet.com>
Source record: 63302

Chuck Swiger wrote:

> Vidar "Hawk" Olavesen wrote:
> >
> > That's not to rare, I think, as it's the tape delivered with the 1020
> > plotter.
> >
> > MJJ14 <mjj14@aol.com> wrote in article
> > <1998050206124800.CAA01246@ladder03.news.aol.com>...
> > > I just came across a tape for the 410 that seems to be very peculiar.
> > It's
> > > catalog number is TX 9032. Side 1 says "Joystick Sketchpad". Side 2
> > says
> > > "Sample Programs". If ANYONE knows something about this tape, where it
> > came
> > > from, or if I have anything special that I should know about, PLEASE
> > e-mail me.
> > >
>
> I've got one too. Bought a smallish pile of stuph and it was in there.
>

Yap. I have about 10 or so. I used to use them for blank tapes. They are
VERY VERY plentiful.

-Marlin

4290. Re: Atari Emulators - informal review and question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-03 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ij4oa$rf0$1@newsd-124.bryant.webtv.net>
Source record: 63303

Andy:

I personally bet your old Rana drive still works.

If you have a modem you can upload all your old files to a BBS, and download them for use with an emulator on your PC. Also there are a couple varieties of serial/parallel cable arrangements called SIO 2 PC and APE.

What I did with my old disk software is send it off to another 8bitter I met on this group, Yogi. He graciously transferred and emailed the disk images, and I gave him most of the actual old software. Maybe he'll help you out, but you really need to have some good stuff to give him.

The best emulator is XL-it in my view, and if Markus Gietzen is still taking donations, someone please supply a current address, because I am overdue with my payment for this great free program.

vs

4291. Atari 800 DOS y Win emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: Jesus <jalcazar@telcom.es>
Message-ID: <354D0214.6A4656F5@telcom.es>
Source record: 63304

New versiï¿½ns in

http://www.telcom.es/camelot/index.htm

Un Saludo

4292. Re: Atari Emulators - informal review and question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: arromdee@www.inetnow.net
Message-ID: <354d11d5.0@news.inetnow.net>
Source record: 63305

In article <6iicoc$ljg@bgtnsc03.worldnet.att.net>,
Andrew S. Katz <AKatz712@juno.com> wrote:
>1. Atari 800 Emulator for Unix, Amiga, MS-DOS and Falcon, Version 0.9.5a by
>David Firth.
>minor annoyances:

Also: No artifacting. I could hardly believe it... the emulator has all
this stuff but doesn't do artifacting! Using artifacting was very common
in Apple II ports, since it was more or less how the Apple II did its
graphics anyway.
--
Ken Arromdee |They said it was *daft* to build a space
arromdee@inetnow.net |station in a swamp, but I showed them! It
karromde@nyx.nyx.net |sank unto the swamp. So I built a second
http://www.inetnow.net/~arromdee|space station. That sank into the swamp too.
---------------------------------+My third space station sank into the swamp.
So I built a fourth one. That fell into a time warp and _then_ sank into the
swamp. But the fifth one... stayed up! --Monty Python/Babylon 5

4293. Re: PM Graphics Tutorial? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <6ij7g5$17fm$1@nntp6.u.washington.edu>
Source record: 63306

In article <354D16CE.431@norfolk.infi.net>,
Chuck Swiger <cswiger@norfolk.infi.net> wrote:

>the online refman for all the gory details (display lists chapter15
>is missing some at the beginning)

Every version I've seen has the same problem. Is there a hard-copy version
of the manual, or does anyone know of an online version without the error?

Thanks,

-- Derek

4294. Atari800win 1.9b problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6ijda1$6cn$1@usenet.kent.edu>
Source record: 63307

Has anyone been able to get the recently released Atari800win "b" beta to actually run? I receive an error saying the file MFC42.DLL was not found (I'm not sure there is such a file). It's strange because the "a" beta from last month runs fine. Any insight into this would be appreciated. Thanks-

-Alex

4295. Atari power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: Vladimir Protic <vladster@odyssee.net>
Message-ID: <01bd7712$c8218ac0$3a5132cc@MyComputer.microtec.net>
Source record: 63308

Can somebody please tell me where can I get some (do places like Radio Shack sell them)? I did actually try Radio Shack, but I had a feeling that the guy didn't quite understand what I was talking about...

Thanx

Vlad

4296. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6ijfbecka1@flood.xnet.com>
Source record: 63309

JMouchmino (jmouchmino@aol.com) wrote:
: Forbidden Forest (Cosmi)

<gasp> Now, don't get me wrong, Forbidden Forest is not art, but it is a fun, and very disturbing, game. More disturbing than fun, but that's what makes it so memorable.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
Choose and renounce... throwing chains to the floor.

4297. Re: The Prisoner

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0405980008040001@port306.bitstream.net>
Source record: 63310

In article <m2ra2b97im.fsf@caligula.srv.net>, Brent Buescher
<buesch@srv.net> wrote:

> kab@deletethis.hooked.net (Randy Cartwright) writes:
>
> > Did anyone ever see this game? It was an adventure game based loosely on
> > the old TV series, the Prisoner.
>
> Was there an Atari version? I remember playing it on an Apple II at
> school. That and Robotwar. Both of which would be cool to convert to
> the Atari at this late date.

There was an Atari version called "Prisoner 2." I played it for a while
back in the mid-'80s. It was a graphic adventure game, and very
perplexing. The more I played it, the less sense it made. It seemed to be
based on the TV series (I'd seen every episode before I got the game), but
there was no mention of the connection in the packaging or documentation.
Very strange. I've always intended to go back and try to finish it...

Be seeing you...;-)

Mark

4298. Tom Hunt....What happened to CTH?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: territv1@aol.com
Message-ID: <1998050405271100.BAA19027@ladder03.news.aol.com>
Source record: 63311

Does anyone know what happened to the Closer to home bbs that Tom Hunt was running in Ohio? I think he's on the internet somewhere...if you you please inform?

TerriTv1@AOL.com

4299. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: kfoss@mint.net
Message-ID: <6ik7ui$s1j$1@garnet.mint.net>
Source record: 63312

On Sun, 03 May 1998 19:40:07 -0700, James Hague <jhague@dadgum.com> wrote:
>Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>>
>> Some of the worst 8bit games have to be the sludge that came out in
>> 1980/1981/1982.. there was so much junk software, that I can't even
>> remember titles.. (better left forgotten)

>Someone else mentioned Synapse's Chicken. The early Synapse games were
>certainly flaky compared to their later stuff. The first Protector (not
>Protector II) is a good example. BTW, has anyone played either Nautilus or
>Shadow World? I've got these on my list at
><http://www.dadgum.com/giantlist.html>, but I've never seen either game.

Yeah I used to have Nautilus, one of two games that I had on cassette
(the other was the original Sierra version of Frogger.) It was kind of
fun, as I remember you drive a submarine around while avoiding (among
other things) a ship dropping depth charges from above. They were
tunnels to go through and you had to manage your air supply somewhat...
unfortunately I can't remember the point of what you were trying to
accomplish exactly.

I thought the graphics were quite good and it had a decent two
player mode. I also remember waiting for ever for it to load until I
found an article in like Analog 4 that facilitated converting tapes to
bootable disks -- like 6 years later, couldn't believe I had spent so
long waiting for the tape to load for so long. oh well.

-Kevin
--
Kevin A. Foss -- kfoss@mint.net

4300. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_894278724@rtfm.mit.edu>
Source record: 63313
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4301. Looking for 3 rare bits of software..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3550a455.812533@news.demon.co.uk>
Source record: 63314

Can anyone help me find these 3 bits of software (atr's if poss).

Quest for the Maltese Chicken....Published by Futreware??
Orb of Zaramear (or something close to that)..also Futureware..

And a PinBall Construction hack called Knob n Knockers..

The first two were published by the Sidewinder people and hold fond
memories since I helped to get them published. They are more likely
going to mean more to Brits as they were published in the UK only but
I was suprised to find my "new level" hack of Sidewinder (Raid over
Libya) on the Hackerz site so Im hoping.

BTW if anyone wants the Level editor for Sidewinder I still have it...

Quest was a left to right Frogger type game written by John Kavanagh
now of Domark software and Orb (if that the name) was a Temple of
Apshai type game written by Michael King a UK policeman...

Any help would make an old bloke very happy...
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4302. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ike8o$d3f$1@alexander.INS.CWRU.Edu>
Source record: 63315

```
(Crawl with the no-spam asks about copy protection info.)
Uhm. The csa8 FAQ has a very general part about copying
software. I'm sure the person wants more technical info,
but the csa8 FAQ might be a little info.
```

4303. Re: Tom Hunt....What happened to CTH?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ikegn$e9o$1@alexander.INS.CWRU.Edu>
Source record: 63316

(territv@aol.com asks about Tom Hunt CTH)
http://closertohome.dyn.ml.org
(RANT: So many people ask stuff, but make it impossible
or difficult to answer. eg, this one. AOL doesn't know
the person, their mailbox is full, and I'm in the
kill list, from AOL mailer daemon.)

4304. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <354dc3b3.258029161@news.ioa.com>
Source record: 63317

On Sat, 02 May 1998 08:58:15 GMT, rcs2010@swbell.net.no-spam (Crawl)
wrote:

>Does anybody have any info on diskette/cartridge copy protection in
>electronic form?
>
>Thanks
>-Chuck
>Please remove the .nospam for email.

I've got an interesting article from Gardner Computing about copy
protection on the Atari. If I can get some spare time, I'll try to
type it into a text file so everyone else can read it. It's pretty
long and in-depth, and it covers just about all of the copy protection
schemes at that time (and how to defeat most of them).

I'd also like to know where I should send such a file, once it's
completed -- UMich? I should also be able to uuencode it right into a
post, but I'll wait to see how big of a file that will be first.

Stay tuned...

Steven

4305. Re: Atari800win 1.9b problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <354dc7b3.259053768@news.ioa.com>
Source record: 63318

On 4 May 1998 03:39:45 GMT, arickett@kent.edu wrote:

>Has anyone been able to get the recently released Atari800win "b" beta
>to actually run? I receive an error saying the file MFC42.DLL was not
>found (I'm not sure there is such a file). It's strange because the
>"a" beta from last month runs fine. Any insight into this would be
>appreciated. Thanks-
>
>-Alex
>

MFC42.DLL is the Microsoft Foundation Classes version 4.2 library that you'll need to get A800Win to work. The programmer has probably switched compiler versions for the "b" beta that now requires this library. You can get the .DLL from www.microsoft.com; just do a search for it from the main page and you should get to it. Once you find it, you'll need to download it to \WINDOWS\SYSTEM.

BTW: This isn't a fault in Atari800Win, per se. The fact that the programmer chose to use the MFC instead of writing his own class library means that all users of the program will also need this file, which is not usually provided by the programmer. Search your own system first to make sure you don't have it anywhere, since the MFC is quite a large file, if I remember right.

Good luck,
Steven

4306. Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <354dca13.259661203@news.ioa.com>
Source record: 63319

Has anyone else discovered the joys of z-machine interpreters? These little creations let us play ALL of the Infocom interactive fiction games on our pc or mac, provided we have bought a copy that gives us access to the .dat file that contains all of the z-machine code (like Activision's Sci-Fi Collection CD-ROM). The interpreter will read the .dat file and let you play the game, regardless of what platform you're running on. On my Win95 machine, I use an interpreter called WinFrotz, that works great. It's also possible to use a language and compiler called Inform to create your own adventures!

Here's the problem: I can't find an interpreter for my Atari :-(I've got all the Infocom games, and I can play them directly from the original disks, but what I'm really looking to do is to write some NEW games, and I need an 8-bit interpreter to play them on the Atari.

Does anyone know if one exists?

For those interested in z-machine, check out the interactive fiction archive at:
ftp.gmd.de/if-archive
Here you'll find interpreters for most all other platforms, as well as a large collection of freeware z-code that you can play right away.

P.S. Some may ask, "What is z-machine?" It's the Zork-Machine, of course. It's a virtual machine that's platform independant, and can be used to write full text-applications (graphic apps in version 6), with reusable class libraries. Hmm, sounds a little like Java, doesn't it?

4307. Re: New Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0405981121230001@macmcurrent.library.carleton.edu>
Source record: 63320

In article <01bd767e$d72ab8a0$2d374382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>But, then again. I seem to remember buying a Canon, Citizen or something
>roller that fit. Can anybody remember if any other companies made the
>rollers too ?

I have this cryptic note in the FAQ that may prove helpful:

1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
^^^^^^^^^^^^^^^^^^^^^^

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4308. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6il6v5$1vv$2@flood.xnet.com>
Source record: 63321

Steven Posey (stevenposey@usa.net) wrote:
: Here's the problem: I can't find an interpreter for my Atari :-(
: I've got all the Infocom games, and I can play them directly from the
: original disks, but what I'm really looking to do is to write some NEW
: games, and I need an 8-bit interpreter to play them on the Atari.
:
: Does anyone know if one exists?

Well, yes, they come on Infocom disks.

I'm not being facetious here: there is a utility which allows you to assemble new C64 Infocom/Z-Machine games using the original Infocom interpreter--someone ripped the code out and figured out how to stick a Z-data file into a disk image along with the interpreter to make it work.

Now, the major hurdle you'd be facing is that I'm pretty sure there was never an interpreter for the Atari better than V3 games, which limits your scope when creating a game. (I don't think a single full Inform game has been written in V3, only demos and shells and the like)

You'd also have to figure out how to encode the interpreter on the disk image.

Another route you might try is to hunt down the 6502 source for the Oric Infocom interpreter a European Oric hacker coded up. You'd obviously have to do a lot of playing around to get it working on the Atari, but it would be a starting point.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4309. Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6ila0k$553$1@alexander.INS.CWRU.Edu>
Source record: 63322

I just had an interesting idea: I wonder if it would be possible
to use an Atari 8-bit with a Black Box/HD and copy the three
Alternate Reality disks to disk sized partitions on your HD,
and therefore be able to play the game with absolutely minimal
disk transfer time? What sort of copy protection exists on the
disks? YES, I *_HAVE_* the originals, and I am allowed a backup,
correct? This is what I'd use the backup for! ;-)
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \Atari- Innovative Leisure. / | \

4310. RF Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd77a5$75a308d0$f0ffc2d0@bsears>
Source record: 63323

I just got an Atari 130 XE that is missing the TV switchbox and the cable that goes between the computer and switchbox. Does anyone know if it is possible to just buy a plug at Radio shake and run wires to the TV sans switchbox? I'm using a dedicated TV.

Brant Sears
bsears@physix.com

4311. atari800 dos Vs rescue at fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6ild2n$i8c@bgtnsc03.worldnet.att.net>
Source record: 63324

Ok I finally get fractalus's keys to work with a emu. but for some odd reason the top part of the screen is cut off (where the toptext is displayed) any options I can set to get that right??

Oh, and I've waited for this for months, but now my joystick ain't right! ever try to play it without a joystick?? I can't tell you HOW many times I started it, and landed on JUST a few pilots, just HOPEING to get the alien.. and never did!! LOL!!

Oddly though the airlock opening sound is missing....

so anyone know how to get the screen bumped down??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4312. WTB: Raid Over Moscow

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: msmith@aol.com
Message-ID: <1998050421581900.RAA18560@ladder01.news.aol.com>
Source record: 63325

I am an avid 8 bit Atari user and have been looking to buy Raid Over Moscow. I used to play this game in college, but somehow I have lost the disk. Does anyone have one for sale?

Thanks,
Mark Smith
MSmith@aol.com

4313. Re: atari800 dos Vs rescue at fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <354e3ac6.3159749@news.demon.co.uk>
Source record: 63326

The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:

>Oddly though the airlock opening sound is missing....

I thought that but just happy it works :)
>
>so anyone know how to get the screen bumped down??
>
Have a look at the readme for it as it mentions in there about a F key
or a crtl key plus another to move the screen up and down...

Honest :) (thinks its an F key)

I use the wonderous Win version from Rich as its has a higher screen
res and a few tweaks as well. Petr says that the resolution is on the
"to do" list....

Otherwise happy alien hunting....
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4314. Re: fs: Atari 800XL 1050&410 drives,sio2pc,2550+games ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0405981522130001@nntp.netgate.net>
Source record: 63327

In article
<Pine.GSO.3.95.980428190106.13020D-100000@fissure.scar.utoronto.ca>, Alan
Christie <94chrisv@scar.utoronto.ca> wrote:

> The real funny thing about the Atari 410 recorder was it wasn't very
> reliable when it was released (later tape drives 1010, XC12 boasted about
> better reliability!) Also, tape software has a much shorter life-span
> than disks.. even if the tape recorder is "good as new", it may not be
> able to load in 'very old' tape data... (I remember sometimes loading the
> same tape game 2 or 3 times before it loaded properly on my 400!)

Another problem is that cassettes were not very reusable. Once you
recorded over a previous recording 2 or 3 times, the bleed from the
old recordings (still barely audible beneath the new recording) often
caused I/O errors.

Cassette drives. Wow, I *really* don't miss those.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4315. Re: Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6ilh8q$4ef$1@flood.xnet.com>
Source record: 63328

```
Bill R. Core (he110@cleveland.Freenet.Edu) wrote:
: disks? YES, I *_HAVE_* the originals, and I am allowed a backup,
: correct? This is what I'd use the backup for! ;-)

You're allowed an infinite number of backups. Alternate Reality is now
freeware.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.
```

4316. How to handle with downloaded software???

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: 050321316-0001@t-online.de
Message-ID: <6ika9t$h5q$1@news02.btx.dtag.de>
Source record: 63329

Since some weeks Iï¿½m surfing through the Internet and downloaded some software, mostly Demos.
But till today Iï¿½d never managed to run those Demos on my 800xl.
The Demos with the *.ATR-Extender work on my 486/dx2 80 with xlit .20. But how can I use the ATR-Files on my 8-bit?
The files with the Extende *.DCM were converted without any error by Diskcommunicator 3.2, but booting the created disks results in reading the first sectors and then... nothing!
What is it worth for posting somuch PD-soft in the Internet, when the good old 800xl never gets the chance to run it???
please help me!!!

4317. Alternate Reality Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998050423253100.TAA28186@ladder03.news.aol.com>
Source record: 63330

I've been looking for a copy of Alternate Reality: City & Dungeon for my XL for some time now but haven't found one. Getting the urge to play, I decided to try XL-It and a copy of the Dungeon in .ATR format.

The game seems to run well, until I get to a point (like a battle) and it will say "Insert Disk 3 into any Drive". At this point I'm not sure what to do.

I set up XL-It so that Disk one is in Drive A, Character Disk in Drive B, Disk 2-Side 1 in Drive C etc etc..start playing the game and then get to a point where the game will still ask me to insert a certain game disk in any drive. I've tried putting the various game disks in different drives but it doesn't seem to work.

Any help anyone could give as to how to get the game set up on XL-It would be appreciated.

Al

4318. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: The Adept <adept@mcs.com>
Message-ID: <354E783C.F3B7D833@mcs.com>
Source record: 63331

Nice bait. Let's see the fish jump into the boat.

Adept

(machine loyalty available on request ;)

Tom Ciccone wrote:

> I owned both computers as a child.
>
> I own both computers now (recently re-acquired a C128 and an 800XL) and I
> STILL think that the Atari is vastly superior.
>
> I've seen a few postings here and there by those unfortunate to never have
> owned both machines.
>
> The Atari is simple, crisp and user friendly. The Commodore is a pain. It
> was then and it is now.
>
> One of the greatest things that I have to note, is that the Atari
> newsgroups are full of intelligent people still clinging on to their
> memories, while the C-64 newsgroups and web pages for that matter are
> fairly barren.
>
> I just wanted to say it is obvious which machine the real computer users
> were purchasing back then.
>
> Tom

4319. Atari DOS for Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6im7l9$me3$1@newsd-199.bryant.webtv.net>
Source record: 63332

I remember in the deep dark past of 1983, my girlriend at the time, despite my exhortations, decided to get a Commodore 64. And of course, I was always helping her deal with the bloody thing.

And of course, the Commodore DOS was the biggest pain-in-der-ass this side of the Digital Rainbow. So I had this great idea, to make a BASIC program emulate the Atari DOS menu to make things alot easier, like formatting disks, etc. Worked pretty good, too.

4320. IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-04 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6im8ndmek1@newsd-199.bryant.webtv.net>
Source record: 63333

I may be oversimplifying things, but I read in the paper about the next great thing for MS-DOS machines, the Universal Serial Bus (USB). According to the article, you'd be able to plug drives, printers, modems, and the like into each other.

Now tell me if I am wrong, but didn't Atari have that back in 1978? Of course, the idiot writer doesn't know that and attributes it to Apple Machintosh, which didn't come out until 1984...

4321. Just bought Ape Face

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Tom Ciccone <TomCiccone@worldnet.att.net>
Message-ID: <6ilsam$6n@bgtnsc01.worldnet.att.net>
Source record: 63135

I just bought an 800XL with an Indus Drive with some software. It also came with an Ape Face printer interface. I believe this is useless for all of my purposes, but I was wondering if it is compatible with any software like the SIO2PC cable is that will allow me to hook directly up to my PC.

Does anybody know?

Thanks.

Tom

4322. Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Tom Ciccone <TomCiccone@worldnet.att.net>
Message-ID: <6ilsmb$6n@bgtnsc01.worldnet.att.net>
Source record: 63136

I owned both computers as a child.

I own both computers now (recently re-acquired a C128 and an 800XL) and I STILL think that the Atari is vastly superior.

I've seen a few postings here and there by those unfortunate to never have owned both machines.

The Atari is simple, crisp and user friendly. The Commodore is a pain. It was then and it is now.

One of the greatest things that I have to note, is that the Atari newsgroups are full of intelligent people still clinging on to their memories, while the C-64 newsgroups and web pages for that matter are fairly barren.

I just wanted to say it is obvious which machine the real computer users were purchasing back then.

Tom

4323. Re: Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6im3lt$270@freenet-news.carleton.ca>
Source record: 63137

Bill R. Core (he110@cleveland.Freenet.Edu) writes:
> I just had an interesting idea: I wonder if it would be possible
> to use an Atari 8-bit with a Black Box/HD and copy the three
> Alternate Reality disks to disk sized partitions on your HD,
> and therefore be able to play the game with absolutely minimal
> disk transfer time? What sort of copy protection exists on the
> disks? YES, I *_HAVE_* the originals, and I am allowed a backup,
> correct? This is what I'd use the backup for! ;-)

You may have a problem getting them to run off a PBI hard disk inaterface. AR
City uses its own SIO routines, not the ones in the OS. You might see if
the cracked version was converted to use the normal SIO handler.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4324. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6im9j6$co8$1@flood.xnet.com>
Source record: 63138

The Adept (adept@mcs.com) wrote:
: Nice bait. Let's see the fish jump into the boat.

It's such an obvious troll that it really defies a response. Not to
mention being factually inaccurate on numerous counts.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4325. Atari Unix, and APE AMiga!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6imn83gne0@208.10.3.76>
Source record: 63139

I have two questions:

1. If the Commodore 128 has Unix, then why can't the Atari 8-bit

2. Was Ape Amiga ever written? I know there was a lot of interest built on this prodject

XDelusion

delusion@wcoil.com

4326. Re: Atari power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Kent Benedict <kmb@avalon.net>
Message-ID: <354EE23F.FDBC064C@avalon.net>
Source record: 63140

Unless the PS is for the computer itself, they are pretty standard and you
probably COULD find one at Radio Shack. I plugged a disk drive PS into a portable
tape recorder I had and it worked just fine.

MAKE SURE YOU GET THE CORRECT POLARITY AND VOLTAGE!!!!!!!!

I'd hate to see you fry any circuitry, y'know...
;-)

Vladimir Protic wrote:

> Can somebody please tell me where can I get some (do places like Radio
> Shack sell them)? I did actually try Radio Shack, but I had a feeling that
> the guy didn't quite understand what I was talking about...
>
> Thanx
>
> Vlad

4327. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Chuck Swiger <cswiger@norfolk.infi.net>
Message-ID: <354EEED9.1254@norfolk.infi.net>
Source record: 63141

> 1. Jumpman..........

I'll second that nomination, and add only three:

--> Kennedy Approach
Your air traffic control at one of several US airports, fairly simple untill you start juggling a lot of planes or a thunderstorm heads for Denver. Neat-o thing is the voice synth, no special box required, so when you give a plane it's orders, it says:
<static>
UUUnited threeee zerooo nine --- turn left to ninety degrees --- climb to five thousand feet
<static>
RRRRRoger
<static>

--> Tapper
Unique concept. Your a very busy bartender with a lot of thirsty customers, and you have to fill a beermug and fling it down the bar before they come and choke you; then you have to be there to catch the empty's they fling back. Sometimes they leave a tip, which you can get (while filling, flinging and catching) to hire entertainment or fix up the joint.

--> Alley Cat
Another unique concept. Your a cat in the alley, and have to jump up on some boxes and garbage cans, then onto a fence. If you don't a dog comes along and starts a fight. Once on the fence you jump up onto some clothslines moving back and forth, people throw shoes out the window at you, and you jocky around to jump into an open window. Once in, you go thru various things (can't remember 'em all) like a fish bowl, etc. Then go thru another screen of platforms, and when you get to the top of that you meet another cat, fall in love (meow!), then it's back to the alley. I used to leave this in demo just to watch the cat run back and forth, wag it's tail and meow, and you don't have to clean out a catbox.

Chuck
nospam_cswiger@widomaker.com

4328. Auction: ANALOG/Antic, Manuals, 8-Bit Cartridge Flip N File

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <1998050511431400.HAA29013@ladder01.news.aol.com>
Source record: 63142

May Auction - Update 2

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, May 20 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Instructions
Atari 8-Bit Instructions:
I1. BC's Quest for Tires, Sierra -$1.95 min
I2. Blue Max, Synapse -$1.95 min

I3. Centipede, Atari -$1.95 min
I4. Clowns and Balloons, Datasoft -$1.95 min
I5. Demon Attack, Imagic -$1.95 min
I6. Dig Dug, Atari -$1.95 min
I7. Final Legacy, Atari -$1.95 min
I8. Flight Simulator II Reference Chart -$1.95 min
I9. Flip and Flop, First Star -$1.95 min
I10. Gorf, Roklan -$1.95 min
I11. Gruds in Space, Sirius -$1.95 min
I12. Gyruss, Parker Bros. -$1.95 min
I13. H.E.R.O., Activision -$1.95 min
I14. Hard Hat Mack Command Summary Card, Activision -$1.95 min
I15. Joust, Atari -$1.95 min
I16. Jumpman Jr. Epyx -$1.95 min
I17. Keystone Kapers, Activision -$1.95 min
I18. K-razy Antiks -$1.95 min
I19. K-razy Kritters -$1.95 min
I20. K-razy Shootout -$1.95 min
I21. K-Star Patrol -$1.95 min
I22. Master of the Lamps, Activision -$1.95 min
I23. Megamania, Activision -$1.95 min
I24. Miner 2049er, Big Five -$1.95 min
I25. Monster Maze, Epyx -$1.95 min
I26. Mr. Do!, Datasoft -$1.95 min
I27. On-Track Racing, Gamestar -$1.95 min
I28. Pac-Man, Atari -$1.95 min
I29. Pharaoh's Pyramid, Master Control Software -$1.95 min
I30. Pool 400, Innovative Design -$1.95 min
I31. Rainbow Walker, Synapse -$1.95 min
I32. Repton, Sirius (includes iron-on) -$1.95 min
I33. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
I34. Return of Heracles, Quality Software -$1.95 min
I35. Robotron, Atari -$1.95 min
I36. Shooting Arcade, Datasoft -$1.95 min
I37. Silent Service, Microprose -$1.95 min
I38. Snokie, Funsoft -$1.95 min
I39. Super Cobra, Parker -$1.95 min
I40. Track Attack, Broderbund -$1.95 min
I41. Wizard of Wor, Roklan -$1.95 min
I42. Zaxxon, Sega -$1.95 min
I43. Encounter!, Synapse -$1.95 min
I44. APX Ultimate Renumber Utility Insts. -$1.95 min
I45. APX Keyboard Organ Insts. -$1.95 min
I46. APX Sketchpad Insts. -$1.95 min
I47. APX Video Math Flashcards Insts. -$1.95 min
I48. APX Presidents of the United States Insts. -$1.95 min
Atari 5200 Instructions:
I49. Frogger -$1.95 min
I50. Popeye -$1.95 min
Atari 2600 Instructions:

I51. Asteroids, Atari (b&w, 5 languages) -$.50 min
I52. Space Invaders, Atari (small black) -$.50 min
I53. Home Run, Atari (small black) -$1 min
I54. Street Racer, Atari (small black) -$1 min
I55. Super Breakout, Atari (colored) -$1 min
I56. Surround, Atari (small black) -$1 min
I57. Tennis, Activision (colored) -$1 min
I58. Video Olympics, Atari (colored) -$1 min
I59. Video Pinball, Atari (small colored) -$1 min
I60. Congo Bongo, Sega -$1.25 min
I61. Encounter at L-5, Data Age -$1.25 min
I62. Missile Command, Atari (colored) -$.75
I63. Atari Force Comic Book #1 -$1.95 min
I64. Atari Force Comic Book #2 -$1.95 min
I65. Atari Force Comic Book #3 -$1.95 min
Amiga Instructions:
I66. One on One Command Summary Card -$1 min
Super Nintendo Instructions:
I67. Super Nintendo Mortal Kombat II -$1 min

Game Catalogs
1. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.50 min
2. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 min
3. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart.
-$.50 min
4. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 min
5. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 min

Atari Computer Books/Manuals
6. Atari Personal Computer System Operating System User's Manual. CO16555 Nov.
1980. 215 pages. Add $1 to shipping. -$9.95 min
7. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping.
-$9.95 min
8. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
9. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command
Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler
Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
10. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min

Atari 5200 Single Cartridges
11. Pac-man (excellent label) -$1.50 ramfan83
12. Defender (excellent label) -$1 min
13. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
14. Pac-man (pair in excellent condition.) -$1.50 min

Atari 8-Bit Computer
15. Kindercomp cartridge. -$.50 min
16. Print Shop Graphics Library 3 disk with Reference Card. -$1.95 min
17. Atari Word Processor Program Master disk (CX8119) -$1.95 min
18. HomePak (flip side for C64), Batteries Included disk -$1 min

19. Ken Uston's Professional Blackjack disk (flip side C-64) with Operating Inst. manual. -$1 min
20. Party Quiz Game Question disk (General Edition 1), Suncom. Flip side C-64. -$.50 min
21. F-15 Strike Eagle, Micropose disk -$.75 min
22. Track Attack game disk, Broderbund -$.75 min
23. Maxi Golf, Activision 2 disk set -$.75 min

Atari Controllers
24. Atari Standard Joystick (single) -$1.95 min
25. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
26. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4.95 min
27. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
28. Flip and File - Same as above. -$1.95 min
29. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
30. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
31. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$11.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

* Classic Game Magazines*
M1. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Microfun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$10.95 min

M2. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$8.95 min

M3. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -8.95 min

M4. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$8.95 min

M5. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$8.95 min

Atari Computer Magazines
A6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$10 cswiger

A7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$10 cswiger

A8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$10 cswiger

A11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$6.95 min

A12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in

programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$6.95 min

A14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$6.95 min

A15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7 cswiger

A16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7 cswiger

A17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$5.95 min

A21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$5.95 min

A24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7 cswiger

A27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$4.95 min

A28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$4.95 min

A29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$4.95 min

A31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$4.95 min

A32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$4.95 min

A33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$4.95 min

A34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$4.95 min

A35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$4.95 min

A36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$4.95 min

A52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

AE1. Atari Explorer Sept./Oct. 1986. -$1.95 min

AE2. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

AE3. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

AA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$6.95 min

AA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$6.95 min

AA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$6.95 min

AA4. Feb./Mar. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$6.95 min

AA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$2.95 min

AA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$2.95 min

AA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$2.95 min

AA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$2.95 min

AA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$2.95 min

AA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$2.95 min

AA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$2.95 min

AA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$2.95 min

AA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$5 cswiger

AA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$2.95 min

AA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$2.95 min

AA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$2.95 min

AA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$2.95 min

AA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$2.95 min

AA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$2.95 min

AA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$2.95 min

AA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$2.95 min

AA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

AA23. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$2.95 min

AA24. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$2.95 min

AA25. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$2.95 min

AA26. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics

Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$2.95 min

AA27. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$2.95 min

AA28. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$2.95 min

AA29. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$2.95 min

AA30. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$2.95 min

AA31. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$2.95 min

AA32. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$2.95 min

4329. Re: RF Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <354EFB3A.2A154E84@ix.netcom.com>
Source record: 63143

Brant Sears wrote:
>
> I just got an Atari 130 XE that is missing the TV switchbox and the cable
> that goes between the computer and switchbox. Does anyone know if it is
> possible to just buy a plug at Radio shake and run wires to the TV sans
> switchbox? I'm using a dedicated TV.
>
> Brant Sears
> bsears@physix.com

Brant,
Yes. You need a cable with a male RAC phono plug on one end and a male
F connector on the other end. Select the channel you wish to use with
the switch on the back of the conputer (2 or 3) then tune your TV to
that channel.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4330. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <354EFDF7.FE172D30@ix.netcom.com>
Source record: 63144

Steven Posey wrote:
>
> On Sat, 02 May 1998 08:58:15 GMT, rcs2010@swbell.net.no-spam (Crawl)
> wrote:
>
> >Does anybody have any info on diskette/cartridge copy protection in
> >electronic form?
> >
> >Thanks
> >-Chuck
> >Please remove the .nospam for email.
>
> I've got an interesting article from Gardner Computing about copy
> protection on the Atari. If I can get some spare time, I'll try to
> type it into a text file so everyone else can read it. It's pretty
> long and in-depth, and it covers just about all of the copy protection
> schemes at that time (and how to defeat most of them).
>
> I'd also like to know where I should send such a file, once it's
> completed -- UMich? I should also be able to uuencode it right into a
> post, but I'll wait to see how big of a file that will be first.
>
> Stay tuned...
>
> Steven

Steven,
The Umich archive is a perfect place for this. You can u/l it (FTP)
directly to /atari/8bit/new (i believe or better yet e-mail it with a
one or two line description to Bill Kendrick at
kendrick@zippy.sonoma.edu. Bill is the archive care taker and will post
it in the proper place.
You might want to see if you can find a way to scan the document in
then do the minro clean up. This will be MUCH faster and easier for you.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4331. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <354F0BE3.F269CE79@csfb.com>
Source record: 63145

Hi Tom,

Well obviously being in an Atari newsgroup you are going to get a bias opinion and Commodore users will obviously give their merits to their C64's and 128's, but all in all the Atari 8-bits were better machines, the Commodore's were superb low cost cut down clones of the Atari's (I've just recently had the pleasure of meeting with the 3 men who designed the Vic-20 and C64 and they explained that those systems were exactly that, low cost cut back clones of the Atari 8-bits), but they're cost combined with a large media push put the C64's ontop, its amazing what people will buy :)

Curt

4332. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <354F0C45.6664C00E@csfb.com>
Source record: 63146

Hi Mark,

USB, the concept is sort of similar, of course far more superior and faster then the Atari SIO bus, but the same basic concept. Yes, it does very closely resemble Apples ADB (Apple Desktop Bus) which allows keyboards, printers and such all to be connected together.

Curt

4333. Re: EQIVALENT KEYS ON ATARI FOR "F" ON IBM

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <354ef97a.474677@news.pressenter.com>
Source record: 63147

On Fri, 1 May 1998 15:21:46 -0400, NassauNet User
<el032627@nassaulibrary.org> wrote:

>I am using an Atari 130XE computer with ICE T Ver. 2.72 emulator on the
>Internet through my library online service. The card catalog menu
>on my library system says "PRESS F1" etc. Are there any ASCII code
>numbers for the "F" keys that I could emulate? Or better yet does anyone
>know of the Atari Key combinations that would work?

Doesn't ICE T provide DEC VT100 terminal emulation? If so, I would
think the ICE T documentation would provide the information on which
Atari8 keypresses are mapped to VT100 keys. Check it out my man.

>Is there any solution to this problem short of connecting an IBM type
>keyboard to my 130 XE? Any help is appreciated.

Well, that is no solution at all because you can't hook up such a
keyboard to your Atari8. Well actually you can if you have Transkey
or something, but even then the special keys on the PC keybaord are
mapped to Atari keys, so it would seem to your Atari as an Atari
keyboard anyway. Right back where you started at; full circle.

*** Please make sure responses are also sent via email.

4334. Re: still having atari800 emu problems..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <354ffd61.1473736@news.pressenter.com>
Source record: 63148

On Fri, 1 May 1998 19:20:57 -0400, "GAREEE!" <gareee@worldnet.att.net>
wrote:

>I just downloaded the atari roms from daves classic, and for some reason the
>newest atari800 bulid doesn't recognise them as the correct roms.. anyone
>else having this problem??
>Help!

Probably a modified or "patched" version of the original Atari ROMs.
Does it give you a warning about the checksum being incorrect? I have
some special versions some of the OS ROMs that have very fast math
routines etc. and I get a checksum warning. I ignore it and use it
anyway. Anyway, if that isn't it, make sure you specify the rom files
in the appropriate dialog box in the options.

Opps, I'm thinking of Atari800Win. You are using the DOS version?

*** Please make sure responses are also sent via email.

4335. Re: Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35510a92.4851456@news.pressenter.com>
Source record: 63149

On 4 May 1998 22:59:38 GMT, jcompton@typhoon.xnet.com (Jason Compton)
wrote:

>Bill R. Core (he110@cleveland.Freenet.Edu) wrote:
>: disks? YES, I *_HAVE_* the originals, and I am allowed a backup,
>: correct? This is what I'd use the backup for! ;-)
>
>You're allowed an infinite number of backups. Alternate Reality is now
>freeware.

Where????? I have a great character modifier for AR Dungeon I think.
Anyway, geeze do I need a 360KB drive so I can read in old Atari
disks.

*** Please make sure responses are also sent via email.

4336. Re: Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35520b30.5009188@news.pressenter.com>
Source record: 63150

On 5 May 1998 04:13:49 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>Bill R. Core (he110@cleveland.Freenet.Edu) writes:
>> I just had an interesting idea: I wonder if it would be possible
>> to use an Atari 8-bit with a Black Box/HD and copy the three
>> Alternate Reality disks to disk sized partitions on your HD,
>> and therefore be able to play the game with absolutely minimal
>> disk transfer time? What sort of copy protection exists on the
>> disks? YES, I *_HAVE_* the originals, and I am allowed a backup,
>> correct? This is what I'd use the backup for! ;-)
>
>You may have a problem getting them to run off a PBI hard disk inaterface. AR
> City uses its own SIO routines, not the ones in the OS. You might see if
> the cracked version was converted to use the normal SIO handler.
>
>Steve

What "Cracked" version? Is that the same as the "FREEWARE" version?
If it's truly freeware, wouldn't it be "re-released freeware" instead
of "cracked." Authors don't usually have to "crack" their own
software, they simply change it.

All I have is the original ones, so a freeware or cracked version is
of interest to me.

*** Please make sure responses are also sent via email.

4337. Re: Alternate Reality Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35540c9f.5376468@news.pressenter.com>
Source record: 63151

On 04 May 1998 23:25:31 GMT, comdungeon@aol.com (ComDungeon) wrote:

>I've been looking for a copy of Alternate Reality: City & Dungeon for my XL for
>some time now but haven't found one. Getting the urge to play, I decided to try
>XL-It and a copy of the Dungeon in .ATR format.
>
>The game seems to run well, until I get to a point (like a battle) and it will
>say "Insert Disk 3 into any Drive". At this point I'm not sure what to do.
>
>I set up XL-It so that Disk one is in Drive A, Character Disk in Drive B, Disk
>2-Side 1 in Drive C etc etc..start playing the game and then get to a point
>where the game will still ask me to insert a certain game disk in any drive.
>I've tried putting the various game disks in different drives but it doesn't
>seem to work.
>
>Any help anyone could give as to how to get the game set up on XL-It would be
>appreciated.
>
>Al

I think AR only lets you use two drives.

*** Please make sure responses are also sent via email.

4338. Re: Atari power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Vladimir Protic <vladster@odyssee.net>
Message-ID: <01bd782a$417b4880$175132cc@MyComputer.microtec.net>
Source record: 63152

Yeah, but it is for the computer itself....

Kent Benedict <kmb@avalon.net> wrote in article
<354EE23F.FDBC064C@avalon.net>...
> Unless the PS is for the computer itself, they are pretty standard and
you
> probably COULD find one at Radio Shack. I plugged a disk drive PS into a
portable
> tape recorder I had and it worked just fine.
>
> MAKE SURE YOU GET THE CORRECT POLARITY AND VOLTAGE!!!!!!!!
>
> I'd hate to see you fry any circuitry, y'know...
> ;-)

4339. Atari 800XL FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: gmt@death-star.com
Message-ID: <6in8qd$c3b$1@nnrp1.dejanews.com>
Source record: 63153

ATARI 800 XL FOR SALE
The computer works perfectly and is in excellent
overall condition.
Includes:
Computer deck
Power Supply
5 games in Atari
binder. Pac-man, Sky writer, Qix, Super Cobra and Popeye
Directions for Sky
writer, Pac-man and Qix
Atari Joystick in box
All manuals and paperwork
(Atari basic, warranty card, owners manual etc.)
All connection cables and
switch box
Asking $25 plus shipping for everything. If you have any more
questions, please feel free to ask. References available upon request.
Thanks.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4340. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: gmt@death-star.com
Message-ID: <6in8lvbsm1@nnrp1.dejanews.com>
Source record: 63154

ATARI 800 XL FOR SALE The computer works perfectly and is in excellent overall condition. Includes: Computer deck Power Supply 5 games in Atari binder. Pac-man, Sky writer, Qix, Super Cobra and Popeye Directions for Sky writer, Pac-man and Qix Atari Joystick in box All manuals and paperwork (Atari basic, warranty card, owners manual etc.) All connection cables and switch box Asking $25 plus shipping for everything. If you have any more questions, please feel free to ask. References available upon request. Thanks.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4341. Re: RF Cable -- solved

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd7834$2b6ce030$f0ffc2d0@bsears>
Source record: 63155

Problem Solved. The little black box on the Atari cable threw me off and made me think it was some kind of "magic" cable, but its really a standard RCA cable. The switchboxes are available at Radio Shack, too (much to my surprise).

Brant Sears <bsears@physix.com> wrote in article <01bd77a5$75a308d0$f0ffc2d0@bsears>...
> I just got an Atari 130 XE that is missing the TV switchbox and the cable
> that goes between the computer and switchbox. Does anyone know if it is
> possible to just buy a plug at Radio shake and run wires to the TV sans
> switchbox? I'm using a dedicated TV.
>
> Brant Sears
> bsears@physix.com
>

4342. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd7835$981191d0$f0ffc2d0@bsears>
Source record: 63156

> USB, the concept is sort of similar, of course far more superior and
> faster then the Atari SIO bus, but the same basic concept. Yes, it
> does very closely resemble Apples ADB (Apple Desktop Bus) which allows
> keyboards, printers and such all to be connected together.

So far as I am aware, ADB isn't used to connect printers -- just keyboards
and mice. Its my understanding that Apple is going to ditch ADB on upcoming
machines anyway which is not much of a loss.

Brant Sears
bsears@physix.com
Newton Developer
Physix, Inc.

4343. Re : Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050514484600.KAA10697@ladder01.news.aol.com>
Source record: 63157

Come on, not that again!
Both computers have good and bad points, both are great machines and that's all there is to say!
PLEASE stop telling us the Atari is better than the C64 or the Commodore walks over the XL/XE: it is completely POINTLESS.

4344. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd7838$3d43d800$5cc2accf@asharkis.erols.com>
Source record: 63158

Atari was way ahead of its time with a lot of features. You can add
device-independent I/O to that list, as well as a few other things I can't
recall now.

Mark Newton-John <marknewtonjohn@webtv.net> wrote in article
<6im8ndmek1@newsd-199.bryant.webtv.net>...
> I may be oversimplifying things, but I read in the paper about the next
> great thing for MS-DOS machines, the Universal Serial Bus (USB).
> According to the article, you'd be able to plug drives, printers,
> modems, and the like into each other.
>
> Now tell me if I am wrong, but didn't Atari have that back in 1978? Of
> course, the idiot writer doesn't know that and attributes it to Apple
> Machintosh, which didn't come out until 1984...
>
>

4345. Re: EQIVALENT KEYS ON ATARI FOR "F" ON IBM

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd783b$5252bec0$5cc2accf@asharkis.erols.com>
Source record: 63159

Jon D. Melbo <jmelbo@pressenter.com> wrote in article
<354ef97a.474677@news.pressenter.com>...
> On Fri, 1 May 1998 15:21:46 -0400, NassauNet User
> <el032627@nassaulibrary.org> wrote:
>
> >I am using an Atari 130XE computer with ICE T Ver. 2.72 emulator on the
> >Internet through my library online service. The card catalog menu
> >on my library system says "PRESS F1" etc. Are there any ASCII code
> >numbers for the "F" keys that I could emulate? Or better yet does anyone
> >know of the Atari Key combinations that would work?
>
> Doesn't ICE T provide DEC VT100 terminal emulation? If so, I would
> think the ICE T documentation would provide the information on which
> Atari8 keypresses are mapped to VT100 keys. Check it out my man.

I know who NassauNet User is. He and I have real names, but the Nassau Library System (NassauNet) doesn't automatically put your real name in anything you post here. That's why I'm sending this from my regular ISP.

NassauNet User and I are both fine when we want to use NassauNet for PINE (email and Usenet) or LYNX (WWW and Gopher.) The problem is isolated to another menu choice, "Telnet to your library's card catalog." Since your user name on the system contains a code for your local branch, you are automatically connected to that branch when you telnet in this fashion. Although NassauNet is county-wide, the software that individual branches use for card catalogs is not uniform. I have no trouble with my branch, because it's not really dependent on Fn keys, and posts alternate key combinations for the few that it does use. NassauNet User's branch is highly dependent on Fn keys.

Now about Ice-T. The docs don't provide any substitutions for PC-style Fn keys. But FlickerTerm does. NassauNet User either has FlickerTerm or can get it from me, but we both prefer to use Ice-T.

Well, here's where I have a problem. I used FlickerTerm to access NassauNet and had no problems, except for the fact that I couldn't replicate NassauNet User's conditions. Soooo, I set FlickerTerm to R2: (you can do that) and set up a null-modem to my PC. I figured I could press FlickerTerm's substitutes for the Fn keys and see what shows up on the PC's screen. But pressing _ANY_ key on the Atari started a continuous send of that character, similar to what happens when you have "screaming characters" as a result of an incorrect RS-232 handler. And yet, FlickerTerm with the same handler does OK over a modem.

I couldn't solve NassauNet User's problem, and I'm pressing for more heads to get together over this one so that we can help him out.

Please, guys?

Thanks

Alan Sharkis

4346. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd783e$d95e8e00$0201010a@g6-300xl>
Source record: 63160

Brant Sears <bsears@physix.com> wrote in article
<01bd7835$981191d0$f0ffc2d0@bsears>...
>
> So far as I am aware, ADB isn't used to connect printers -- just
keyboards
> and mice. Its my understanding that Apple is going to ditch ADB on
upcoming
> machines anyway which is not much of a loss.
>

ADB can connect just about anything...I've seen it used to connect the
machine to networks, printers, scanners, etc. The drawback is that its
very slow...so most businesses will expand their machines with extra cards
for this purpose. However a small business/home will go cheap and put up
with the slow speed of ADB :-)

4347. FS: Atari 1027 + AtariWriter + APX Spell checker

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: "Thomas M. Johnson" <thomasj@execpc.com>
Message-ID: <354F410A.A01F4E3F@execpc.com>
Source record: 63161

I am selling my Atari 1027 Letter Quality Printer in its orginal box with power supply, owner's manual, SIO cable, oil and an ink roll. I don't know if the ink roll is any good. It's never been opened but it is 14+ years old.

Included with it is an AtariWriter cartridge in orginal box with manual and reference card.

Also included is Spell Magic from APX Classics from Antic. This is 2 disks only.

All 3 items to the first person for $35 and that include US shipping. Outside the US, I'll check into shipping.

4348. please read this is you are a big atari ran

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Jose Moreno <jose_m@internetmci.com>
Message-ID: <354F49E8.4F288146@internetmci.com>
Source record: 63162

hi !!!

I would just like to know how many of you out there run a atari based
bbs???

if you run an atari based bbs and would like to get your bbs on the net,
throue a type of telnet
type system, then this message is just for you.

i'm new to atari, I have a friend who is helping me set up a atari
board.....
now, I was thinking of how to set up the atari in a telnet style system
so people on the net
can telnet to my bbs.

I did come up with a solution, using a PC with ppp and a sort of a
plug-in idea.....
where if you lets say have a 4 node bbs, you must connect your pc to the
net
then run this software, and when people try to telnet over to your
site.... each
user goes to a different rs232 port and null modem connected to one of
your bbs nodes....

is anyone here also into pc software to write this pc based program??
that would be cool
this way you could put your atari bbs on the world wide web.....

if, no-one here is a pc programmer, maybe we all could pitch in and pay
a programmer to
creat this program....

let me know your feelings about this
send me e-mail

thanks

Jose

4349. Re: Are you one of these people?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <etvr1rFe9GA.171@upnetnews02.moswest.msn.net>
Source record: 63163

Frank Rachel wrote in message +ADw-6igokj+ACQ-395+AEA-news.webspan.net+AD4-...
+AD4-Reading all these messages in the Atari 8bit group has brought back a lot
of
+AD4-memories.. In fact I just bought a 130XE system from Ebay.. Anyway, I used
+AD4-to run a fairly popular 8-bit BBS back in the 80's, and was wondering what
+AD4-happened to some of the people I used to know.. Perhaps you are one of
them?
+AD4-
+AD4-Handles: Atari Bandit, Mesron, Jolly Joe, Whiz Kid, The Guildmaster to name
+AD4-a few..
+AD4-
+AD4--Frank Rachel
+AD4AIg-Freddie+ACI- +ACY- +ACI-Overlord+ACI- from +ACI-Death Start BBS+ACI-, and +ACI-Elm
Street BBS+ACI-.
+AD4-
+AD4-(Yeah, I know Freddie is spelled wrong+ACE- :-))
+AD4-
+AD4-

I know how to get in touch with The Mayor (NYC BBS) remember that place?

PX

4350. For sale list (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Mike Blenkiron <hamster@globalnet.co.uk>
Message-ID: <6inper$81f$1@heliodor.xara.net>
Source record: 63164

```
Atari 8-bit hardware & software items for sale.
Please contact hamster@globalnet.co.uk for complete list.
```

4351. 130XE w/320K Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.980505152631.574654612A-100000@conrad.appstate.edu>
Source record: 63165

I have an Atari 130XE that has been fitted with a 320K upgrade and is in excellent cosmetic and working order that I would like to sell or trade someone for Lego sets. The computer comes with power supply and rf cable.

If you are interested in a trade for Lego, please e-mail me with a list of set numbers that you have for trade (only sets with most or all pieces and instructions please).

ccee88oo
C8O8O8Q8PoOb o8oo
dOB69QO8PdUOpugoO9bD
CgggbU8OU qOp qOdoUOdcb ....
6OuU /p u gcoUodpP ....
\\\\// /douUP ... ...
. \\\\///. . ...
.. |||/\ . . ..
.. |||\/ ... .
. ||||| . .. Thomas Main ..
...../////|||||\..... main@appstate.edu .....

4352. Jag Club -Lynx(UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: jaguser1@aol.com
Message-ID: <1998050520445500.QAA10934@ladder01.news.aol.com>
Source record: 63166

```
we are now taking Lynx owners as new members.
http://members.aol.com/Jaguser/jagclub
```

4353. Re: FAVORITE 8-BIT GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35595268.11152620@news.demon.co.uk>
Source record: 63167

The other Day Chuck Swiger <cswiger@norfolk.infi.net> wrote:

>> 1. Jumpman.....
>
>I'll second that nomination, and add only three:

Someone else with very good taste :)
>
>--> Kennedy Approach
> Your air traffic control at one of several US airports, fairly
>simple untill you start juggling a lot of planes or a thunderstorm
>heads for Denver. Neat-o thing is the voice synth, no special
>box required, so when you give a plane it's orders, it says:

And happily...now working with speech on DOS and WIN versions of A800
:)
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4354. The official Milan-Homepage ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <6insb3$dj4$6@news02.btx.dtag.de>
Source record: 63168

```
.. is available:

http://www.milan-computer.com
http://www.milan-computer.de

Currently the service is only available in German. An English translation
will be available soon.

The Milan is the successor of the Atari line of computers.
Have fun - we hope to hear from you soon!

--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy
```

4355. Re: still having atari800 emu problems..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6io048$cnf@bgtnsc01.worldnet.att.net>
Source record: 63169

I found the problem.. someone here pointed it out.. if you use the default
parameters, it runs fine.. if you specify the exact file areas and
filenames, it can't "see" them..

just a odd little buggy.. ;)
(that's what i get for reading and trying to follow the directions.. LOL!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Jon D. Melbo wrote in message <354ffd61.1473736@news.pressenter.com>...
>On Fri, 1 May 1998 19:20:57 -0400, "GAREEE!" <gareee@worldnet.att.net>
>wrote:
>
>>I just downloaded the atari roms from daves classic, and for some reason
the
>>newest atari800 bulid doesn't recognise them as the correct roms.. anyone
>>else having this problem??
>>Help!
>
>Probably a modified or "patched" version of the original Atari ROMs.
>Does it give you a warning about the checksum being incorrect? I have
>some special versions some of the OS ROMs that have very fast math
>routines etc. and I get a checksum warning. I ignore it and use it
>anyway. Anyway, if that isn't it, make sure you specify the rom files
>in the appropriate dialog box in the options.
>
>Opps, I'm thinking of Atari800Win. You are using the DOS version?
>
>*** Please make sure responses are also sent via email.

4356. Re: atari800 dos Vs rescue at fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6invvf$c0c@bgtnsc01.worldnet.att.net>
Source record: 63170

thanks I'll check that out.. ;) I tried the windows version, but it's SO much slower I think I'm sticking with the dos version..

maybe there's a speed limiter in the windows version?? I know I've seen the dos version run some things much faster then the old machines could.. ;)

if there a function that allows you user definable speed increase?? (some things would be MUCH better at a faster pace.. fratcalus for instance would be just nice if it was just about 20% faster then the original speed..

On the other hand, I'd be kinda interested to see shamus running faster.. I can't IMAGINE that game at the hardest difficulty faster!! LOL!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <354e3ac6.3159749@news.demon.co.uk>...
>The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:
>
>>Oddly though the airlock opening sound is missing....
>
>I thought that but just happy it works :)
>>
>>so anyone know how to get the screen bumped down??
>>
>Have a look at the readme for it as it mentions in there about a F key
>or a crtl key plus another to move the screen up and down...
>
>Honest :) (thinks its an F key)
>
>I use the wonderous Win version from Rich as its has a higher screen
>res and a few tweaks as well. Petr says that the resolution is on the
>"to do" list....
>
>Otherwise happy alien hunting....
>--
>.... Paul
>
>www.dellos.demon.co.uk
>
>You're only young once - Its all society can stand!

4357. WTB: Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <354F3E38.3220EC43@jaleo.idecnet.com>
Source record: 63171

Hello Atarians!

I'm still looking for an european Atari XE with at least 128 KB RAM.
Send your offers directly to me, as I don't check the newsgroups very
often.

Thanks in advance,

Martin (a.k.a. Pimpf)
martin@jaleo.idecnet.com

4358. Re: Anyone sell CD's with games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <354F8F8E.5E990E69@sisna.com>
Source record: 63172

I don't think at this time you will find anything in what you are looking for as the Copyrights on what you mentioned have not expired and it is not likely that they are going to give them up freely.

Several individuals on the net have attempted to acquire release rights to many items and have been told that the owners are not interested at this time.

bob

I do have a CD-ROM Disk for the Atari 8-bit that has over 8,000 public domain share ware utilies, games docs ect. Version 1.1 has over 9,000+ files and directories. 80% of this comes from the Pool Disk from Europe, 2 USA Club Libraries and one set of help files in *.txt format.

bob

4359. More Checked out Atari 8-bit stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <354F9437.5FF96B3B@sisna.com>
Source record: 63173

Language Cartridges:

Logo with 2 manuals and cheat sheet $8.00 shipping included..

Atari Writer with manual. $8.00 shipping included.

Atari 800, comes with 48k, power supply Basic Cartridge. $20.00
price on the 800 is due to shipping weight. Shipping included.

Atari 800XL, power supply, video cable $25.00 shipping included.

Atari 1200XL Power supply, video cable $25.00 basic cart inc $25.00
shipping included.

Atari 130XE, Power supply, video cable $35.00 Shipping included.

Atari 850 Interface, Printer cable, SIO Cable power supply, $25.00
Shipping included in price.

Atari Computer to Composite Monitor cables $5.00 ea shipping included
have several of these.

Atari 400, 800, 1200XL, 810, 1050, Trak Disk Drive power supplies, Used
but guranteed 30 days. $10.00 Shipping is included.

Atari 800XL, 130XE, power supplies used $15.00 Shipping included
guranteed 30 days..

Atari 8-bit CD-ROM for the IBM over 9,000 p/d share ware programs for
the Atari 8-bit computer price $23.00 shipping included.

If interested reply e-mail or

Bob Klaas
K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

4360. Re: Just bought Ape Face

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6int70$46e$1@mohawk.hwcn.org>
Source record: 63174

Tom Ciccone (TomCiccone@worldnet.att.net) wrote:
: I just bought an 800XL with an Indus Drive with some software. It also
: came with an Ape Face printer interface. I believe this is useless for all
: of my purposes, but I was wondering if it is compatible with any software
: like the SIO2PC cable is that will allow me to hook directly up to my PC.

: Does anybody know?

: Thanks.

: Tom

If your purpose is to print documents, the Ape Face I am sure would be a
fine interface for a dot matrix printer. If you want to run APE the PC
program which works with the SIO2PC interface, you need an SIO2PC....and
of course a PC.

The only thing that "APE" and the "Ape Face Printer Interface" share is
the word "Ape".

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4361. Re: Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6io7sb$2tu$1@newsd-123.bryant.webtv.net>
Source record: 63175

Jon,

When Jason Compton refers to AR as freeware he probably just means that the author(s) released it recently into the public domain. I think I remember reading that too.

There are different 'cracked' images floating around out there, with varying functionality. The amount of intricately devious copy-protection on the original AR diskettes probably set a record that still stands. So I think there are a few half-cracked images circulating as well.

So your task, I guess, is to find the image set that is totally cracked without any lingering problems.

vs

4362. Update: going out of Atari sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6iola0$n7a$1@nnrp1.dejanews.com>
Source record: 63176
Cross-posted to: comp.sys.atari.8bit,austin.forsale

If you aren't interested in buying old atari equipment, please ignore.

Just an update for everyone interested, the highest offer so far is 275 + shipping.

In article <6i0k58$577$1@nnrp1.dejanews.com>#1/1,
slycy@geocities.com wrote:
>
> Buy me out! Sadly, I don't have time for all this stuff anymore :(
>
> Give me your best offer!
>
> I have the following Atari items for sale AS A LOT ONLY. I will not break
> this up since I do not have the time to sell items individually, as I had
> earlier hoped. I will be taking offers until the end of May, or if someone
> comes up with a really good offer before then. If you don't know how much
> this stuff is currently worth (perhaps if you want to re-sell pieces
> yourself), here is what I believe are conservative values: Books - $100,
> Mags - $100, Carts ~ $50, Hardware - $few hundred. If you sold what you did
> not want piecemeal (sp?), my guess is you will make alot more than those
> estimates.
>
> I am located near Austin, Texas.
>
> Buyer Pays shipping.
>
> References available upon request.
>
> reply to: slycy@geocities.com
>
> -----------
> Hardware:
> -----------
>
> Atari 800 {omnimon + omniview + ram upgrade (160k?)}
> Atari 800XL stock
>
> XF551 (3.5" Upgrade) 720k drive (still have 5.25 mech also)
> INDUS DD Disk Drive
> US Doubled 1050 Disk Drive
> 1050 Disk Drive (Regular, non-working, for parts)
>
> MIO 256K + Manual, null modem cable
> XEP 80 Column adaptor

>
> Microport XL PBI expansion/experimenter's kit
> Cartridge experimenter's kit
> 850 Interface + 2 printer cables
> Ape face printer interface
> Star SG10 Dot Matrix Printer
> Monochrome Monitor
> Syquest 88meg removable drive + 1 cartridge
>
> Bag of joysticks
> Trackball (wico?)
> CX85 Keypad
>
> Animation Station Drawing Tablet
>
> MISC: Maxim parts (for sio2pc cable)
> TV Adaptors (2 pieces)
> Split A/V cable (4 pieces)
> Standard Atari <-> Tv-box cables (3 pieces)
> --------
> Software:
> --------
>
> Cartridges:
> Action! (no label)
> Action! (neon label) (includes manual)
> MAC/65 (includes manual)
> Basic Cart (3 copies)
> Assembler Editor (includes manual)
> AtariWriter (2 copies) (includes manuals)
> MonkeyWrench 2
> Computer Chess
> Fraction Fever
>
> Disks:
> F15 Strike Eagle (New - seal unbroken)
> Drol
> MicroLeague Baseball
> Hardball!
> TouchDown Football
> Lords of Conquest
> One on one
> My first Alphabet
> Juggles Rainbow
> Macro Assembler
>
> Lots of other disk-based software, including Antic, Analog and Compute!
disks.
>
> -------------

> Documentation:
> -------------
>
> Several Binders of documentation (games, utilities, schematics, original
> glossies)
> Atari Operating System Listing
> Atari Technical Reference Notes
> Copy of De Re Atari
> Assembler Editor Manual
> 850 Manual
> 400/800 Basic Reference Manual
> Mac/65 Toolkit
> SpartaDos Construction Set (2 copies)
> SpartaDos Toolkit
> UsDoubler Book
> 130XE owners manual
> DOSXE: XF551 Book + Disk
> DOS3 book + disk
> Tricky Tutorials
> Atari Writer Plus
> Rtime8 supplement manual
>
> ------
> Books:
> ------
>
> Mapping the Atari Revised Edition
> Mapping the Atari
> Inside Atari Dos
> Machine Language for Beginners
> Second book of Machine Language
> Programming the 6502 (zaks)
> 6502 Software Design (rockwell)
> Programmer's Reference Guide for Atari 400/800
> The Atari Assembler (inman)
> Atari Hackerbook
> The Creative Atari
> Understanding Atari Graphics
> Atari Basic Source Book (2 copies)
> Computes 1st book of Atari
> Computes 2nd book of Atari
> Computes 3rd book of Atari
> Computes 1st book of Atari Graphics
> Computes Atari Collection Volume 1
> Computes Atari Collection Volume 2
> XL Users Handbook
> Atari Basic (thick book)
> Your Atari Computer
> Games for your atari Computer
> Electronic computer projects for Atari/Commie

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> 7 11 8 7
> 8 12 9 8
> 12 12

>
> HIRES MAGAZINE: Premiere Issue (Vol1,#1), and (Vol1,#2)
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4363. 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: charles <charles@dorsai.org>
Message-ID: <354FBA08.68A21309@dorsai.org>
Source record: 63177

i have an atari 800 xl
not in box, but in the original styrofoam

make an offer please
and shipping is added

own a piece of history!

email offers please
and have a great day

4364. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0505982133480001@port157.bitstream.net>
Source record: 63178

In article <01bd783e$d95e8e00$0201010a@g6-300xl>, "Silver Surfer"
<SilverSurfer@HalleBoppe.com> wrote:

> Brant Sears <bsears@physix.com> wrote in article
> <01bd7835$981191d0$f0ffc2d0@bsears>...
> >
> > So far as I am aware, ADB isn't used to connect printers -- just
> keyboards
> > and mice. Its my understanding that Apple is going to ditch ADB on
> upcoming
> > machines anyway which is not much of a loss.
> >
>
> ADB can connect just about anything...I've seen it used to connect the
> machine to networks, printers, scanners, etc. The drawback is that its
> very slow...so most businesses will expand their machines with extra cards
> for this purpose. However a small business/home will go cheap and put up
> with the slow speed of ADB :-)

Huh? I think you're thinking of the serial printer port, which is used for LocalTalk (aka AppleTalk) and other stuff. Most newer models now come with a built-in Ethernet port, which is about 10 times faster. ADB (Apple Desktop Bus) is mostly used for the mouse and keyboard(s), but is also used for joysticks, graphic tablets, etc. Never heard of it used for networking--all Macs already had built-in AppleTalk networking before ADB was introduced.

ADB has some limitations as far as number of devices and speed. It also is powered, so it's risky to mess with it when the computer is on. Devices are usually daisy-chained, though some early models had two ADB ports.

USB is much faster and the number of devices you can daisy chain is high (though I can't remember how high--128?). It's also "hot-swapable" meaning you can connect and disconnect devices while the computer is running (though, as Mr. Gates demonstrated recently, it doesn't always work, at least with Windows :-).

This discussion reminded me of when I first got a Mac after I had been using Atari 8-bits for several years. I remember reading the chapter in the back of De Re Atari titled "Human Engineering" which explained how Atari computers were designed to be used by ordinary people--not computer experts. The design goals of the Atari Home Computers sounded very familiar. Apple likes to brag that they invented easy-to-use computers with the Mac, but they were not the first.

Mark

```
--------------------------------------------------
Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
--------------------------------------------------
```

4365. Re: 130XE w/320K Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <eJXozoJe9GA.257@uppubnews03>
Source record: 63179

Thomas Main wrote in message ...
+AD4-I have an Atari 130XE that has been fitted with a 320K upgrade and is in
+AD4-excellent cosmetic and working order that I would like to sell or trade
+AD4-someone for Lego sets. The computer comes with power supply and rf
+AD4-cable.
+AD4-
+AD4-If you are interested in a trade for Lego, please e-mail me with a list
+AD4-of set numbers that you have for trade (only sets with most or all
+AD4-pieces and instructions please).
+AD4-

Lego? Well, I'll buy you any set you want if you want to trade for the XE.
Give me a list.

PX

4366. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Westy <civic83@execulink.com>
Message-ID: <354FD101.7CE5@execulink.com>
Source record: 63180

Tom Ciccone wrote:
>
> I owned both computers as a child.
>
> I own both computers now (recently re-acquired a C128 and an 800XL) and I
> STILL think that the Atari is vastly superior.
>
> I've seen a few postings here and there by those unfortunate to never have
> owned both machines.
>
> The Atari is simple, crisp and user friendly. The Commodore is a pain. It
> was then and it is now.
>
> One of the greatest things that I have to note, is that the Atari
> newsgroups are full of intelligent people still clinging on to their
> memories, while the C-64 newsgroups and web pages for that matter are
> fairly barren.
>
> I just wanted to say it is obvious which machine the real computer users
> were purchasing back then.
>
> Tom
Well, I own dozens of each type of machine, like em both, but I still
would rather use my ADAM!

westy :)

4367. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980505205547.16760E-100000@fissure.scar.utoronto.ca>
Source record: 63181

On Sun, 3 May 1998, James Hague wrote:

> Alan Christie <94chrisv@scar.utoronto.ca> wrote:
> >
> > Some of the worst 8bit games have to be the sludge that came out in
> > 1980/1981/1982.. there was so much junk software, that I can't even
> > remember titles.. (better left forgotten)
>
> There were a lot of ports from the Apple II in those years that were
> horrendously bad. They just used GRAPHICS 8 for everything, and some even
> used the keyboard speaker for sound. There was an Apple II rip-off of
> Star Raiders that ended up being ported back to the 800. What a complete
> laughingstock.

Why anyone would want to port over Apple II games over to the 8bit is
beyond me? The atari was a much better game machine than the Apple
series. (especially the sound chip!) I think Apple had a slighly better
resolutio (maybe that's why all the Atari version were done in Gr.8 to
show the 8bit had a hi-res 320*192.. hehheh 320*192 is ultra-lo-res
nowadays..

> Someone else mentioned Synapse's Chicken. The early Synapse games were
> certainly flaky compared to their later stuff. The first Protector (not
> Protector II) is a good example. BTW, has anyone played either Nautilus or
> Shadow World? I've got these on my list at
> <http://www.dadgum.com/giantlist.html>, but I've never seen either game.

Nautlius and Shadow World both needed a translator to work on the Xl.
They had catchy tunes and showed off some decent Atari features.
(Nautilius for a 1982 game had some well done grafx, (for it's time)

Another great game for its time had to be Sirius' Wavy Navy.. it was a
shooter like galaxian but had a novel concept of your shooter would be
moving up and down on a "sine wave"... not bad for 1981. And sirius
software had released some dud software as well.

4368. Re: Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980505210441.16760F-100000@fissure.scar.utoronto.ca>
Source record: 63182

On 4 May 1998, Bill R. Core wrote:

> I just had an interesting idea: I wonder if it would be possible
> to use an Atari 8-bit with a Black Box/HD and copy the three
> Alternate Reality disks to disk sized partitions on your HD,
> and therefore be able to play the game with absolutely minimal
> disk transfer time? What sort of copy protection exists on the
> disks? YES, I *_HAVE_* the originals, and I am allowed a backup,
> correct? This is what I'd use the backup for! ;-)

That would be a great idea, but it doesn't work! I tried with
un-protected Alternate reality disks, the city and the dungeon. The
problem is Alternate reality (both versions) use custom disk formats.

Which means both the City and the Dungeon "die" went you port them over
onto the hard disk. On a pleasant note I got Phantasie II running fine
off my Black Box/HD equippeed Atari 800xl about 5 years ago. Certauinly
not as good as the AR Series, but Phantasie II was a great game. (It
unfortunately dies when you run it under Xl IT.. has ANYBODY got this
game working perfectly under ANY emulator???

Alan
University of Toronto
Computer Science, Management and Economics

4369. Re: fs: Atari 800XL 1050&410 drives,sio2pc,2550+games ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980505211149.16760H-100000@fissure.scar.utoronto.ca>
Source record: 63183

On Mon, 4 May 1998, Tim Irvin wrote:

> In article
> <Pine.GSO.3.95.980428190106.13020D-100000@fissure.scar.utoronto.ca>, Alan
> Christie <94chrisv@scar.utoronto.ca> wrote:
>
> > The real funny thing about the Atari 410 recorder was it wasn't very
> > reliable when it was released (later tape drives 1010, XC12 boasted about
> > better reliability!) Also, tape software has a much shorter life-span
> > than disks.. even if the tape recorder is "good as new", it may not be
> > able to load in 'very old' tape data... (I remember sometimes loading the
> > same tape game 2 or 3 times before it loaded properly on my 400!)
>
> Another problem is that cassettes were not very reusable. Once you
> recorded over a previous recording 2 or 3 times, the bleed from the
> old recordings (still barely audible beneath the new recording) often
> caused I/O errors.
>
> Cassette drives. Wow, I *really* don't miss those.

Heh, yeah I agree with you. Once you have seen modern technology, all you
can do is look back in awe... we were so patient back in the 80s...

Now, on the 'net, if it's not a T1 line it's too slow! :)

Alan
University of Toronto
Computer Science, Management and Economics

4370. Re: New Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd77c0$53a09160$68c2accf@asharkis.erols.com>
Source record: 63334

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-0405981121230001@macmcurrent.library.carleton.edu>...
> In article <01bd767e$d72ab8a0$2d374382@vidar>, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> I have this cryptic note in the FAQ that may prove helpful:
>
> 1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
> ^^^^^^^^^^^^^^^^^^^^^^
>
> -Michael
>
> --
Michael, that's a great ribbon replacement for a _1025_ printer, not a
1027.

I believe there used to be a replacement ink roller for the 1027 and it was
available (2 on a card) at Radio Shack, but I never bought one myself.

4371. Re: atari800 dos Vs rescue at fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3555ad11.34365301@news.demon.co.uk>
Source record: 63184

The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:

>On the other hand, I'd be kinda interested to see shamus running faster.. I
>can't IMAGINE that game at the hardest difficulty faster!! LOL!!
>
WOW, you want to see shamus faster..stick it on NTSC setting and be
prepared to die real quick :)

And don't mention shamus 2 :)))
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4372. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <6iofaf$na0$1@uni.library.ucla.edu>
Source record: 63185

In article <354F0BE3.F269CE79@csfb.com>, cvendel@aol.com wrote:
>Hi Tom,
>
> Well obviously being in an Atari newsgroup you are going to get a
>bias opinion and Commodore users will obviously give their merits to
>their C64's and 128's, but all in all the Atari 8-bits were better
>machines, the Commodore's were superb low cost cut down clones of the
>Atari's (I've just recently had the pleasure of meeting with the 3 men
>who designed the Vic-20 and C64 and they explained that those systems
>were exactly that, low cost cut back clones of the Atari 8-bits), but
>they're cost combined with a large media push put the C64's ontop, its
>amazing what people will buy :)
>
I'm was a diehard Atarian (2600, 1200XL, 1040STf, and Jag), but there was some things that impressed me about the C64. For one thing, the games were more colorful. A lot of the cool modes that looked awesome in graphic demos weren't really useful for games. Like, ooh, have 128 colors at once. Any game really use that GTIA mode usefully?

Some games were tons better on the Atari (namely, the LucasArts games especially BallBlazer) than the C64 but the C64 had some better versions. People say that it's only because the game was optimized for the C64 and was a bad port to the Atari. Well, a lot of times, they were done by two completely separate programming groups.

4373. Re: Alternate reality on HD?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6iom5ssln3@flood.xnet.com>
Source record: 63186

velcro_spy@webtv.net wrote:

: When Jason Compton refers to AR as freeware he probably just means that
: the author(s) released it recently into the public domain. I think I
: remember reading that too.

Actually, they released it as freeware, as I originally said. Philip
Price retains the copyright but no longer restricts distribution. If it
was public domain, he would have relinquished that copyright, but that is
not the case.

: So your task, I guess, is to find the image set that is totally cracked
: without any lingering problems.

There are a variety of websites with fully working images. I haven't kept
up to date but a quick search on "alternate reality" using the web search
site of your choice will turn them up.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4374. Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6ip2lgoae1@newsd-199.bryant.webtv.net>
Source record: 63187

About the function key equivalent, what would be the ASCII code for a function keypress? Is the IBM keypress higher than the range of ATASCII? i.e. the "A" key is an ASCII 65, is a function key like 425 or something?

4375. Ape/Ram Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Bob Reynolds <bober@kcbbs.gen.nz>
Message-ID: <3550235E.3E963514@kcbbs.gen.nz>
Source record: 63188

I have recently obtained Ape and would like to continue using the PSI Ram Disk Handler (by Nathan Hartwell) to utilise the 320k in my 130XE as D8.
Unfortunately the X32G.DOS with Ape won,t work with PSI. and I prefer Spartados to Mydos (a suggested alternative).
Has anyone using Ape found a way to use a Ram disk with X32G.DOS.
Thanks.

4376. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <35503406.3471973@news.swbell.net>
Source record: 63189

I was looking for something more in depth.

On 4 May 1998 13:02:16 GMT, cb541@cleveland.Freenet.Edu (James R.
Gilbert) wrote:

>
>(Crawl with the no-spam asks about copy protection info.)
>Uhm. The csa8 FAQ has a very general part about copying
>software. I'm sure the person wants more technical info,
>but the csa8 FAQ might be a little info.

Please remove the .nospam for email.

4377. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: rcs2010@swbell.net.no-spam
Message-ID: <35503434.3517918@news.swbell.net>
Source record: 63190

that would be great!!

On Mon, 04 May 1998 13:37:56 GMT, stevenposey@usa.net (Steven Posey)
wrote:

>On Sat, 02 May 1998 08:58:15 GMT, rcs2010@swbell.net.no-spam (Crawl)
>wrote:
>
>>Does anybody have any info on diskette/cartridge copy protection in
>>electronic form?
>>
>>Thanks
>>-Chuck
>>Please remove the .nospam for email.
>
>I've got an interesting article from Gardner Computing about copy
>protection on the Atari. If I can get some spare time, I'll try to
>type it into a text file so everyone else can read it. It's pretty
>long and in-depth, and it covers just about all of the copy protection
>schemes at that time (and how to defeat most of them).
>
>I'd also like to know where I should send such a file, once it's
>completed -- UMich? I should also be able to uuencode it right into a
>post, but I'll wait to see how big of a file that will be first.
>
>Stay tuned...
>
>Steven

Please remove the .nospam for email.

4378. Atari 8-Bit Computers: Frequently Asked Questions

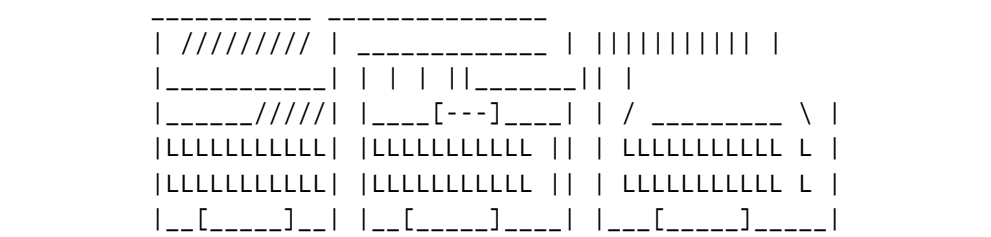
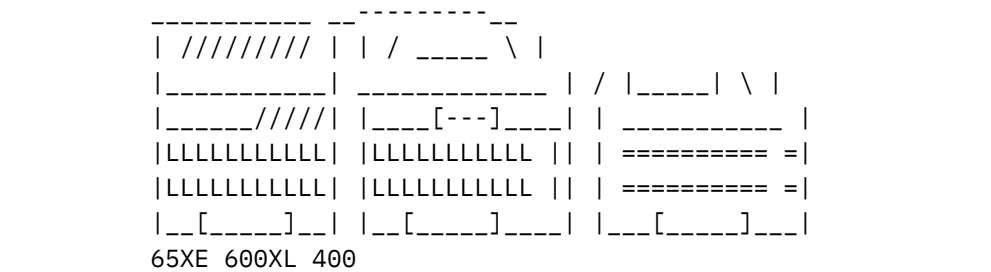
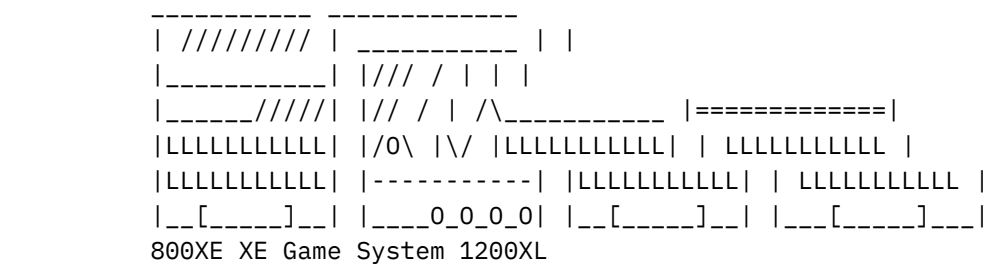
Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_894454273@rtfm.mit.edu>
Source record: 63191
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: April 29, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List


130XE 800XL 800

65XE 600XL 400

800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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```

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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0.1) Table of contents

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Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma\lumi to 800XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA

Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance

in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

Atari Games Corp.: http://www.atarigames.com/
Midway Games, Inc.: http://www.midway.com/
WMS Industries, Inc.: http://www.wms.com/
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of direct memory access. European 65XE's include the ECI port.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and
supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (AMEX:HAS). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the Sony PlayStation(tm) and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada.

Atari Corp.: http://www.atari.com/
Hasbro Interactive, Inc.: http://www.hasbro-interactive.com/
Hasbro, Inc.: http://www.hasbro.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Display Type	Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12 ++	Char	40 x 24	5
5	13 ++	Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14 ++	Map	160 x 192	2
D	7	Map	160 x 96	4
E	15 ++	Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9 +	Map	80 x 192	1 **
F	10 +	Map	80 x 192	9
F	11 +	Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls

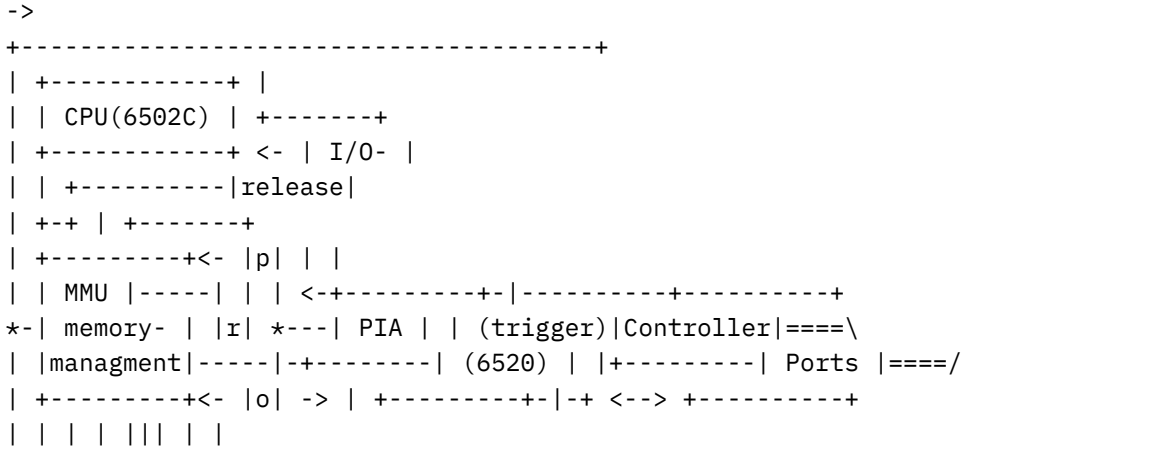
most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

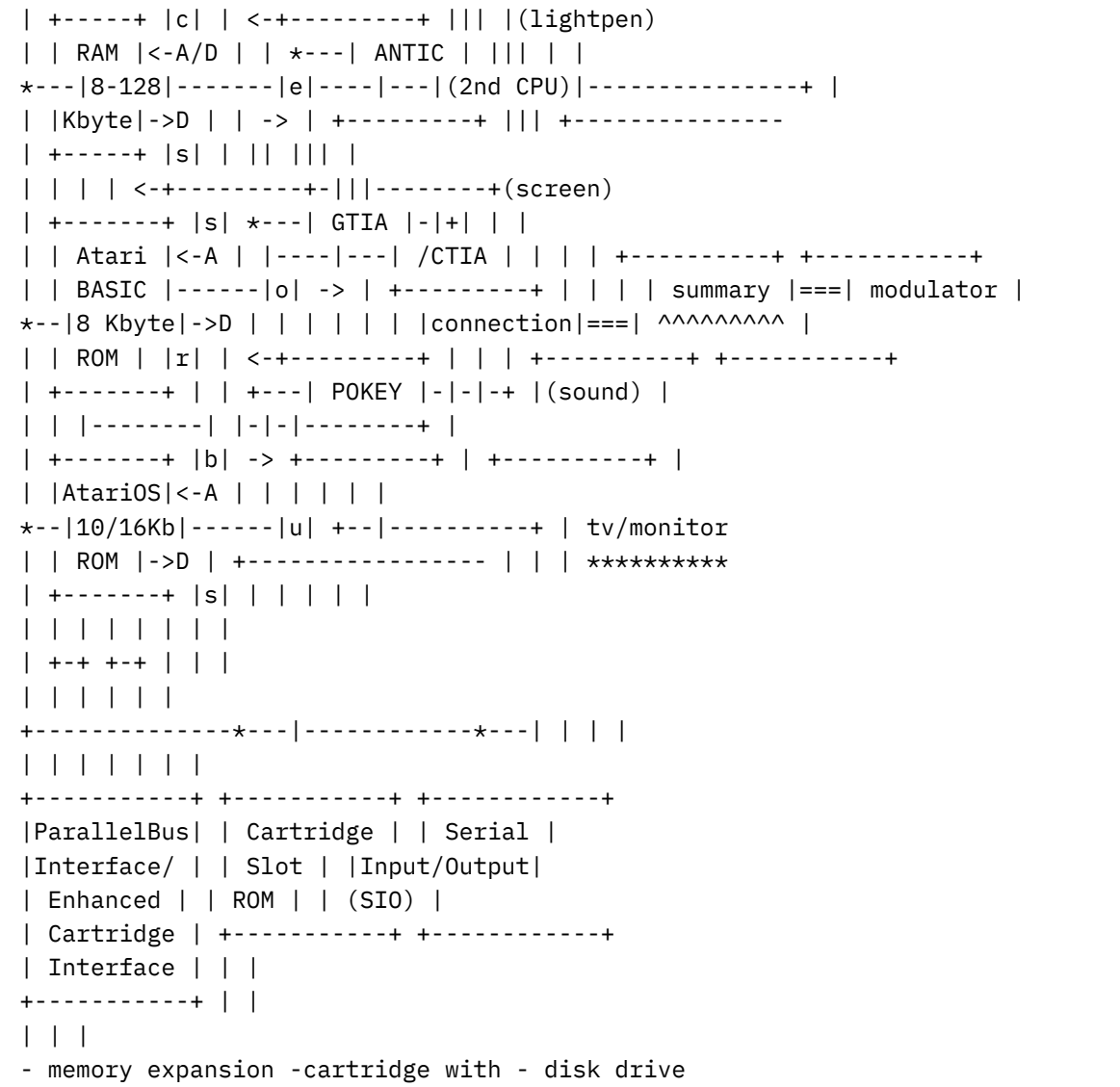
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K,1200XL/800XL/65XE/800XE/XEGS:64K,600XL:16K,130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a

similar meaning to the English word "check", and "Hanne", an
acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the
Californian Secretary of State, which approved "Atari". The rest is
history.

When the company name changed, Bushnell and Dabney decided to update the
logo too. They incorporated the "S" from Syzygy and the "A" from Atari
into the new design, and if you look at the middle logo [MLOGO2.BMP], you
will be able to make out both letters.

It was not until later, as the company became increasingly successful, that
an advertising agency designed the slicker and now famous Atari logo - the
"fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion
about the Atari 8-bit family of computers, including the 400, 800, 1200XL,
600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like
comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use
alt.binaries.atari and alt.binaries.atari.d or upload the software to the
University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit,
presumably because the custom of drafting charters for new newsgroups did not
exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Atari related hard/software announcements. (Moderated). Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

Owner= HARRY@MARIST (A Harry Williams)

comp.sys.atari.8bit postings no longer appear in INFO-ATARI8.

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8), but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the
list to easy to read usenet articles, available read-only to everyone at:
news://zwieracz.pse.pl/listserv.atari8-l

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:kendrick@zippy.sonoma.edu (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:kendrick@zippy.sonoma.edu with the subject "xlsearch" for details.

mailto:kendrick@zippy.sonoma.edu (William Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/

ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

ABBUC Regionalgruppe Frankfurt / Main (RAF)
Thomas Grasel, mailto:tgrasel@controlware.de
http://home.t-online.de/home/TGrasel/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer to Home
Tom Hunt, mailto:tomhunt@bright.net
http://closertohome.dyn.ml.org/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

The Classics Exchange
David Wyn Davies, mailto:starwars@enterprise.net
http://homepages.enterprise.net/starwars/

The Fuji Federation
David Schmudde, mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:webmaster@atari.nu
http://www.atari.nu/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index3.html

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://www.geocities.com/SiliconValley/Peaks/6320/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:datj@jps.net
http://www.l4software.com/icwhen/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

atari-computer.de
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/star-raiders/

Demoville - A collection of Atari 8-bit demos!
Bill Kendrick, mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/demoville/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:lizr@crestviewfl.com
http://www.crestviewfl.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:atebit@wwa.com
http://miso.wwa.com/~ericcron/atari8.htm

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc

Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large

number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are
a sector editor and disassembler. Carts are usually most
easily dumped using a special OS, like Omnimon, to interrupt
the cart and dump memory to disk. There are a few pd cart
copiers that have the user plug the cart in when the program
is running, I don't believe these pd cart copiers are very
good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy
protected commercial software' is don't bother. Find it on
the net.

There is one exception, in that this 'solution' involves a
minimum of effort and is relatively safe. I refer to
'Chipmunk' and 'Black Patch' software to make cracked boot
disk copy of commercial disks. HOWEVER, even if you use
these two commercial archival tools, be sure you write
protect your originals, and be careful not to accidentally
write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE Pro system, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the

data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.geocities.com/Hollywood/Lot/4205/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning

300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the

confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la
K-Products
US Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best
contact the author for the latest details.

SIO2PC 4.16 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:

- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB

Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps

Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)

Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps

Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README

Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the

XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors

o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch
Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus
separate chroma (color) and luminance (brightness) signals which the best
composite video monitors can take advantage of. Popular examples of such
monitors include the family of monitors produced by Commodore.

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the 800XL lacks separate chroma/lumi (can be added via hardware modification)

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\lumi signals

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4,

uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is available in a 16K ROM cartridge from Video 61 (see compantion Vendor List).

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors

mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive
1600XL Amiga/Amiga-like????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on North American 600XL's)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4

8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1

25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of

the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a product of Shadow Software. See Vendor list to contact.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev. System(s) Models Size Part Nr(s)
~~~~~~ ~~~~~~~~~~ ~~~~~~~~~ ~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC 400/800 10kB CO12499B, CO14599B, 12399B (*)
A PAL 400/800 10kB CO15199, CO15299, CO12399B
B NTSC 400/800 10kB (?)
B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:sposey@ioa.com (Steven E. Posey) (Party Quiz controllers description)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a
box with
2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before
connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines,
but software designed on PAL machines (Europe) won't necessarily work on
NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines
displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they
refresh the screen 50 times a second doing 1/2 the lines each refresh
so they effectively repaint the screen 25 times a second. NTSC is
525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]

Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]

- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all

of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase Parker Brothers
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX

Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine

Subject: 13.17) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to
mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

4379. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd78e6$b10a5ee0$62c2accf@asharkis.erols.com>
Source record: 63192

I won't swear to it, but I believe that IBM Fn keys map to whatever the application running at the time dictates. For example, in MS-DOS, F1 allows you to recall to the screen the last command you typed, letter by letter. In GWBASIC, F1 produces the keyword, "LIST." In many, but not all, applications, F1 is a Help Key.

Mark Newton-John <marknewtonjohn@webtv.net> wrote in article <6ip2lgoae1@newsd-199.bryant.webtv.net>...
> About the function key equivalent, what would be the ASCII code for a
> function keypress? Is the IBM keypress higher than the range of ATASCII?
> i.e. the "A" key is an ASCII 65, is a function key like 425 or
> something?
>
>

4380. FS:////////////LOTS OF GAMING STUFF/////////////////

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998050612131500.IAA28940@ladder01.news.aol.com>
Source record: 63193

```
CLASSIC GAMING STUFF FOR SALE :
------------------------------------------------------------------------
----------------------
Please Read all the way down....Trade offers will be accepted...These are all
my extra's.
I need to clean them out now,my wife is yelling at me !!

ATARI 2600 4 Switch Base Unit w/ 2 Joysticks and 5 carts from below $22.00

ATARI 2600 CARTS :

.25ea
Combat "matte label"

1.00ea
Circus Atari "matte label"
Circus Atari "pic label"
Pac Man "pic label"
Outlaw "matte label"

1.25ea
Video Pinball "pic label"

1.50ea
Towering Inferno

COLECOVISION STUFF :

Expansion Module #2 Driving Wheel/Pedal w/Turbo Cart w/Batt cover $18.00
Very good shape

Expansion Module #2 Driving Wheel/Pedal w/Turbo Cart no/Batt cover $14.00
Very good shape

COLECOVISION CARTS :

$1.00ea
Lady Bug (2)
Donky Kong (3)
Donky Kong Jr (2)

$1.25ea
Cosmic Avenger
Zaxxon

$2.00ea
Slither
Q'Bert *SOLD*
```

SEGA CD :

$6.00 for both..
Nightrap CD 1&2 *SOLD*

COMMODORE :
Commodore MPS 812 Printer $5.00
Commodore 1541 Disk Drive $10.00

TI99 CART:
The Attack $2.00
Parsec $2.00

8 BIT NES CARTS :
Blades of Steel $3.00
Rush'n'Attack $3.00
Super Mario Bros./Duck Hunt FREE WITH ORDER

VIEW MASTER INTERACTIVE VISION CONSOLE :

ViewMasterInteractiveVision (VMIV) The VMIV console and controller are very "Jetson
op-art deco" in appearance.The console is very stylish IMO, and stands out from anything
else I've seen.The controller is a bit awkward. It has a responsive joystick and 5 buttons.
The VMIV is a worthy addition to any video game console collection. $12.00

MICROVISION CARTS:
Star Trek "Phaser Strike" w/inst $10.00 *HELD*

Sega/Super Famicom Copier :

It is called the "MULTI GAME HUNTER" It copy's
Sega Genesis/Super Famicom Games on a 3 1/2in *HELD*But taking offers
floppy disk to play later when you don't have the game anymore
I do not know the megs it copy's I do not own
anything to test it on..It takes a 9 volt power supply
I am looking to trade this or sell it..Make offers

Always looking for Atari stuff......Tell me what you have for sale..

4381. Re: EQIVALENT KEYS ON ATARI FOR "F" ON IBM

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35504701.43941252@news.pressenter.com>
Source record: 63194

On 5 May 1998 15:37:26 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:

>
>
>Jon D. Melbo <jmelbo@pressenter.com> wrote in article
><354ef97a.474677@news.pressenter.com>...
>> On Fri, 1 May 1998 15:21:46 -0400, NassauNet User
>> <el032627@nassaulibrary.org> wrote:
>>
>> >I am using an Atari 130XE computer with ICE T Ver. 2.72 emulator on the
>> >Internet through my library online service. The card catalog menu
>> >on my library system says "PRESS F1" etc. Are there any ASCII code
>> >numbers for the "F" keys that I could emulate? Or better yet does anyone
>> >know of the Atari Key combinations that would work?
>>
>> Doesn't ICE T provide DEC VT100 terminal emulation? If so, I would
>> think the ICE T documentation would provide the information on which
>> Atari8 keypresses are mapped to VT100 keys. Check it out my man.
>
>I know who NassauNet User is. He and I have real names, but the Nassau
>Library System (NassauNet) doesn't automatically put your real name in
>anything you post here. That's why I'm sending this from my regular ISP.
>
>NassauNet User and I are both fine when we want to use NassauNet for PINE
>(email and Usenet) or LYNX (WWW and Gopher.) The problem is isolated to
>another menu choice, "Telnet to your library's card catalog." Since your
>user name on the system contains a code for your local branch, you are
>automatically connected to that branch when you telnet in this fashion.
>Although NassauNet is county-wide, the software that individual branches
>use for card catalogs is not uniform. I have no trouble with my branch,
>because it's not really dependent on Fn keys, and posts alternate key
>combinations for the few that it does use. NassauNet User's branch is
>highly dependent on Fn keys.
>
>Now about Ice-T. The docs don't provide any substitutions for PC-style Fn
>keys. But FlickerTerm does. NassauNet User either has FlickerTerm or can
>get it from me, but we both prefer to use Ice-T.
>
>Well, here's where I have a problem. I used FlickerTerm to access
>NassauNet and had no problems, except for the fact that I couldn't
>replicate NassauNet User's conditions. Soooo, I set FlickerTerm to R2:
>(you can do that) and set up a null-modem to my PC. I figured I could
>press FlickerTerm's substitutes for the Fn keys and see what shows up on
>the PC's screen. But pressing _ANY_ key on the Atari started a continuous

>send of that character, similar to what happens when you have "screaming
>characters" as a result of an incorrect RS-232 handler. And yet,
>FlickerTerm with the same handler does OK over a modem.
>
>I couldn't solve NassauNet User's problem, and I'm pressing for more heads
>to get together over this one so that we can help him out.
>
>Please, guys?
>
>Thanks
>
>Alan Sharkis

May I suggest....

Search the net for information on DEC VT100 terminal specs. Try and
get documentation on the VT100 keyboard and ASCII or ANSI values
corresponding to the various keys on a real VT100 terminal. Once you
know those values the battle is half or more won. I'm sure you can
figure out the rest once you have that.

*** Please make sure responses are also sent via email.

4382. Re: Atari power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Kent Benedict <kmb@avalon.net>
Message-ID: <355051BF.1CAE860C@avalon.net>
Source record: 63195

Wow...Can't help ya there...except to take a good look thru these newsgroups
and try to find one that someone will sell to ya...Good Luck!

Vladimir Protic wrote:

> Yeah, but it is for the computer itself....
>
> Kent Benedict <kmb@avalon.net> wrote in article
> <354EE23F.FDBC064C@avalon.net>...
> > Unless the PS is for the computer itself, they are pretty standard and
> you
> > probably COULD find one at Radio Shack. I plugged a disk drive PS into a
> portable
> > tape recorder I had and it worked just fine.
> >
> > MAKE SURE YOU GET THE CORRECT POLARITY AND VOLTAGE!!!!!!!!
> >
> > I'd hate to see you fry any circuitry, y'know...
> > ;-)

4383. Re: Atari power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd7907$2e550e20$0a374382@vidar>
Source record: 63196

What computer is it for ? XEGS ? 800 ? I think the XL's, XE's, XEGS all use
the same PSU, but not quite sure. At least my 130XE PSU works with the
800XL and vice versa. The 800/400 use the same as the 1050 drive

Kent Benedict <kmb@avalon.net> wrote in article
<355051BF.1CAE860C@avalon.net>...
> Wow...Can't help ya there...except to take a good look thru these
newsgroups
> and try to find one that someone will sell to ya...Good Luck!
>
>
> Vladimir Protic wrote:
>
> > Yeah, but it is for the computer itself....
> >
> > Kent Benedict <kmb@avalon.net> wrote in article
> > <354EE23F.FDBC064C@avalon.net>...
> > > Unless the PS is for the computer itself, they are pretty standard
and
> > you
> > > probably COULD find one at Radio Shack. I plugged a disk drive PS
into a
> > portable
> > > tape recorder I had and it worked just fine.
> > >
> > > MAKE SURE YOU GET THE CORRECT POLARITY AND VOLTAGE!!!!!!!!
> > >
> > > I'd hate to see you fry any circuitry, y'know...
> > > ;-)
>
>
>
>

4384. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6ipueb$9q4@news.acns.nwu.edu>
Source record: 63197

In article <6ilsmb$6n@bgtnsc01.worldnet.att.net>,
Tom Ciccone <TomCiccone@worldnet.att.net> wrote:
>I owned both computers as a child.
>
>I own both computers now (recently re-acquired a C128 and an 800XL) and I
>STILL think that the Atari is vastly superior.
>
...
>
>One of the greatest things that I have to note, is that the Atari
>newsgroups are full of intelligent people still clinging on to their
>memories, while the C-64 newsgroups and web pages for that matter are
>fairly barren.
>
>I just wanted to say it is obvious which machine the real computer users
>were purchasing back then.
>
>Tom

"Dawn take you all, and be stone to you!" said a voice that sounded
like William's. But it wasn't. For just at that moment the light came
over the hill, and there was a mighty twitter in the branches. William
never spoke for he stood turned to stone as he stooped; and Bert and Tom
were stuck like rocks as they looked at him. And there they stand to this
day, all alone, unless the birds perch on them; for trolls, as you probably
know, must be underground before dawn, or they go back to the stuff of the
mountains they are made of, and never move again.

-S

4385. 800XL video upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96b.980506092727.13956A-100000@becker1.u.washington.edu>
Source record: 63198

The recently posted FAQ says:

"the 800XL lacks separate chroma/lumi (can be added via hardware
modification)"

It also mentions an Atari Classics magazine article and a Hardware/Upgrade
FAQ, but I can't find an actual procedure to do this upgrade. Where is it?
What does it involve?

Any/all help greatly appreciated!

4386. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6iq0j6$amv@news.acns.nwu.edu>
Source record: 63199

In article <354F0BE3.F269CE79@csfb.com>, Curt Vendel <cvendel@aol.com> wrote:
>Hi Tom,
>
>the Commodore's were superb low cost cut down clones of the Atari's

Ah, the experts speak!

If you have any interest in the actual (as opposed to "made up at user group meetings") technical features of the two machines, I have placed my Atari/C-64 technical list at

http://stratus.esam.nwu.edu/~judd/fridge/

I am quite receptive to comments, at least those beyond the "Yeah, but it's easier to format disks on the Atari!" level. (Ah, if only Atari marketing had been able to capitalize on the disk formatting issue...)

>(I've just recently had the pleasure of meeting with the 3 men
>who designed the Vic-20 and C64 and they explained that those systems
>were exactly that, low cost cut back clones of the Atari 8-bits),

How very interesting. Would you care to give the names of these three men, and the circumstances under which you met them?

Note that you can read some comments from the actual designers in an article in the March 1985 issue of IEEE Spectrum.

>but
>they're cost combined with a large media push put the C64's ontop, its
>amazing what people will buy :)

It's amazing what some people will believe, eh? :)

-S

4387. Atari to sell....

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: d&#65533;monstration <chardonnet@tvt.fr>
Message-ID: <3550A02E.647@tvt.fr>
Source record: 63200

Hello, I have a 520 STe Atari and I'd like to sell it.
I'm a South Franchie. So, if you are interrested, send me a mail:
pin_christophe@hotmail.com

4388. FS: Odyssey 2 - still in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: SamGman <SamGman@worldnet.sanspam.att.net>
Message-ID: <01bd7912$bb5fec80$7c02290a@gusto>
Source record: 63201

Magnavox Odyssey 2
excellent condition

I've got a few carts that'll go with it. One is a racing game (I think it originally came with it) and I don't remember the other.

$30 (+ shipping) obo

remove "sanspam" to reply

4389. BBS programs? (heck, even for c64)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <6iq8f5$34v$1@news.trends.ca>
Source record: 63202

I used to be a support bbs for BBS! Express ST, so I've got wehat
I need for that bad boy.. but I'd REALLY REALLY love to find Express for
the 8bit atari.. I *really* miss that bad boy, and if anyone has a copy or
knows where I could find a copy of the software, or any games/doors or the
like for it, please contact me. Especially with any sources...

I'm looking for the same things for random c64 bbs programs,
sources in basic. Anyone with info about 'em, please contact me.

Much thanks,

Jeff

--
--
"I'm CONSING NOW!" "Nature is for weenies." -- Hozhead

4390. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3550a681.92976747@news.ioa.com>
Source record: 63203

I'm almost finished with this, BTW. The original is 24 pages long,
double spaced, and I've typed in 19 of those pages already. I hope to
have the rest of it done later today or tomorrow, and I'm going to
e-mail it to Bill Kendrick so it can be put on the UMich archive.

Crawl, I'll e-mail you a copy of it directly. You're gonna love it!
Steven

On Wed, 06 May 1998 09:58:34 GMT, rcs2010@swbell.net.no-spam (Crawl)
wrote:

>that would be great!!
>
>On Mon, 04 May 1998 13:37:56 GMT, stevenposey@usa.net (Steven Posey)
>wrote:
>
>>On Sat, 02 May 1998 08:58:15 GMT, rcs2010@swbell.net.no-spam (Crawl)
>>wrote:
>>
>>>Does anybody have any info on diskette/cartridge copy protection in
>>>electronic form?
>>>
>>>Thanks
>>>-Chuck
>>>Please remove the .nospam for email.
>>
>>I've got an interesting article from Gardner Computing about copy
>>protection on the Atari. If I can get some spare time, I'll try to
>>type it into a text file so everyone else can read it. It's pretty
>>long and in-depth, and it covers just about all of the copy protection
>>schemes at that time (and how to defeat most of them).
>>
>>I'd also like to know where I should send such a file, once it's
>>completed -- UMich? I should also be able to uuencode it right into a
>>post, but I'll wait to see how big of a file that will be first.
>>
>>Stay tuned...
>>
>>Steven
>
>Please remove the .nospam for email.

4391. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3550a8af.83588144@207.97.159.250>
Source record: 63204

What do you want to know? I know all about the "classic" forms of
protection. Not sure about the newer stuff from Europe.
yogi

4392. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3550a8b3.93539043@news.ioa.com>
Source record: 63205

I got an e-mail message from Tom Hunt yesterday about this. He says
he's done it already, and some of the files he's converted can be
found at:
ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/More_Atari8bit/CTH_SHAREWAR
I'm waiting to hear from him if he'll tell me how he did it.

You're right about the version 3 problem. Starting with A Mind
Forever Voyaging, a version 4 game, Infocom seemed to drop all support
for the 8-bit Atari. It was circa 1985, and the ST machines were
starting to draw all of the attention. Even the 130XE wasn't enough
of a machine to support their revised interpreter. Rather than try to
accomodate the 8-bits, they just dropped them from the line :-(

I plan on using Inform to compile all of my stuff in version 3 format
if I can work out the interpreter problem. Tom says he's made v3
disks for Alice, Adventure, Mini Zork, MST3K, Odieus, Paperchase, and
Toyshop, and only had to change a line or two of the source files to
get them to compile. Hopefully, some of the other v5 games can be
recompiled to v3 also.

All I really need is a z-interpreter that will autorun and load a data
file. The name of the data file isn't important since you can only
put one game on each disk; something like z3.dat would work. As long
as the interpreter was written to open that file, it wouldn't care
what the game actually was.

Since I'll use my PC to compile the games, then SIO2PC them to the
Atari, I don't need an Inform compiler for the A8, just an
interpreter.

Am I on the right track?
Steven

On 4 May 1998 20:03:49 GMT, jcompton@typhoon.xnet.com (Jason Compton)
wrote:

>Steven Posey (stevenposey@usa.net) wrote:
>: Here's the problem: I can't find an interpreter for my Atari :-(
>: I've got all the Infocom games, and I can play them directly from the
>: original disks, but what I'm really looking to do is to write some NEW
>: games, and I need an 8-bit interpreter to play them on the Atari.
>:
>: Does anyone know if one exists?
>
>Well, yes, they come on Infocom disks.
>

>I'm not being facetious here: there is a utility which allows you to
>assemble new C64 Infocom/Z-Machine games using the original Infocom
>interpreter--someone ripped the code out and figured out how to stick a
>Z-data file into a disk image along with the interpreter to make it work.
>
>Now, the major hurdle you'd be facing is that I'm pretty sure there was
>never an interpreter for the Atari better than V3 games, which limits your
>scope when creating a game. (I don't think a single full Inform game has
>been written in V3, only demos and shells and the like)
>
>You'd also have to figure out how to encode the interpreter on the disk
>image.
>
>Another route you might try is to hunt down the 6502 source for the Oric
>Infocom interpreter a European Oric hacker coded up. You'd obviously have
>to do a lot of playing around to get it working on the Atari, but it would
>be a starting point.
>
>--
>Jason Compton jcompton@xnet.com
>Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
>http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
>If you're gonna cross.. ..better start doing it right.

4393. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3550b2f6.0@news10.kcdata.com>
Source record: 63206

marknewtonjohn@webtv.net (Mark Newton-John) writes: > About the function key equivalent, what would be the ASCII code for a
> function keypress? Is the IBM keypress higher than the range of ATASCII?
> i.e. the "A" key is an ASCII 65, is a function key like 425 or
> something?
>
The F keys must fit in 0-255, but I don't know where. When you type a F key in DOS or something it makes nothing except F5 makes @ F6 makes ^Z F7 makes ^@

4394. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3550b5be.96878303@news.ioa.com>
Source record: 63207

ASCII only defines keycodes up to 255. Usually, an OS dependant
interrupt handler deals with extended keys, like F1-F12 on PCs, and
Option, Select, and Start on the Atari.

I've seen a terminal system before that used function key equivalents
by pressing the Escape key first, then pressing the number key that
matches the function key (i.e. Esc+1=F1).

It's worth a shot.
Steven

On Wed, 6 May 1998 00:14:56 -0700, marknewtonjohn@webtv.net (Mark
Newton-John) wrote:

>About the function key equivalent, what would be the ASCII code for a
>function keypress? Is the IBM keypress higher than the range of ATASCII?
>i.e. the "A" key is an ASCII 65, is a function key like 425 or
>something?
>

4395. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3550b0ef.95646899@news.ioa.com>
Source record: 63208

Well, the biggest reason for a lot of this stemmed from the Atari's shortcomings. The SIO port and the device handlers were just an example of how creative the Atari guys were at getting the most out of a small machine. By using a universal, daisy-chaining port, you could hook up all sorts of external devices in sequence and call them with universal routines, which really cut down on the amount of coding that had to be done to the OS. The device handlers (D: C: R: E: K: P: etc.) were what made the whole thing successful. Why write different systems to handle each device, when you can write a general purpose handler for everything? All you had to do was address which device you were speaking to (yes, even the keyboard and screen were considered addressable devices), and then use standard read/write routines to access it so all you had to deal with were the exeptions (i.e. you can't write to the keyboard).

Ingenious? Yes, but at the heart of it was a group of people just trying to figure out how to cram all of that functionality into a little plastic, metal and silicon box.

I don't see any computer designers today working toward that same kind of efficiency. Maybe that's why we all still cling to our 8-bits ;-)

Steven

On 5 May 1998 15:15:16 GMT, "Alan Sharkis" <asharkis@erols.com> wrote:

>Atari was way ahead of its time with a lot of features. You can add
>device-independent I/O to that list, as well as a few other things I can't
>recall now.
>
>Mark Newton-John <marknewtonjohn@webtv.net> wrote in article
><6im8ndmek1@newsd-199.bryant.webtv.net>...
>> I may be oversimplifying things, but I read in the paper about the next
>> great thing for MS-DOS machines, the Universal Serial Bus (USB).
>> According to the article, you'd be able to plug drives, printers,
>> modems, and the like into each other.
>>
>> Now tell me if I am wrong, but didn't Atari have that back in 1978? Of
>> course, the idiot writer doesn't know that and attributes it to Apple
>> Machintosh, which didn't come out until 1984...
>>
>>

4396. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6iqdka$kg9$2@flood.xnet.com>
Source record: 63209

Steven Posey (stevenposey@usa.net) wrote:

: I plan on using Inform to compile all of my stuff in version 3 format
: if I can work out the interpreter problem. Tom says he's made v3
: disks for Alice, Adventure, Mini Zork, MST3K, Odieus, Paperchase, and
: Toyshop, and only had to change a line or two of the source files to
: get them to compile. Hopefully, some of the other v5 games can be
: recompiled to v3 also.

Minizork was Z3 to begin with and now that I think about it, Paperchase
may also have been. But it's interesting that he converted other games
down to Z3.

: All I really need is a z-interpreter that will autorun and load a data
: file. The name of the data file isn't important since you can only
: put one game on each disk; something like z3.dat would work. As long
: as the interpreter was written to open that file, it wouldn't care
: what the game actually was.
:
: Since I'll use my PC to compile the games, then SIO2PC them to the
: Atari, I don't need an Inform compiler for the A8, just an
: interpreter.
:
: Am I on the right track?

Yes, although I think you're thinking about the data file in the wrong
way. As I recall, on the Atari, Infocom Z3 games are split across two
disk sides (it's only one on the C64 and Apple), so you'll need to find
out how Tom plunked the data file into the disks with the interpreter.

The key is finding out from Tom Hunt how he assembled those Atari
disks...once you get that information, you should be able to compile Z3
games on your PC and play them to your heart's content on the 8-bit.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4397. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd7925$7c49bcc0$0201010a@g6-300xl>
Source record: 63210

TJ Edmister <damage_x@hotmail.com> wrote in article
<3550b2f6.0@news10.kcdata.com>...
> marknewtonjohn@webtv.net (Mark Newton-John) writes: > About the function
key equivalent, what would be the ASCII code for a
> > function keypress? Is the IBM keypress higher than the range of
ATASCII?
> > i.e. the "A" key is an ASCII 65, is a function key like 425 or
> > something?
> >

To simulate the F keys of a terminal, it depends entirely on the terminal
emulation you're using and how that program maps the Atari keyboard to
simulate the terminal. The IBM PC keyboard keycodes will not help you.

There must be some online help or reference table included with the
terminal emulator you are using where you can lookup the keys & how it gets
mapped to terminals.

4398. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3550b7fa.97450617@news.ioa.com>
Source record: 63211

On 6 May 1998 18:59:02 -600, TJ Edmister <damage_x@hotmail.com> wrote:

>marknewtonjohn@webtv.net (Mark Newton-John) writes: > About the function key equivalent, what would be the ASCII code for a
>> function keypress? Is the IBM keypress higher than the range of ATASCII?
>> i.e. the "A" key is an ASCII 65, is a function key like 425 or
>> something?
>>
>The F keys must fit in 0-255, but I don't know where. When you type a F key in DOS or something it makes nothing except F5 makes @ F6 makes ^Z F7 makes ^@
>
>
You would think so, but they aren't. Function keys aren't part of the ASCII definition. They produced those DOS results because they were mapped that way; they're not hard-coded to any ASCII equivalent. They poke memory locations, and the running program reads those locations to know which ones have been pressed, in much the same way that Option, Select and Start are done on the Atari. DOS is no exception; it just happened to produce results that looked like ASCII keypresses.

In Visual Basic, the function keys are addressed simply as {F1} to {F12}, and the compiler is designed to know those memory addresses and act accordingly when they are pressed. The OS itself isn't concerned about function keys. I would suspect that all real compilers like C would behave in much the same way.

The only way I can see that a terminal program on the Atari could mimic the F-keys would be for the program to allow some kind of macro coding that would let you send the relevant POKE command to the remote memory location. Scary thought.

Steven

4399. Re: Atari Unix, and APE AMiga!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: ziggy29@u1.netgate.net
Message-ID: <6iqhj1$r4e@ss.netgate.net>
Source record: 63212

XDelusion (XDelusion@wcoil.com) wrote:
: I have two questions:

: 1. If the Commodore 128 has Unix, then why can't the Atari 8-bit

Probably because no one has written it. :)

I'm trying to imagine an operating system with a huge monolithic
kernel like Unix running on something with 128K of RAM, let alone
64K or less.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours... Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4400. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3550bc04.98484529@news.ioa.com>
Source record: 63213

On 6 May 1998 19:28:10 GMT, jcompton@typhoon.xnet.com (Jason Compton) wrote:

>As I recall, on the Atari, Infocom Z3 games are split across two
>disk sides (it's only one on the C64 and Apple), so you'll need to find
>out how Tom plunked the data file into the disks with the interpreter.
>

Yeah, for most of the Infocom titles, you're right. They were on 2 sides. A few of them were one-sided, also.

But what I'm talking about wouldn't matter if the disk was an image on a PC and read through SIO2PC, since you can have images that are larger than a regular Atari floppy. The disk-flipping thing happened because there wasn't enough room on the floppy to fit the whole file. Either that, or it was due to a lack of available memory, and in that case, my single image theory wouldn't work.

In any case, I doubt I'll ever have the time (or patience) to write a z3 game large enough to fill ONE side, let alone TWO. That way, it should still work on a single sided floppy. Still, it would be nice to know how the disk-flip thing works. The ZCut program can extract the data file from disk images of a double sided disk. I wonder if it could be reversed to write a data file back into 2 disk images. Hmm...

The plot thickens,
Steven

4401. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6iqhuk$l17$1@flood.xnet.com>
Source record: 63214

Steven Posey (stevenposey@usa.net) wrote:
: to know how the disk-flip thing works. The ZCut program can extract
: the data file from disk images of a double sided disk. I wonder if it
: could be reversed to write a data file back into 2 disk images. Hmm...

Like I said--find out how Tom Hunt did it, since you said in the previous post that he had put other Z3 games into Atari format. I'm sure that if you looked at the source of ZCut you'd see how the files were being extracted and could form some assumptions about how to reverse the process, but if Tom knows how to do it already, check with him.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4402. Re: Atari Unix, and APE AMiga!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6iqhci$jq1$1@dartvax.dartmouth.edu>
Source record: 63215

Tim Irvin writes:

>XDelusion (XDelusion@wcoil.com) wrote:

>: 1. If the Commodore 128 has Unix, then why can't the Atari 8-bit

>Probably because no one has written it. :)

>I'm trying to imagine an operating system with a huge monolithic
>kernel like Unix running on something with 128K of RAM, let alone
>64K or less.

I'm pretty sure the original Unix was for a 64K machine.

Unix doesn't have to be big. Posix, on the other hand...

Of course, Unix assumes hardware support for separate address spaces
and virtual memory. That makes it pretty tough to do on older
personal computers.

--PC
--
Segmentation fault
%

4403. Re: FS: Odyssey 2 - still in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3550cd8e.78391277@news.pressenter.com>
Source record: 63216

On Wed, 6 May 1998 17:16:40 GMT, "SamGman"
<SamGman@worldnet.sanspam.att.net> wrote:

>Magnavox Odyssey 2
>excellent condition
>
>I've got a few carts that'll go with it. One is a racing game (I think it
>originally came with it) and I don't remember the other.
>
>$30 (+ shipping) obo

Ha ha ha ha ha. He hehehehehehehe. I am choking on laughter.

*** Please make sure responses are also sent via email.

4404. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3552d17a.79395466@news.pressenter.com>
Source record: 63217

On Wed, 06 May 1998 19:36:18 GMT, stevenposey@usa.net (Steven Posey)
wrote:

>On 6 May 1998 18:59:02 -600, TJ Edmister <damage_x@hotmail.com> wrote:
>
>>marknewtonjohn@webtv.net (Mark Newton-John) writes: > About the function key equivalent, what would be the ASCII code for a
>>> function keypress? Is the IBM keypress higher than the range of ATASCII?
>>> i.e. the "A" key is an ASCII 65, is a function key like 425 or
>>> something?
>>>
>>The F keys must fit in 0-255, but I don't know where. When you type a F key in DOS or something it makes nothing except F5 makes @ F6 makes ^Z F7 makes ^@
>>
>>
>You would think so, but they aren't. Function keys aren't part of the
>ASCII definition. They produced those DOS results because they were
>mapped that way; they're not hard-coded to any ASCII equivalent. They
>poke memory locations, and the running program reads those locations
>to know which ones have been pressed, in much the same way that
>Option, Select and Start are done on the Atari. DOS is no exception;
>it just happened to produce results that looked like ASCII keypresses.
>
>In Visual Basic, the function keys are addressed simply as {F1} to
>{F12}, and the compiler is designed to know those memory addresses and
>act accordingly when they are pressed. The OS itself isn't concerned
>about function keys. I would suspect that all real compilers like C
>would behave in much the same way.
>
>The only way I can see that a terminal program on the Atari could
>mimic the F-keys would be for the program to allow some kind of macro
>coding that would let you send the relevant POKE command to the remote
>memory location. Scary thought.

Steve, I thought you were one that "got it." Terminal programs ONLY
deal with codes 0-255. So, any terminal program on a PC that uses the
F keys as an outputed character maps them to a code in the range of
0-255 anyway. Why ANYBODY in here is discussing the hardware signal
aspects of extra keys on a PC keyboard as relates to VT100 terminal
emulation on an Atari8 is just blowing my mind.

*** Please make sure responses are also sent via email.

4405. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3551d06d.79127156@news.pressenter.com>
Source record: 63218

On Wed, 06 May 1998 19:35:21 GMT, "Silver Surfer"
<SilverSurfer@HalleBoppe.com> wrote:

>TJ Edmister <damage_x@hotmail.com> wrote in article
><3550b2f6.0@news10.kcdata.com>...
>> marknewtonjohn@webtv.net (Mark Newton-John) writes: > About the function
>key equivalent, what would be the ASCII code for a
>> > function keypress? Is the IBM keypress higher than the range of
>ATASCII?
>> > i.e. the "A" key is an ASCII 65, is a function key like 425 or
>> > something?
>> >
>
>To simulate the F keys of a terminal, it depends entirely on the terminal
>emulation you're using and how that program maps the Atari keyboard to
>simulate the terminal. The IBM PC keyboard keycodes will not help you.
>
>There must be some online help or reference table included with the
>terminal emulator you are using where you can lookup the keys & how it gets
>mapped to terminals.

How right you are. This is exactly what I have been saying as well.
Stop worrying about the PC keyboard's codes. Find out the VT100 codes
& what key needs to be pressed on the Atari8 under a particular
program to output the desired code to the host system.

*** Please make sure responses are also sent via email.

4406. Re: atari800 dos Vs rescue at fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6iqmde$kvl@bgtnsc01.worldnet.att.net>
Source record: 63219

Paul Irvine wrote in message <3555ad11.34365301@news.demon.co.uk>...
>The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:
>
>>On the other hand, I'd be kinda interested to see shamus running faster..
I
>>can't IMAGINE that game at the hardest difficulty faster!! LOL!!
>>
>WOW, you want to see shamus faster..stick it on NTSC setting and be
>prepared to die real quick :)
>
>And don't mention shamus 2 :)))
>--
>.... Paul

Ok I won't.. how about nautilus and protector then?? ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4407. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Chuck Swiger <cswiger@norfolk.infi.net>
Message-ID: <3550EFA0.977@norfolk.infi.net>
Source record: 63220

Stephen Judd wrote:
>
> In article <354F0BE3.F269CE79@csfb.com>, Curt Vendel <cvendel@aol.com> wrote:
> >Hi Tom,
> >
> >the Commodore's were superb low cost cut down clones of the Atari's
>
> Ah, the experts speak!
>
> It's amazing what some people will believe, eh? :)
>
> -S

[[Shhhh! Pssst... maybe if we just ignore him he'll go away!!]]

Don't go away mad. Just go away!

...Like I was saying before being so RUDELY INTERRUPTED, if we use the
sio2pc cable while waiting for APE to arrive ...

Chuck
please_don't_spam->cswiger@widomaker.com

4408. What is SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <3550fe4d.0@news.pcl.net>
Source record: 63221

Hello. What is an SIO2PC? Any help or pointing me to a web site with info would be appreciated.

Sincerely,
Jason Whorton
www.oldcomputers.com

4409. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0605982004450001@refdesk.library.carleton.edu>
Source record: 63222

In article <01bd7925$7c49bcc0$0201010a@g6-300xl>, "Silver Surfer"
<SilverSurfer@HalleBoppe.com> wrote:

>There must be some online help or reference table included with the
>terminal emulator you are using where you can lookup the keys & how it gets
>mapped to terminals.

In the Omnicom doc's, downloaded from:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/omnicom.arc
I found this table:

Yale Protocol ATARI VT100 keypad Xmitted
Converter Sequence

PF1 <SELECT 1> PF1 <ESC O P>
PF2 <SELECT 2> PF2 <ESC O Q>
PF3 <SELECT 3> PF3 <ESC O R>
PF4 <SELECT 4> 7 <ESC O w>
PF5 <SELECT 5> 8 <ESC O x>
PF6 <SELECT 6> 9 <ESC O y>
PF7 <SELECT 7> 4 <ESC O t>
PF8 <SELECT 8> 5 <ESC O u>
PF9 <SELECT 9> 6 <ESC O v>
PF10 <SELECT 0> 1 <ESC O q>
PF11 <SELECT CLEAR> 2 <ESC O r>
PF12 <SELECT INSERT> 3 <ESC O s>
PA1 <SELECT Q> PF4 <ESC O S>
PA2 <SELECT W> - <ESC O m>
PA3 <SELECT E> , <ESC O l>
NA <SELECT R> 0 <ESC O p>

I'm assuming that the PF1-12 keys are what we're trying to support.

Unless you're running OmniCom, the second column is of no use to you.

But, the fourth column may be what you need. Where the host tells you to
hit the F1 key, try typing <ESC O P> (looks like caps counts).

Couldn't hurt!

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4410. Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Dan Olson <dano@agora.rdrop.com>
Message-ID: <Pine.BSF.3.95.980506165040.13982M-100000@agora.rdrop.com>
Source record: 63223

Hi,
I haven't been able to find this in this news group yet. I've got
a 600XL recently and have no real experience with it or any other 8 bit
Atari. I would like to get some sort of storage using it, and I only see
2 connectors that look possible useful, a bus connector of some sort, and
a "periphal" connector. I want to know what it'd take to any or all of
the following:

Connect a disk drive

connect a tape deck

connect a serial device

The serial port would probably be the most useful, for a modem or
nul-modem to another machine. I suspose a disk drive would take some
doing, but that'd be nice as well. Finally, I know many other machines
came with provisions for a cassette deck, which isn't my first choice but
might be easiest. Finally, I really don't want to have to dig around too
much for hard-to-find atari add-ons, so I would prefer something I could
build, something common that I could buy, or something that would only
take a special cable to hook up. I don't normally check this news group,
if anyone know's any answers could you please send me some mail? Thanks.

Dan

4411. ST Informer, Issue 98, May 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0605982112010001@refdesk.library.carleton.edu>
Source record: 63224

ST Informer, now a web magazine, now wants to support the 8-bit computers
as well. This issue has an 8-bit article by Bob Klaas of K-Products.

URL:http://www.budget.net/~stinformer/

ATARI ST INFORMER ONLINE
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The LaST Word
Hasbro bought Atari!&#65533; Big deal.

User Groups
Click here to find out if there are other Atari-using freaks in your area

ST Informer is produced by MacDonald Associates.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4412. WTB: Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-06 00:00:00 UTC
From: Frank Rachel <frachel@webspan.net>
Message-ID: <6ir79e$q74@news.webspan.net>
Source record: 63225

I am looking for a Basic XE cartridge. Anyone have one for sale?

-Frank

4413. Re: Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd799b$a73063a0$bf374382@vidar>
Source record: 63085

Well, I think the main thing is ; Do you have 64K of memory ?

> Connect a disk drive
Get a 1050 or similiar with SIO cable and power supply and your ready.
>
> connect a tape deck
Get a 1010 or similiar with SIO cable and power supply and your ready.

>
> connect a serial device
Well, there's the 850 Interface module, the Black Box and MIO, which have
printer/RS-232 + HD interface on the BB and MIO. Do the 600XL have the port
it needs to run a MIO or BB ? I am not sure, haven't tested it.
>
> The serial port would probably be the most useful, for a modem or
> nul-modem to another machine. I suspose a disk drive would take some
> doing, but that'd be nice as well. Finally, I know many other machines
> came with provisions for a cassette deck, which isn't my first choice but
> might be easiest. Finally, I really don't want to have to dig around too
> much for hard-to-find atari add-ons, so I would prefer something I could
> build, something common that I could buy, or something that would only
> take a special cable to hook up. I don't normally check this news group,
> if anyone know's any answers could you please send me some mail? Thanks.
>
> Dan
>
>
Finally, if you have a PC, get the SIO2PC cable and APE, then you keep all
disks on the PC, print thru it, and use it's modem.

Take Atarian care

4414. Re: Terry Ortman apology

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd79a5$ec969c20$6e5bae98@main>
Source record: 63086
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

> No need to apologize to Ortman. He has a reputation going back over ten
> years.

Make that over 13 years. I well remember him being around in 1985 and
pulling the same dirty tricks back then. Who knows how long he was doing it
before that?

> He has threatened lawsuits before.

Don't make make laugh.

> Ten years ago he was around thirty and was apparently still living with
his
> parents. I wonder if he has moved out yet.

Is he currently incarcerated? How many times has he been arrested?

4415. Re: Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35519F21.E60BFCF2@ix.netcom.com>
Source record: 63087

Dan Olson wrote:
>
> Hi,
> I haven't been able to find this in this news group yet. I've got
> a 600XL recently and have no real experience with it or any other 8 bit
> Atari. I would like to get some sort of storage using it, and I only see
> 2 connectors that look possible useful, a bus connector of some sort, and
> a "periphal" connector. I want to know what it'd take to any or all of
> the following:
>
> Connect a disk drive
>
> connect a tape deck
>
> connect a serial device
>
> The serial port would probably be the most useful, for a modem or
> nul-modem to another machine. I suspose a disk drive would take some
> doing, but that'd be nice as well. Finally, I know many other machines
> came with provisions for a cassette deck, which isn't my first choice but
> might be easiest. Finally, I really don't want to have to dig around too
> much for hard-to-find atari add-ons, so I would prefer something I could
> build, something common that I could buy, or something that would only
> take a special cable to hook up. I don't normally check this news group,
> if anyone know's any answers could you please send me some mail? Thanks.
>
> Dan

Dan,
There are many add-ons available for this machine. As Vidar mentioned,
how much RAM do you have? A stock 600XL comes with only 16KB. A RAM
upgrade is definitely in order to at least 64KB. Look for any Atari
compatible floppydrive. One that I have that works well is the Atari
XF551 360K DSDD. You may not have known this, but you can connect a hard
drive (up to 8 logical 16MB drives/partitions). If you really want to
get into this, locate a Black Box and it add-ons and you will have
everything you need to all ANY peripheral. The BB supports SCSI devices,
RS232, Centronics parallel port, parallel (FAST) floppies and other
stuff.

One place to check for some of this is www.myatari.com. For the BB
contact Bob Puff at 76702.1076@Compuserve.Com or call 1-716-429-5639.

Another thing you should look into is the SIO2PC and Atari Peripheral
Emulator. Info is available at seka.nacs.net/~classics.

Hope this helps!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4416. Re: Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3552a0be.1485931@news.pressenter.com>
Source record: 63088

On Wed, 6 May 1998 17:07:28 -0700, Dan Olson <dano@agora.rdrop.com>
wrote:

>Hi,
> I haven't been able to find this in this news group yet. I've got
>a 600XL recently and have no real experience with it or any other 8 bit
>Atari. I would like to get some sort of storage using it, and I only see
>2 connectors that look possible useful, a bus connector of some sort, and
>a "periphal" connector. I want to know what it'd take to any or all of
>the following:
>
>Connect a disk drive
>
>connect a tape deck
>
>connect a serial device
>
>The serial port would probably be the most useful, for a modem or
>nul-modem to another machine. I suspose a disk drive would take some
>doing, but that'd be nice as well. Finally, I know many other machines
>came with provisions for a cassette deck, which isn't my first choice but
>might be easiest. Finally, I really don't want to have to dig around too
>much for hard-to-find atari add-ons, so I would prefer something I could
>build, something common that I could buy, or something that would only
>take a special cable to hook up. I don't normally check this news group,
>if anyone know's any answers could you please send me some mail? Thanks.
>
> Dan

Hi Dan. It sounds like you are a ripe candidate for an SIO2PC cable
and the APE software (assuming you use a PC as well). SIO2PC is made
from electronic parts available on the open market, or you can buy one
assembled. Combined with the APE software running on your PC, it lets
your PC be a peripheral emulator for your Atrari. You can download
tons of great software with your PC and your Atari can use it from
your PC. Ask around here for more info.

*** Please make sure responses are also sent via email.

4417. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd79b5$810a0180$5bc2accf@asharkis.erols.com>
Source record: 63089

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-0605982004450001@refdesk.library.carleton.edu>...
> In article <01bd7925$7c49bcc0$0201010a@g6-300xl>, "Silver Surfer"
> <SilverSurfer@HalleBoppe.com> wrote:
>
> >There must be some online help or reference table included with the
> >terminal emulator you are using where you can lookup the keys & how it
gets
> >mapped to terminals.
>
> In the Omnicom doc's, downloaded from:
> http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/omnicom.arc
> I found this table:
>
> Yale Protocol ATARI VT100 keypad Xmitted
> Converter Sequence
>
> PF1 <SELECT 1> PF1 <ESC O P>
> PF2 <SELECT 2> PF2 <ESC O Q>
> PF3 <SELECT 3> PF3 <ESC O R>
> PF4 <SELECT 4> 7 <ESC O w>
> PF5 <SELECT 5> 8 <ESC O x>
> PF6 <SELECT 6> 9 <ESC O y>
> PF7 <SELECT 7> 4 <ESC O t>
> PF8 <SELECT 8> 5 <ESC O u>
> PF9 <SELECT 9> 6 <ESC O v>
> PF10 <SELECT 0> 1 <ESC O q>
> PF11 <SELECT CLEAR> 2 <ESC O r>
> PF12 <SELECT INSERT> 3 <ESC O s>
> PA1 <SELECT Q> PF4 <ESC O S>
> PA2 <SELECT W> - <ESC O m>
> PA3 <SELECT E> , <ESC O l>
> NA <SELECT R> 0 <ESC O p>
>
>
> I'm assuming that the PF1-12 keys are what we're trying to support.
>
> Unless you're running OmniCom, the second column is of no use to you.
>
> But, the fourth column may be what you need. Where the host tells you to
> hit the F1 key, try typing <ESC O P> (looks like caps counts).
>
> Couldn't hurt!
>

> -Michael
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts,
http://www.library.carleton.edu/space/
>

Thanks!

I'm passing it on to NassauNet User, who started the thread. The
FlickerTerm Docs indicate that FlickerTerm also uses these codes to emulate
the Fn keys, but NassauNet User and I both prefer Ice-T.

4418. Re: Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3551B56A.CE48E95C@csfb.com>
Source record: 63090

Hi Dan,

The 600XL has a Parallel Bus Connector on the rear, you can purchase a module called the Atari 1064 which is a 64K memory upgrade (suggestable if you want to use disk drives), the SIO connector will allow you to connect disk drives, tape drives, printers and serial/parallel interfaces to your computer. You may want to look into getting an Atari 1050 disk drive, they can be picked up here on the news group for about $15-$25 dollars (make sure the person you purchase it from includes power supply and SIO interface cable and a DOS diskette), as for printers, any Atari 8-bit printer will plug directly into the computer. You have a varied choice: 1020 for color plotting, 1027 for letter quality (a little slow though), 1025 for dot matrix, a recommend printer if you are going to buy an Atari one is the XMM801, it was a later model and works well, its an 80 column dot matrix printer.

Now if you want to use a non-Atari printer (like say an HP deskjet or even an HP Laserjet printer, these will also work) you'll need an interface and since you mention that you may want to do some modem access as well you'll want to look into an Atari 850 Interface module, this unit has 4 serial ports and parallel printer port (the connectors are different then the normal PC ports so you'll need the proper cables) or you can look for the lower cost ICD PR: connection interface which has 2 serial and 1 parallel port, this too will also need special cables.

Now you can place some posts here on the newsgroups and see who's selling stuff and shop around for the best price (you can probably find all of these items here and there for about $5-$25 each total, not much more) or you can call B&C Atari Sales & Service, they stock all of the above items, they may be more expensive, but your guaranteed that the equipment all works and has a warantee. Call 916-295-9270 tues-sat 10am to 6pm PST.

Good luck and take care....

Curt Vendel
Atari Prototypes & Vaporwares Site
www.atari.nu

4419. SIO2PC cables wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050713470400.JAA05598@ladder01.news.aol.com>
Source record: 63091

```
I'd like to buy two SIO2PC cables.
Would prefer European offers.
Thanks in advance,
Bertrand.

JMouchmino@aol.com
```

4420. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050713470500.JAA01253@ladder03.news.aol.com>
Source record: 63092

For a true experience of Atari 8-bit (and C64...) technical power, get the recent European demos on a PAL computer.
On the XL/XE, the best demos are:
Overmind, Bitter Reality, More!, Drunk Chessboard... for 64Kb machines,
Igor, Ultra, Vent, Vengeance, Trip 6, Total Daze, Asskicker... for 128Kb computers.
They can be found at Sven Gleich's place.
Get them NOW!

4421. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3551bb69.163875252@news.ioa.com>
Source record: 63093

On Tue, 28 Apr 1998 19:23:39 -0400, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>You actually finished that one? Wow... let me guess you finished
>Dimension X as well???
>

Alan, I hope you're being fecetious. Dimension X is an EASY game to
finish, at all levels. It's still lots of fun, though, except for the
tunnels; they get boring after a while.

Steven

4422. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3551bcd4.164238654@news.ioa.com>
Source record: 63094

On Wed, 06 May 1998 21:13:41 GMT, jmelbo@pressenter.com (Jon D. Melbo)
wrote:

>Steve, I thought you were one that "got it." Terminal programs ONLY
>deal with codes 0-255. So, any terminal program on a PC that uses the
>F keys as an outputed character maps them to a code in the range of
>0-255 anyway. Why ANYBODY in here is discussing the hardware signal
>aspects of extra keys on a PC keyboard as relates to VT100 terminal
>emulation on an Atari8 is just blowing my mind.
>

You're right; I'm being stupid. I haven't dealt with VT100 terminals
in a long time. I forgot about them being true ASCII machines. I do
"get it."

Sorry about my ramblings,
Steven

4423. Re: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: John Morgan <jwmpc@earthlink.net>
Message-ID: <3551C899.CC69EBFE@earthlink.net>
Source record: 63095

I have my original 800XL I got back in 83, but the only cart I have is an old assembler editor (CXL4003) that I never got to use. Most of my software is disk based, but I just bought a couple of cartridges from B&C. They work fine, and give great pleasure. Bounty Bob is next, if it's available. Don't like the emulators much.

4424. Re: ST Informer, Issue 98, May 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-0705981127540001@portland15.portland.com>
Source record: 63096

Michael,

Thanks for letting people know about the magazine. I would be very
curious as to feedback on it. Thanks again!

Sincerely,
Scott Tirrell

I'd also, of course, love some submissions for Atari 8-bit articles!

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

4425. F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998050715354300.LAA08936@ladder03.news.aol.com>
Source record: 63097

This is a follow-up to my original post. These are the games that I've been enjoying recently...

NECROMANCER (Synapse)...After forgetting to include this great game in my first 15 picks, I noticed that a LOT of people had fond memories of this title. What do you know? It IS still an amazing game! (Really fast and complex enough that you can tackle it many ways. I love Synapse.)

HERO (Activision)...This is one of those games that as soon it ends, I have to restart and try to make it "just one level farther." Great gameplay mechanics.

BERZERK (Atari Prototype)...Why this was never officially released on cartridge, I don't know. The game is complete and a really great translation. Great speech synthesis effects, also. (Try pressing the OPTION button before you start a game to hear the different robot voices.)

KEYSTONE KAPERS (Activision)...A really simple, fun Cops 'N Robbers game. My daughter thinks it's weird. (She doesn't understand why I would want to play something like this when my Playstation and Saturn are right there next to the 800xl.)

RESCUE ON FRACTALUS (LucasFilm)...Another awesome game that I forgot to include in my first picks. Why weren't other games developed using this technology? It was clearly ahead of it's time.

BLUE MAX (Synapse)...Why does my XE cart say (C) 1983 Broderbund Software? This game always gets my heart pumping because you only have one life! Successfully making a landing right before you run out of fuel invokes a feeling few other games can match. I saw on somebody's website that they were selling the instructions for a game named Blue Max 2000? Anybody have any info on this?

LODE RUNNER (Broderbund)...These guys did great things with tiny, animated humans. (Choplifter!) Incredible level designs and innovative gameplay make this game as much fun today as it was the day it came out.

PENGO (Atari)...Really nice conversion of Sega's classic coin-op.

KARATEKA (Broderbund)...The grandfather of Prince of Persia. (Jordan Mechner designed both.) The animation astounded me at the time. Another tough game where you only had one life. I didn't complete this game for months. (I got a kick out of the movie-style intro.)

QIX (Atari)...What a strange and unique game. Totally addicting. (Even more so than my crack habit.) Another game that my daughter thinks is weird. "You're supposed to draw boxes? That's weird."

SUPER PAC-MAN (Atari Prototype)...Another great conversion that should've seen release. I was a big fan of the entire Pac-Man series. (I had the high score on

the coin-op at my local pizza shop for months until some little prick unplugged the machine out of spite! I really should have given him a beating.)

PITFALL II (Activision)...I think David Crane had programming skills bestowed upon him by the devil himself. I'll never understand how he got the 2600 version of this game to do all the things that it did, pack a huge adventure to boot, and still have the room for some great music! The 400/800 version is pretty much an exact copy of the 2600 version, which is OK by me since the 2600 version was so incredible anyway. I finished this game on the C-64 (put away your crosses and garlic) but can't seem to complete this version.

ZAXXON (Sega)...The arcade game was one of my all-time faves. Is it me or does this version seem to run at about TWICE THE SPEED! This version is VERY fast, which gives it a different twist, not unlike the 400/800 conversion of Donkey Kong.

DEMON ATTACK (Imagic)...Another game that is pretty much a clone of the 2600 version, except that the birds seem a bit more solid. (Not as much flickering.) This game becomes hypnotic after a certain point. It's a shame Imagic didn't port Dragonfire, Cosmic Ark or some of their other 2600 classics to the Atari 8-bit computers.

I really need to get access to disk based games. I've been thinking a lot lately about games like Bruce Lee, Shamus: Case II, Preppie!, Pharoah's Curse (Does anybody actually own this on cart?) Boulderdash (I would pay good money for this cart.) Montezuma's Revenge, Pogo Joe (Was this the name of that Q*Bert clone?) and many others. I really need to look into APE. Can anybody claim to own Parker Bros' Tutankham on cart for the Atari 400/800? I don't remember it being available on cart and nobody I know does either. (I really need to start limiting the length of my posts...I get so carried away!) Take care, everyone.

-Scott Wozniak

4426. What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd79d0$34c33a10$f0ffc2d0@bsears>
Source record: 63098

I remember reading in a long ago review of Star Raiders II that "by now everyone has achieved a rank of Star Commander and is totally bored with Star Raiders".

My best rank ever is something along the lines of "Warrior Class 5" -- SR is a fairly difficult game. I'm wondering what other people's best scores are at Star Raiders. For those of you who have become Star Commanders, what tips would you give those of us who haven't made it yet? Is there some strategy not listed in the Star Raiders manual that helps? Are there any tips you can give for saving energy?
Usually I get destroyed trying to play a Commander mission -- the Zylons destroy my shields and then hit me again before I can hyperwarp out of there. However, I am very determined to improve my rank!

Brant Sears
bsears@physix.com

4427. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6isi0i$44s@freenet-news.carleton.ca>
Source record: 63099

Jason Compton (jcompton@typhoon.xnet.com) writes:
> Steven Posey (stevenposey@usa.net) wrote:
>
> Yes, although I think you're thinking about the data file in the wrong
> way. As I recall, on the Atari, Infocom Z3 games are split across two
> disk sides (it's only one on the C64 and Apple), so you'll need to find
> out how Tom plunked the data file into the disks with the interpreter.
>
> The key is finding out from Tom Hunt how he assembled those Atari
> disks...once you get that information, you should be able to compile Z3
> games on your PC and play them to your heart's content on the 8-bit.

Here is a link to a few C programs that can take the data files off Atari
8 bit Infocom games so they can be played on the PC interpreters. I assume
the information here could easily be used to reverse the process as
well, making new Z3 games.

ftp://ftp.gmd.de//if-archive/infocom/tools/atari800.to.dat

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4428. Re: FS: Odyssey 2 - still in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: SamGman <SamGman@worldnet.sanspam.att.net>
Message-ID: <01bd79ce$a9d87100$7c02290a@gusto>
Source record: 63100

Yeah, yeah, yeah. Blow me, Melbo.

Jon D. Melbo <jmelbo@pressenter.com> wrote in article
<3550cd8e.78391277@news.pressenter.com>...
> On Wed, 6 May 1998 17:16:40 GMT, "SamGman"
> <SamGman@worldnet.sanspam.att.net> wrote:
>
> >Magnavox Odyssey 2
> >excellent condition
> >
> >I've got a few carts that'll go with it. One is a racing game (I think
it
> >originally came with it) and I don't remember the other.
> >
> >$30 (+ shipping) obo
>
> Ha ha ha ha ha. He hehehehehehehe. I am choking on laughter.
>
> *** Please make sure responses are also sent via email.
>

4429. Re: Favorite 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Linda Shippert <loo@u.washington.edu>
Message-ID: <Pine.OSF.3.96b.980507090201.27751A-100000@becker1.u.washington.edu>
Source record: 63101

On 7 May 1998, Marc G. Frank wrote:

> The Temple of Apshai/Hellfire Warrior Dunjonquest games are superb. WHY
> haven't any modern RPGs picked up its fatigue system? Fatigue and
> encumbrance really made you feel like your stats mattered. Great
> manuals, too.

Hellfire Warrior was one of the first computer RPGs I played. A friend had
it on his TRS-80 (oh YEA!) but the Atari version was better.

Anyone know where I could get an image for this? I actually have a copy
but the disk is damaged somehow. The dunjon levels are all screwy.

4430. BC's quest for tires 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd79d5$80ee2e90$f0ffc2d0@bsears>
Source record: 63102

In college, my roommate had a C-64 and had a game called BC's quest for tires 2. I know that BC's quest for Tires was written for the Atari 8 bits, but was its sequel ever ported to the Atari?

Brant Sears
bsears@physix.com

4431. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6isn8hjfs1@dartvax.dartmouth.edu>
Source record: 63103

Brant Sears writes:

> what
>tips would you give those of us who haven't made it yet? Is there some
>strategy not listed in the Star Raiders manual that helps? Are there any
>tips you can give for saving energy?
>Usually I get destroyed trying to play a Commander mission -- the Zylons
>destroy my shields and then hit me again before I can hyperwarp out of
>there. However, I am very determined to improve my rank!

I'm not sure about this, but I doubt that it actually keeps track of
how much energy you use. Instead, it probably just looks at how much
you have left at the end. If that is true, then docking with a
starbase before killing the last Zylon could be well worth the time.

You can probably save energy by intentionally misjumping. Set your
destination a sector or two closer than where you really want to go
and stear off course into the real destination. With some practice,
this could save on every jump.

I also doubt that it keeps track of the types of ships that you
destroy, and I've noticed that if you warp out of a sector and return
later, they are often different types of ships. Hence, if you are
having trouble with a Zylon base star, it might make sense to warp
away and deal with it later when it's a mere TIE fighter.

Of course, time is a major factor. I think to acheive Star Commander,
you will need to reach the point where you hardly ever get hit, so you
can just go from sector to sector wiping the Zylons off the map, only
docking when your energy runs low.

--PC
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

4432. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3551f09b.21974474@207.97.159.250>
Source record: 63104

On Wed, 6 May 1998 12:55:40 -0700, James Hague <jhague@dadgum.com>
wrote:

>Epyx joystick, I don't think it would have been possible. I'd still like
>to know if anyone finished Necromancer. I don't think it's humanly
>possible.
>

Yes, both I and my friend finished it. He did legit and I cheated!
It really takes a while legit, you get less spiders in the graveyard
if you plant all the trees and (I just discovered the other day after
15 years) you can put the wisp on the trees that fall in the pits and
get them back! At any rate, the ending is just also a rainbow. But
it is pretty neat.

The other Q about Blue max 2001, its blue max in outer space and not
very good.
And the other q about why blue max cart says broderbund is because
broderbund bought synapse sometime in the 80's (and the quality
disappeared)

4433. Re: Favorite 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3552f1df.22298321@207.97.159.250>
Source record: 63105

On 7 May 1998 04:04:04 GMT, onyx@sinistar.idle.com (Marc G. Frank)
wrote:

>I>from Chicken. And *what* is the Protector/Protector II theme song?

It's one of Bach's two-part inventions (no.12?]
Commodore used it in a few commercials

4434. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: ziggy29@u1.netgate.net
Message-ID: <6it50v$h4u@ss.netgate.net>
Source record: 63106

Steven Posey (stevenposey@usa.net) wrote:

: I don't see any computer designers today working toward that same kind
: of efficiency. Maybe that's why we all still cling to our 8-bits ;-)

Well, from the standpoint of computer and software design, one of the things that I really admire about these old machines to this very day is the creativity of the software and hardware people who developed for them.

Take software, for example. Say you're writing the next great game in the 1990s. It runs slowly on most machines and didn't run with 8 megs of RAM like you hoped. Instead of finding a spiffy algorithm which runs in a smaller memory space or runs more efficiently, you just change the "minimum requirements" to a Pentium 150 with 16 MB of RAM. With expandable and easily upgradeable systems comes code bloat.

Now, let's go back to the Atari 8-bits, the Apple][or the Commodore systems, for example.

If an Atari 800 program wouldn't run in 48K, you couldn't define a 128K requirement easily. If it ran too slowly on the 6502, you couldn't say "runs only on souped up CPUs, 10 MHz or faster, which run the 6502 instruction set." You had to really work to make it acceptable. That's where programming is an art form again instead of merely code generation which, for a sufficiently fast compatible machine with unlimited RAM, runs a program almost acceptably.

When the "limits" of the hardware were more rigid and hardly open-ended (if at all), the software was more elegant and brilliant. Also, with a fully integrated system (instead of the combination of umpteen third party components), conflicts in hardware were quite rare, and if it ran on one Atari 800, it would almost certainly run on another.

Maybe the trend to "open systems," upgradeability and mix-n-match components was inevitable...but there was an elegant simplicity to the old systems, something we'll likely never see again. That alone makes the "simple pleasure" value timeless...and I enjoy playing M.U.L.E. as much as ever anyway.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and demand that they respect yours... Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."

-- Tecumseh (1768-1813), Shawnee chief and statesman

4435. Hi-Techness

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <35520d78.0@news10.kcdata.com>
Source record: 63107

I downloaded a thing called the "Liebich Demo" from the Umich archive thing and it was pretty cool. It had 10 songs and the sound was real good (not just for an Atari but for anything).

Got me thinking: My 1983 Atari (or even a regular 800) has far better sound than my 1993 486-laptop (only PC-Spkr no PCMCIA or way to add sound blaster)

4436. DCMs and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <35521054.0@news10.kcdata.com>
Source record: 63108

I went to my brothers PC and (much to his annoyance) replaced his CD-ROM with a 360k drive. I was downloading stuff, putting it on Atari disks with Myutil, and trying to use it on my 800xl. I have the superunarc thing but I want a thing to undo DCMs on the PC, so I can put the stuff on Atari disks. Putting DCMs on Atari disks and trying to undo them with the Atari would be dumb because I've only got one SS DD drive (some stuff wouldn't have room to expand and I would be swapping disks 50 times).

Also I've got an Indus GT drive and the FAQ says the Syncromesh mode only works with DOS-XL and SpartaDOS. It also says that those DOSs use some RAM that makes Turbo Basic not work. Any way around this? Don't have SIO2PC (yet). I wanted to run a TB video player thing with Syncromesh on so I could get higher frame rate.

4437. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: sixfiv0two@aol.com
Message-ID: <1998050721091201.RAA07910@ladder03.news.aol.com>
Source record: 63109

In article <1998050707303201.DAA18249@ladder03.news.aol.com>, swozniak@aol.com wrote:

>Here's a question for you collectors on csa8. I'd like to know if most of the
>Atari computers, carts and peripherals that you own are the same exact ones
>that you had when you originally got into Atari computers. In other words, is
>the 800 that you own now the same one that you played Star Raiders on 16 years
>ago?
Yup! I have my original A800 (still going strong) and also the die-hard assembler-editor. Although I've sold/re-aquired several XL's, XE's and carts during this time. (since 1982)
But! I will never part with my A800.

Richard. <SixFiv0Two@SPAMMETHNOTaol.com>

4438. Re : BC's quest for tires 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050722362500.SAA17602@ladder03.news.aol.com>
Source record: 63110

This sequel was also known as Grog's Revenge.
The game was announced, advertized but eventually never released on the Atari
8-bit, like so many others...

4439. FS-XE Game Console only & XF551 Disk Drive...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: acs77@aol.com
Message-ID: <1998050723172600.TAA27012@ladder01.news.aol.com>
Source record: 63111

To all,

I have both of these plus the following which include all hookup wiring and power supplies but no instruction manuals or boxes. Everything is in good condition for a total asking price of $60 obo plus S&H via UPS COD, also included is the following:

1-grey standard 2600 joystick
original copy of M.U.L.E. game by Electronic Arts on 5 1/4" disk (Atari on side 2)
Atari Translator Disk (5 1/4") to run M.U.L.E. on the XL/XE systems
1-5 1/4" 10 disk holder

EMAIL me if you're interested in buying this: ACS77@aol.com

Thanx in advance,

Rick

4440. <<<<FS : Atari 2600 Starter Packages..>>>>>>>>>>

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998050723173100.TAA27034@ladder01.news.aol.com>
Source record: 63112

For Sale : Atari 2600 Starter Packages.....Great for someone just getting into the hobby.!!

Included in these packages are :

One Atari 2600 Master Unit 4 Switch
2 Atari Joysticks
1 Set of Atari Paddles $25.00 Plus Actual Shipping
Cost
1 Power Supply
10 Cartridges of Your Choice From Bellow

Atlantis
Air Sea Battle
Asteriods
Astroblast
Berzerk
Breakout
Boxing
Bowling
Carnaival
Combat
Circus Atari
Chopper Command
Defender
Donky Kong
Demons to Diamonds
Dodge Em
Football
Frogs and Flies
Fire Fighter
Grand Prix
Home Run
Ice Hockey
Indy 500
Kaboom
Keystone Kapers
Kangaroo
Laser Blast
Maze Craze
Mouse Trap
Mario Bros
Missile Command
Outlaw
Pac Man

Reactor
Real Sports Football
Street Racer
Starmaster
Space War
Spider Fighter
Space Jockey
Star Raiders
Space Invaders
Super Challenge Football
Towering Inferno
Trick Shot
Video Pinball
Video Olympics
Yars Revenge

4441. FS: Cheap Atari hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: rparker2@aol.com
Message-ID: <1998050723243000.TAA23579@ladder03.news.aol.com>
Source record: 63113

I have place a number of Atari items on E-Bay. Prices shown below are as of this morning. No reserve prices on any items. Only about 2 days left on the Auction, so If interested get your bids in. Thanks for reading.

12907381: Atari 130 XE with Laser Gun
Current bid: $12.99
Auction ends on: 05/10/98 12:10:56 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12907381

12907582: Atari 800 with 256k ram expansion
Bidding starts at: $12.99
Auction ends on: 05/10/98 12:13:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12907582

12909176: Atari 400/800/xl/xe Games 6 Games on Disc
Current bid: $12.50
Auction ends on: 05/10/98 12:29:28 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12909176

12909445: Atari 400/800/xl/xe 4 Games on Disc
Current bid: $16.50
Auction ends on: 05/10/98 12:31:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12909445

12910490: Atari 400/800/xl/xe Ballblazer Cart.
Current bid: $1.99
Auction ends on: 05/10/98 12:41:23 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12910490

12910661: Atari 400/800/xl/xe Pilot Language w/ Manual
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:44:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12910661

12910882: Atari 400/800/xl/xe Atari Writer w/ Manual
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:44:55 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12910882

12911244: Atari 400/800/xl/xe SpartaDos w/ Manual
Current bid: $20.50
Auction ends on: 05/10/98 12:48:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12911244

12911898: Atari "Letter-Go-Round" & "Astro-Grover"
Current bid: $4.99
Auction ends on: 05/10/98 12:53:56 PDT

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12911898

12912052: Atari "Star Raiders" & "Fast Eddie"
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:54:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12912052

12912143: Atari "Popeye" & "Platter Mania"
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:55:48 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12912143

12912221: Atari "Q-Bert" & "Platter Mania"
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:56:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12912221

12913743: Atari Assorted Disc Software
Current bid: $4.99
Auction ends on: 05/10/98 13:09:29 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12913743

12913852: Atari 1050 Disc Drive
Bidding starts at: $9.99
Auction ends on: 05/10/98 13:10:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12913852

12914152: Atari 400/800/xl/xe 3 Books
Bidding starts at: $3.99
Auction ends on: 05/10/98 13:13:09 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12914152

4442. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980507200925.17307A-100000@fissure.scar.utoronto.ca>
Source record: 63114

On 7 May 1998, Brant Sears wrote:

> I remember reading in a long ago review of Star Raiders II that "by now
> everyone has achieved a rank of Star Commander and is totally bored with
> Star Raiders".
>
> My best rank ever is something along the lines of "Warrior Class 5" -- SR
> is a fairly difficult game. I'm wondering what other people's best scores
> are at Star Raiders. For those of you who have become Star Commanders, what
> tips would you give those of us who haven't made it yet? Is there some
> strategy not listed in the Star Raiders manual that helps? Are there any
> tips you can give for saving energy?

Star Raiders is a great example of superb programming all in 8K! (One
8bitter was commenting how lazy and inefficient today's software is.
instead of running on a 486DX 33 with 8 megs of RAM, the coders simply up
the min requirements infinitely and I have to agree. I have played some
arcade emulators using SparCade (coded in assembler) and the games like
Commando, Mrs pacman run perfectly, yet if I try MAME (which don't get me
wrong, is a FANTASTIC arcade game emulator, problably the best IF you
have a FAST pentium. It hardly runs at all on a 486. Why? I think it's
written mainly in C, then compiled..

Anyway, back to your real question, I could never get anything higher than
a Lieutenant (sp) rating.. Star Raiders was a GREAT little game that
demanded a lot of skill. I saw one e-mail of one user who was the REAL
star Raiders fan, and plugged his Atari 800 into some massive tower
speakers and played the game with the speakers behind him. man, that is
'experiencing' Star Raiders... not playing!

Alan
University of Toronto
Computer Science, Management and Economics

4443. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980507201645.17307B-100000@fissure.scar.utoronto.ca>
Source record: 63115

On Thu, 7 May 1998, Steven Posey wrote:

> On Tue, 28 Apr 1998 19:23:39 -0400, Alan Christie
> <94chrisv@scar.utoronto.ca> wrote:
>
> >You actually finished that one? Wow... let me guess you finished
> >Dimension X as well???
> >
>
> Alan, I hope you're being fecetious. Dimension X is an EASY game to
> finish, at all levels. It's still lots of fun, though, except for the
> tunnels; they get boring after a while.

Dimension X was a very flashy game but I guess I didn't "invest" enough
time into that. (I never finished that game.. oh the shame I feel today
as an Atarian...)

I think I was too awed by the awesome sound and grafx. yeah.. that is the
reason! ;-)

Alan
University of Toronto
Computer Science, Management and Economics

4444. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6itk6i$c77$1@newsd-124.bryant.webtv.net>
Source record: 63116

I think I made Lieutenant once. I always was pretty unskilled with the game, and usually was a Garbage Scow Captain.

vs

4445. Re: New FTP-site

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Bill <kendrick@zippy.sonoma.edu>
Message-ID: <355173E9.C2CEAD5F@zippy.sonoma.edu>
Source record: 63117

Hey! Make a QIF file for this site and put it online. I'll add it to
the
XL-Search search engine!!!

See:
http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

Note: as of this writing, the QIF file format description on the HELP
page
incorrectly states the order of the file modification date and size.
They should be date (YYMMDD) followed by size (in bytes).

All other FTP-keepers, please do this, too! XL-Search shouldn't just
be limited to UMich!!! Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

Slawek Sledz wrote:
> Hello! Atarians!
>
> The TAQUART group is proud to announce the opening of its new ftp-site,
> where you can find almost all programs from our previous site
> (yoshi.meil.pw.edu.pl), which was closed. Site is open 24h a day, has a quite
> good link, so you shouldn't complain about the transfer rate ;-)
>
> Here comes the info:
>
> matrix.ibb.waw.pl has address 148.81.193.9
>
> ftp://matrix.ibb.waw.pl/pub/a8

4446. XL-Search / UMich Update

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Bill <kendrick@zippy.sonoma.edu>
Message-ID: <35517955.A5EE24FE@zippy.sonoma.edu>
Source record: 63118

Many kudos and thanks to Michael Current for sending me an endless supply
of ".blurb" descriptions for undescribed files at the UMich Atari 8-bit
FTP site.

Thanks to his contribution, nearly 70 files are now "named," and can be
found using the XL-Search search engine:

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

They should soon (dunno when?) be found via Shareware.com as well!

http://www.shareware.com/

Thanks again, Michael! And enjoy, everyone!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4447. Re: 800XL video upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35526E1E.5B58@pacbell.net>
Source record: 63119

Linda Shippert wrote:
>
> The recently posted FAQ says:
>
> "the 800XL lacks separate chroma/lumi (can be added via hardware
> modification)"
>
> It also mentions an Atari Classics magazine article and a Hardware/Upgrade
> FAQ, but I can't find an actual procedure to do this upgrade. Where is it?
> What does it involve?
>
> Any/all help greatly appreciated!
---
both upgrades require some soldering - the AC version requires a lot of
changes compared to adding a CHROMA output. Normally, I use the
composite output as the CHROMA source.... works OK.

I can supply you with the AC edition dealing with video upgrades for $8.

Bob

4448. Re: Atari power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6ir8e5$3n9@bgtnsc03.worldnet.att.net>
Source record: 63226

Vladimir,

> Can somebody please tell me where can I get some (do places like Radio
> Shack sell them)? I did actually try Radio Shack, but I had a feeling
> that the guy didn't quite understand what I was talking about...

I have a pretty good stock of most Atari system power supplies in stock, both NEW and USED. Tell me exactly what you're looking for --- which computer system or peripheral and I'll check my stock and get back to you with pricing. Also, let me know where you're located (hopefully in the U.S.) so I can calculate the shipping cost.

Sheldon (Computer STudio - Asheville, NC - USA)

4449. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6ir921$gu1$1@news.campus.mci.net>
Source record: 63227

On 6 May 98 01:44:52 GM, Patrick P.H. Nguyen wrote:

]-I'm was a diehard Atarian (2600, 1200XL, 1040STf, and Jag), but there was some
]-things that impressed me about the C64. For one thing, the games were more
]-colorful. A lot of the cool modes that looked awesome in graphic demos
]-weren't really useful for games. Like, ooh, have 128 colors at once. Any
]-game really use that GTIA mode usefully?

Hmm...I know there certainly weren't a lot of Atari games with that many
colors but didn't Slipstream use 256? Thanks! ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4450. Re: Favorite 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: onyx@sinistar.idle.com
Message-ID: <6irbrk$6va$1@nntp3.interaccess.com>
Source record: 63228

In article <Pine.LNX.3.95.980506125345.14206A-100000@animal.blarg.net>,
James Hague <jhague@dadgum.com> wrote:
>Epyx joystick, I don't think it would have been possible. I'd still like
>to know if anyone finished Necromancer. I don't think it's humanly
>possible.

I finished it once. It also had a rainbow effect at the end, which of course is nothing compared to the immense satisfaction you feel.

The trick to Necromancer seems to be knowing when to cut your losses. On the forest level, for instance, it's often better to intentionally run out of energy; otherwise the spider will destroy trees faster than you can heal them or replant. I usually come out of it with 22-25 trees.

The spider/egg levels are also a balance between smashing the eggs (which means fewer spiders in the graveyard level) and maintaining energy. I always get the ladders down as quickly as I can; that way if a spider significantly faster than my wisp hatches I can make a run for the next level.

My problem on the graveyard levels is that I get finger-tied and move my guy when I mean to move my wisp and vice-versa. I also usually get distracted by trying to hit the necromancer for energy and failing to clear my path of spiders. I can get to the fourth level pretty consistently though.

While I'm at it I might as well comment on other great games. :-)

Some people complained about Chicken. I don't see how. Are you guys trying to play it with joysticks instead of paddles? Once I plug in Chicken I play for hours. I think it's a great Kaboom variant, and it adds the strategy element of knowing when to let eggs go. It's definitely got that just-one-more-game quality. I firmly believe that if you don't like a Synapse game you just haven't played it long enough. I've never found one I didn't like, once I gave it some time to grow on me. Other Synapse favorites: Drelbs, Rainbow Walker, Slime.

Alternate Reality. Still the best game I've played. In case you all didn't know, the original authors, Phil Price and Gary Gilbertson, are working on a PC remake which is due out next year. Page at http://www.aro.com/.

Omnitrend's Universe is also a fantastic game. Between Alternate Reality and Universe I came perilously close to failing seventh grade. It would totally rock if someone would port it to the Pilot; it'd be a great time-waster when you're stuck in line or something. Omnitrend

Software still seems to be around (the logo at http://www.omnitrend.com/ is the same) but it looks like they got out of the game business. Bummer.

When I think of great software companies from the 80s I think of Synapse, Infocom, and Epyx. Many Epyx titles remain highly playable to this day, particularly from the Automated Simulations days.

The Temple of Apshai/Hellfire Warrior Dunjonquest games are superb. WHY haven't any modern RPGs picked up its fatigue system? Fatigue and encumbrance really made you feel like your stats mattered. Great manuals, too. Every few months when I forget the dungeon layout I start a new Temple of Apshai game. It's great fun to take the character you're given, no matter how crappy his stats may be, and try to get him to live long enough to explore the entire Temple and two expansion modules. (Yeah, I prefer the originals to the Trilogy. Just feels better, somehow, although the Trilogy had a catchy tune.)

Crush, Crumble, and Chomp! Another infinitely playable game that loses none of its charm with the passing of years.

Dragonriders of Pern is a fun action/strategy game with the flavor of the novels, and, for that matter, the board game the strategy section was based on. It also has one of my favorite theme songs. Unfortunately, this was released in the "flimsy boxes with HORRIBLE art" days.

Koronis Rift! I beat that one too. :-)

The early Epyx boxes also remain functional some 18 years later. Easy to use (unlike those icky two-tab Synapse boxes) and they conveniently store all the stuff associated with the game. I wish more modern software would use boxes like that.

Infocom is Infocom; you already know how great those are.

As for non-Infocom text adventures, Empire of the Over-Mind from Avalon Hill was innovative, had very descriptive writing with a real sense of place, and was tons of fun. It's a shame the author isn't given credit. I once wrote a long post on rec.games.int-fiction on what made this game so great. If you're sufficiently bored you could probably search dejanews for it. If you like text adventures, and you see this little gem for sale, buy it! It also had beautiful box art; I'd love a poster of it.

Also from Avalon Hill is Telengard, a nifty little roguelike game that kept me glued to the screen for hours.

I liked Action Quest from JV Software, the action/puzzle game in which you were a ghost that could transform into a gun. The graphics and sound were minimal and it wasn't very hard, but there's something downright charming about it. I definitely need to buy the sequel.

And who can forget The Goonies from Datasoft. Sorta like Conan with two characters. Nifty. And it had that Cyndi Lauper song in it, which unfortunately I haven't had much luck finding on CD.

There are many other excellent games, and a few in the "I like it but I'm not sure why" category, but I'll leave them for another post.

My vote for the worst game would have to go to Cavaliers from K-Tek Software. I picked it up in a lot I purchased from eBay recently. Boy howdy does it suck. It feels like a type-in game reject from the early years. I'd mention something about the lack of playability except it's so completely forgettable. The comments field in my old-software database reads "Box and docs water-damaged. Tape still loads. Astonishingly bad." For games from software houses that you've actually heard of, there's Master of the Lamps from Activision. Rather pointless and not much fun.

And, a couple of questions, for anyone still reading. Does anyone know if Mike Potter wrote K-razy Shoot-Out? It reuses some sounds and graphics from Chicken. And *what* is the Protector/Protector II theme song? Many years ago I heard someone playing it in a piano store. Random purchases of CDs of classical piano music have so far proved fruitless. Whatever happened to Moreta, the Dragonriders of Pern sequel? I've seen pictures of the box and mockups of screenshots, but nothing concrete.

--
Marc G. Frank
onyx@idle.com

4451. Re: ST Mouse, Flash 8, Mouse OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998050704054600.AAA04569@ladder03.news.aol.com>
Source record: 63229

I have the Diamond Cart V3 Have you seen the Total Control OS called GOE on Cart? or even the RAT?

4452. Re: Favorite 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6iretn$d$4@flood.xnet.com>
Source record: 63230

Marc G. Frank (onyx@sinistar.idle.com) wrote:
: Alternate Reality. Still the best game I've played. In case you all
: didn't know, the original authors, Phil Price and Gary Gilbertson, are
: working on a PC remake which is due out next year. Page at
: http://www.aro.com/.

That's what they said last year. :)

: Omnitrend's Universe is also a fantastic game. Between Alternate
: Reality and Universe I came perilously close to failing seventh grade.
: It would totally rock if someone would port it to the Pilot; it'd be a
: great time-waster when you're stuck in line or something. Omnitrend
: Software still seems to be around (the logo at http://www.omnitrend.com/
: is the same) but it looks like they got out of the game business.
: Bummer.

Yeah, that is in fact the same Omnitrend.

: As for non-Infocom text adventures, Empire of the Over-Mind from Avalon
: Hill was innovative, had very descriptive writing with a real sense of
: place, and was tons of fun. It's a shame the author isn't given credit.
: I once wrote a long post on rec.games.int-fiction on what made this
: game so great. If you're sufficiently bored you could probably search
: dejanews for it. If you like text adventures, and you see this little
: gem for sale, buy it! It also had beautiful box art; I'd love a poster
: of it.

I'm curious what this game came with...The Book of Adventure Games is very
complimentary about it, and I've located an Apple image of it, but the
Book also makes it sound like the documentation is absolutely vital to
understanding what's going on in it. Maybe I'll look up that post of
yours...

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4453. Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998050707303201.DAA18249@ladder03.news.aol.com>
Source record: 63231

Here's a question for you collectors on csa8. I'd like to know if most of the Atari computers, carts and peripherals that you own are the same exact ones that you had when you originally got into Atari computers. In other words, is the 800 that you own now the same one that you played Star Raiders on 16 years ago? This is just a question that I wondered about while looking through my 8-bit carts a few minutes ago. I traded my Atari computer setup for a Vectrex in the late 80's. It wasn't until about a year ago, while walking by an electronics store window, that I would continue my voyage into the Atari 8-bit scene. I noticed an Atari 2600 32-in-1 cart in the window of this store in downtown, New York City. I went in and asked how much he could possibly want for that "old dusty game in the window." (My words.) He told me $2.50 and I almost couldn't contain my excitement. (This was a boxed, shrink-wrapped 32-in-1 cart. I had never seen one boxed before.) I casually asked if he had any more of these. He went into the back and emerged a few minutes later with 8 more pieces! He told me I could take all of them for 2 bucks each! I got 9 new 32-in-1 carts for 18 bucks! I kept one for myself and promptly sold the other 8 for $25 each. I came back the next day and asked if he had any other "old games laying around." He gave me 6 pieces of a 2600 16-in-1 cart, and 8 pieces of a 2600 8-in-1 cart. (All at 2 bucks each, again!) I also kept one each of these and traded the rest for Super Nintendo carts. (I've only been on the net for about 3 months. Had I found these now, I would've made a KILLING on eBay!) I kept going back to this store every few days and I would get all these 2600 PAL carts for 50 cents each. I had dozens of Asteroids, Venture, Mouse Trap, and Space Invaders cartridges. (And an Asian bootleg game with the label "Missile Detense." Yes, that's not a spelling error...Missile Detense. It turned out to be Apollo's Space Chase or something like that. I traded that for a couple of Super Nintendo carts as well.) After about 2 weeks of cleaning this guy out, he claimed that he had nothing else for me. I asked him if he was sure and he came back with this big box that turned out to be an Atari XE system. I asked him how much he wanted and he told me $50. After getting all his other stuff for practically pennies, I think he started to catch on that I was making hefty profits on his stuff and he decided to get greedy. I looked at him like he was crazy. "Fifty dollars?!? For that old piece of junk? The most I'd give you was ten!" After some haggling, we settled on $20. I had never seen an XE before. I had never even heard of it. I just figured that I could probably get a decent trade for it, being that it was new and had 2 carts, a gun, joystick, keyboard, etc... I didn't even know at this point that it was compatible with the Atari 400/800 cartridges. The last Atari computer that I owned was an 800xl. After getting it home and finding out that it played the old 8-bit carts, I decided to keep it. A friend of mine told me that he knew a guy named Ben Johnson on the internet that sold carts for the Atari 8-bit computers as well as other systems like the 2600 for like 9 cents each. I ordered Pac-Man (9 cents) Star Raiders (49 cents) Centipede (49 cents) and Galaxian. ($1.09) These were the only carts he had at the time, so I took

everything. After playing Pac-Man and Star Raiders for about 10 minutes, I just knew that I wanted to start collecting for the Atari 8-bit computers again. The games brought me such warm feelings of nostalgia that it was like falling in love all over again. Holding those little metal carts in my hand made me realize that I had to get back EVERY cart that I had as a kid. (I have since accomplished this. The last cart I needed was Fort Apocalypse, which I recently aqquired, thanks to Alex Bilstein. Thanks, Alex.) I currently own about 150 Atari 8-bit computer carts, which got me to thinking about the question that I want to ask all of you. The only cartridge that I currently own, which is the same exact one that I owned many years ago is Jumpman Junior. It seems that I loaned this cart to a friend back in the early 80's, and forgot about it. A few months ago, while hanging out at this guy's house, I saw the Jumpman Junior cart laying in a milk-crate with some junk, and asked him if I could have it. I was shocked when he told me that it was mine anyway! I was so happy that I had in my posession, an actual cart that I had owned when I was a kid! Anyway...this whole big, long story just made me curious to know if you guys own all the original Atari computer stuff that you had many years ago, or are you like me...you sold it/lost it/traded it and wanted to get it all back? Please forgive me about this really long post. It seems that I can't simply ask a question without giving you the history behind my thinking. I really shouldn't write at this ungodly hour. (It's 3:30 AM...Last time I posted a message at this hour, it turned into the very long F A V O R I T E 8 B I T G A M E S. Yeah, you have me to blame for that one also.) I hope at least one person enjoyed reading this. This group has turned into my favorite newsgroup. It's one of the only few where most of the regulars are mature, intelligent people, and I actually learn things here that I didn't already know. Thanks in advance for any responses to this question. Good night and take care.

-Scott Wozniak

4454. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Bill <kendrick@zippy.sonoma.edu>
Message-ID: <355167D1.18FF2D64@zippy.sonoma.edu>
Source record: 63232

DarkChyld wrote:
>
> Hmm...I know there certainly weren't a lot of Atari games with that many
> colors but didn't Slipstream use 256? Thanks! ;-)

Well, lest we forget Jeff Potter's kick-ass software-based graphics
modes,
APAC and ColorView, providing 256 and 4096 colors (anywhere on the
screen)!

And has ANYONE other than me even LOOKED at the Super-IRG mode I came up
with? :)

(See my game "GemDrop" and my really-needs-work graphics editor, SIFE,
for examples... http://zippy.sonoma.edu/kendrick/nbs/atari/)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4455. Re: New FTP-site

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: Bill <kendrick@zippy.sonoma.edu>
Message-ID: <35517398.B01EE6F8@zippy.sonoma.edu>
Source record: 63233

Hey! Make a QIF file for this site and put it online. I'll add it to
the
XL-Search search engine!!!

See:
http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

Note: as of this writing, the QIF file format description on the HELP
page
incorrectly states the order of the file modification date and size.
They should be date (YYMMDD) followed by size (in bytes).

All other FTP-keepers, please do this, too! XL-Search shouldn't just
be limited to UMich!!! Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

Slawek Sledz wrote:
> Hello! Atarians!
>
> The TAQUART group is proud to announce the opening of its new ftp-site,
> where you can find almost all programs from our previous site
> (yoshi.meil.pw.edu.pl), which was closed. Site is open 24h a day, has a quite
> good link, so you shouldn't complain about the transfer rate ;-)
>
> Here comes the info:
>
> matrix.ibb.waw.pl has address 148.81.193.9
>
> ftp://matrix.ibb.waw.pl/pub/a8

4456. Re: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd799a$d64962a0$bf374382@vidar>
Source record: 63234

I still use my 800 from the day I got it. I didn't part with it because of M.U.L.E. (four players rule) I did sell all the other stuff back in 85 when the ST came and bought that. I did buy it back though, so I still have most of my stuff I aquired. Now, I will never, ever, ever, ever sell it again. I missed it so much after I did. By 88 I got most of what I had back. My 2600 is also my first.

Swozniak <swozniak@aol.com> wrote in article <1998050707303201.DAA18249@ladder03.news.aol.com>...
> Here's a question for you collectors on csa8. I'd like to know if most of the
> Atari computers, carts and peripherals that you own are the same exact ones
> that you had when you originally got into Atari computers. In other words, is
> the 800 that you own now the same one that you played Star Raiders on 16 years
> ago? This is just a question that I wondered about while looking through my
> 8-bit carts a few minutes ago. I traded my Atari computer setup for a Vectrex
> in the late 80's. It wasn't until about a year ago, while walking by an
> electronics store window, that I would continue my voyage into the Atari 8-bit
> scene. I noticed an Atari 2600 32-in-1 cart in the window of this store in
> downtown, New York City. I went in and asked how much he could possibly want
> for that "old dusty game in the window." (My words.) He told me $2.50 and I
> almost couldn't contain my excitement. (This was a boxed, shrink-wrapped
> 32-in-1 cart. I had never seen one boxed before.) I casually asked if he had
> any more of these. He went into the back and emerged a few minutes later with
> 8 more pieces! He told me I could take all of them for 2 bucks each! I got 9
> new 32-in-1 carts for 18 bucks! I kept one for myself and promptly sold the
> other 8 for $25 each. I came back the next day and asked if he had any other
> "old games laying around." He gave me 6 pieces of a 2600 16-in-1 cart, and 8
> pieces of a 2600 8-in-1 cart. (All at 2 bucks each, again!) I also kept

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> each of these and traded the rest for Super Nintendo carts. (I've only
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> the net for about 3 months. Had I found these now, I would've made a
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> eBay!) I kept going back to this store every few days and I would get
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> these 2600 PAL carts for 50 cents each. I had dozens of Asteroids,
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> Mouse Trap, and Space Invaders cartridges. (And an Asian bootleg game
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> label "Missile Detense." Yes, that's not a spelling error...Missile
Detense.
> It turned out to be Apollo's Space Chase or something like that. I traded
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> for a couple of Super Nintendo carts as well.) After about 2 weeks of
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> this guy out, he claimed that he had nothing else for me. I asked him if
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> was sure and he came back with this big box that turned out to be an
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> system. I asked him how much he wanted and he told me $50. After getting
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> his other stuff for practically pennies, I think he started to catch on
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> was making hefty profits on his stuff and he decided to get greedy. I
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> at him like he was crazy. "Fifty dollars?!? For that old piece of junk?
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> most I'd give you was ten!" After some haggling, we settled on $20. I
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> never seen an XE before. I had never even heard of it. I just figured
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> could probably get a decent trade for it, being that it was new and had 2
> carts, a gun, joystick, keyboard, etc... I didn't even know at this
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> that it was compatible with the Atari 400/800 cartridges. The last Atari
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> it played the old 8-bit carts, I decided to keep it. A friend of mine
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> that he knew a guy named Ben Johnson on the internet that sold carts for
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> Atari 8-bit computers as well as other systems like the 2600 for like 9
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> each. I ordered Pac-Man (9 cents) Star Raiders (49 cents) Centipede (49
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> and Galaxian. ($1.09) These were the only carts he had at the time, so
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> everything. After playing Pac-Man and Star Raiders for about 10 minutes,

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> own, which is the same exact one that I owned many years ago is Jumpman
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> It seems that I loaned this cart to a friend back in the early 80's, and
> forgot about it. A few months ago, while hanging out at this guy's
house, I
> saw the Jumpman Junior cart laying in a milk-crate with some junk, and
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> him if I could have it. I was shocked when he told me that it was mine
anyway!
> I was so happy that I had in my posession, an actual cart that I had
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> when I was a kid! Anyway...this whole big, long story just made me
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> know if you guys own all the original Atari computer stuff that you had
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> years ago, or are you like me...you sold it/lost it/traded it and wanted
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> it all back? Please forgive me about this really long post. It seems
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> I really shouldn't write at this ungodly hour. (It's 3:30 AM...Last time
I
> posted a message at this hour, it turned into the very long F A V O R I
T E
> 8 B I T G A M E S. Yeah, you have me to blame for that one also.) I
hope
> at least one person enjoyed reading this. This group has turned into my
> favorite newsgroup. It's one of the only few where most of the regulars
are
> mature, intelligent people, and I actually learn things here that I
didn't
> already know. Thanks in advance for any responses to this question.
Good
> night and take care.

>
> -Scott Wozniak
>
>

4457. Re: DCMs and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3552F4ED.F3C9B1FF@ix.netcom.com>
Source record: 63035

TJ Edmister wrote:
>
> I went to my brothers PC and (much to his annoyance) replaced
> his CD-ROM with a 360k drive. I was downloading stuff, putting
> it on Atari disks with Myutil, and trying to use it on my 800xl.
> I have the superunarc thing but I want a thing to undo DCMs on
> the PC, so I can put the stuff on Atari disks. Putting DCMs on
> Atari disks and trying to undo them with the Atari would be dumb
> because I've only got one SS DD drive (some stuff wouldn't have
> room to expand and I would be swapping disks 50 times).
>
> Also I've got an Indus GT drive and the FAQ says the Syncromesh
> mode only works with DOS-XL and SpartaDOS. It also says that
> those DOSs use some RAM that makes Turbo Basic not work. Any
> way around this? Don't have SIO2PC (yet). I wanted to run a TB
> video player thing with Syncromesh on so I could get higher frame
> rate.

TJ,
There is a program called DCM2DSK at
FTP://atari.archive.umich.edu/atari/8bit . I forget the exact directory
the file is in, but it is there. This should work for you.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4458. Re: RF Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3552F6BF.4575B934@ix.netcom.com>
Source record: 63036

Jeff Thomas wrote:
>
> BS>I just got an Atari 130 XE that is missing the TV switchbox and the cabl
> BS>that goes between the computer and switchbox. Does anyone know if it is
> BS>possible to just buy a plug at Radio shake and run wires to the TV sans
> BS>switchbox? I'm using a dedicated TV.
> Nope, there's something special in the cable, some kind of magic box at a
> mid-point in the cable. I've never bothered to look and see what is in it.
> Anyhow the switchbox is pretty generic though. You should be able to find
> those in just about any electronics component store.
> Later...
> ---
> SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
> --
> | Gated by the premier Fido Technology Networks gateway .
> | Providing USENET, Internet Email and FTP hub facilities.
> | See "http://www.ftn.org" for details.

Jeff,
The only thing in the box on Atari supplied RF cable is a ferrite ring
and the cable is wrapped around it a couple of times. I guess it's
suppose to decrease interference. Never really made much difference
wether it was there or not, in my opinion.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4459. Re: atari-version of pitfall 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <355375BD.69AF@zeus.fh-pforzheim.de>
Source record: 63037

i hope (or beg...) you know that if you finish
pitfall 2 correctly... then you will ENTER a 2nd-LEVEL or
WORLD!!! and this IS really HARD with all that ANTS...
(i finished the 2600er version so it was no problem of the
XL-version, too... but the c64-version is looking greater... but
HAS NO 2nd WORLD... hmmm... why is the damned music running
NOW at the moment in my brain??? maybe, becoz. i plaid it too
much.... tatata tata....)

bye, heaven

ps. nothing to say to your best of list... maybe koronis-rift is
missing...

4460. informations conc. demos

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <35537A7F.3B8F@zeus.fh-pforzheim.de>
Source record: 63038

maybe some of you had visited my page... some of
you not...

give it a try...

http://wwwstud.ira.uka.de/~s_tomczy/index.html

bye, heaven/taquart

ps. soon-avaible... assembler-source-code of "r34lly unreal"-intro...

4461. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3553025c.561306@news.ioa.com>
Source record: 63039

On 07 May 1998 15:35:43 GMT, swozniak@aol.com (Swozniak) wrote:

>LODE RUNNER (Broderbund)...These guys did great things with tiny, animated
>humans. (Choplifter!) Incredible level designs and innovative gameplay make
>this game as much fun today as it was the day it came out.

Even more fun when you start designing your own levels. Back in the 80's I created about 100 levels
for mine, and I got pretty good at making them very difficult but winnable. I realized just how
good of a job I did when I went back to play some of them a few months ago. THEY KICKED MY BUTT!!!

Q: Does anybody know how to get LR to initialize a disk that's really an SIO2PC image? Every time
I try it tells me the disk is the wrong format or something. I also can't copy the disk of levels
that I wrote to a disk image. Any ideas? (Yeah, I know this should be a new thread. Sorry)
>
>clone?) and many others. I really need to look into APE. Can anybody claim to
>own Parker Bros' Tutankham on cart for the Atari 400/800? I don't remember it
>being available on cart and nobody I know does either.

I was reading in an old Electronic Games magazine the other week that Tutankham wasn't called
Tutankhaman because it wouldn't fit on the cartridge label and they figured that the kids playing it
wouldn't notice the difference anyway. How's that for marketing genius?!?!?!?!?

Play On!
Steven

4462. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <355304a6.1147470@news.ioa.com>
Source record: 63040

On 7 May 1998 14:55:14 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
>Here is a link to a few C programs that can take the data files off Atari
> 8 bit Infocom games so they can be played on the PC interpreters. I assume
> the information here could easily be used to reverse the process as
> well, making new Z3 games.
>
>ftp://ftp.gmd.de//if-archive/infocom/tools/atari800.to.dat
>

It doesn't seem to work right on ATR images, though. I tried it and it kept telling me that it
couldn't find the data file. The ZCut program at that archive did it perfectly the first time, and
I believe the source for that program is also there. I don't really know enough C to reverse the
routines; maybe someone out there would be willing to help me?

Play On!
Steven

4463. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <355305cd.1443248@news.ioa.com>
Source record: 63041

On 7 May 1998 20:19:43 GMT, ziggy29@u1.netgate.net (Tim Irvin) wrote:

>Take software, for example. Say you're writing the next great game in
>the 1990s. It runs slowly on most machines and didn't run with 8 megs
>of RAM like you hoped. Instead of finding a spiffy algorithm which
>runs in a smaller memory space or runs more efficiently, you just
>change the "minimum requirements" to a Pentium 150 with 16 MB of
>RAM. With expandable and easily upgradeable systems comes code bloat.
>

You said it, Tim!

The downside is that as long as designers and programmers are allowed to do it, "code bloat" will
continue. The Atari systems may not be contenders today, but history will show them to be some of
the most efficient machines of all time, especially if WE get a hand in writing that history ;-)

Steven

4464. PM tutorial

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6iv6ij$5tj$1@nnrp1.dejanews.com>
Source record: 63042

In this site you will find a good PM tutorial with examples and tables.
Hope it helps.

http://www.atarimagazines.com/v2n6/playermissile.html

Javier.

BTW: Does anybody knows where Kevin is?????
Is somebody makeing an upgrade to the Digital Antic Project?????

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4465. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6iv49c$r13$1@flood.xnet.com>
Source record: 63043

Steven Posey (stevenposey@usa.net) wrote:
:
: It doesn't seem to work right on ATR images, though. I tried it and it kept telling me that it
: couldn't find the data file. The ZCut program at that archive did it perfectly the first time, and
: I believe the source for that program is also there. I don't really know enough C to reverse the
: routines; maybe someone out there would be willing to help me?

It's possible that the program won't work on ATR images but will on XFD,
which are basically just ATRs with the first 16 bytes stripped off. Try
taking off those bytes and re-running the program.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4466. Re: RF Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd7a93$a7160020$f0ffc2d0@bsears>
Source record: 63044

Jeff Thomas <Jeff.Thomas@taf.ftn.org> wrote in article
<ad5_9805080342@tor250.org>...
> BS>I just got an Atari 130 XE that is missing the TV switchbox and the
cabl
> BS>that goes between the computer and switchbox. Does anyone know if it
is
> BS>possible to just buy a plug at Radio shake and run wires to the TV
sans
> BS>switchbox? I'm using a dedicated TV.
> Nope, there's something special in the cable, some kind of magic box at a
> mid-point in the cable. I've never bothered to look and see what is in
it.
> Anyhow the switchbox is pretty generic though. You should be able to
find
> those in just about any electronics component store.
> Later...

That had me fooled for a while, too. However, the black box there is just
to fool you into thinking its a magic cable. Its not. Its just an RCA
cable.

Brant

4467. APE cable with SIO2PC programm ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6iv6s3$4fv$1@news.imaginet.fr>
Source record: 63045

hi

is it possible ti use the APE cable with sio2PC programm ?
and use APE programm with SIO2PC cable ?

thanks

4468. french ATARI sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6iv72d$4hl$1@news.imaginet.fr>
Source record: 63046

```
VENTE ------------------------------------------
Consoles ATARI:
-Jaguar nue (sans cables): 50 FF
-Cybermorph (cartouche Jaguar): 40 FF
-Kasumi ninja (cartouche Jaguar): 90 FF
-Memory track (cartouche Jaguar): 140 FF
-Hover strike (cd Jaguar): 140 FF
-Jaguar + pad + peritel + 1 jeu (cybermorph)+ alim, NEUVE: 300 FF
-Atari 2600 junior
-ATARI VCS 2600 + bloc alim + 2 CX40 (joystick)
-ATARI 7800 + 2 CX 78 (joystick) + bloc alim
-ATARI XE game system + CX 40 (jostick) + bloc alim + peritel
Ordinateurs ATARI 16-32 Bits:
-Mega ste 2 mo + clavier + souris + SM144 : 1000 FF
-Mega ste 2 mo + HD 48MO interne + clavier + souris + SM144
-Falcon 4/85 (tres peu servi)
-Extension mem 16 mo falcon nue: 200 FF
-Souris ST: 70 FF
-Lecteur ATARI 3 1/2 SF354
-Lecteur ATARI 5 1/4 PCF554
Ordinateurs ATARI 8 Bits:
-Light gun XE + cartouche bug hunt
-130 XE secam + bloc alim + peritel
-800 XL secam + bloc alim + peritel
-Lecteur de k7 ATARI XC12
-Interface 80 colonnes XEP 80
-Interface Parallelle / Serie A850
-atari 830 modem
-Imprimante matricielle 1029
-Cartouches 8 bits (sur demande)
Magazines:
-START MICRO 4, 5, 6, 8, 9, 12, 19, 27, 31, 32
-ATARI ANCIENS 2, 3, 4
-ATARI NOUVEAUX 6, 8, 9, 11, 11, 12, 14, 14, 16, 17, 18, 19, 19, 20, 20, 21,
21, 22, 22, 24, 25, 27, 30, 32, 33, 34, 35, 37, HS
-ST MAG 18, 34, 36, 49, 50, 51, 53, 56, 57, 58, 59, 62, 62, 63, 64, 64, 65,
66, 66, 67, 68, 69, 70, 75, 77, 78, 84, 86, 88, 89, 90, 90, 91, 92, 94, 96,
102, 104, 105, 105, 106, 106, 107, 107, 108, 108, 109, 109, 110, 110, 111,
112, 113
ACHAT ------------------------------------------
-Moniteurs ATARI: TTM 195 - TTM 194 - SM 194 - TTC 1434
PCC 1425 - PCC 1424 - PCC 1415
-Stacy
-St book
```

-PC ATARI: PC3 - PC5 - ABC 386
-Mega st4
-Megafile 44 - Megafile 60 - Megafile 20

4469. Atari <-> Macintosh File transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd7aa3$81f90340$f0ffc2d0@bsears>
Source record: 63047

I want to do some file transfers between my Atari and my Power Mac. I am wondering if anyone has done this. I read tha material on the Mac/Atari fusion page. My guess is that the best method is a null modem and terminal software on each end.

I suppose I will need a Macintosh serial -> RS-232 cable, a null modem connector, an Atari 850 interface w/ cable, and terminal software on each end. Plus, a disk drive to save the files onto the Atari.

Has anyone done this? What Atari terminal software would you recommend? Telelink I? Telelink II? Something else?

Does anyone know of other options on the Atari side besides an 850 interface?

Alternatively, I could use real modems and connect the computers over the phone (I have two home phone lines already), but that would either be very slow or require an 850 interface to attach the atari to a fast(er) modem than 300 baud. Any thoughts?

Brant Sears
bsears@physix.com

4470. XF551 3.5" upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd7aa2$adb2aaa0$79dbccc3@default>
Source record: 63048

Does anyone know of a good DOS that will support the XF551 3.5" upgrade?
I plan to replace the 5.25" mech. in one of my drives to the 3.5" mech.
from my SF314.

Thanks.
Christian

4471. 130 XE Keyboard FIX needed..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998050817550500.NAA12813@ladder03.news.aol.com>
Source record: 63049

I need the FIX mod that will controll voltage threw the 130XE Mylar, so it will not BURN the traces... It best to do the MOD now than wait till the keys start dying

Thanks..

4472. MOD for 1200XL needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998050817563900.NAA17243@ladder01.news.aol.com>
Source record: 63050

I turned my 1200XL into a 800XL and need the MOD to ad internal Basic..
Thanks in advance.

4473. Re: FS: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: wesinnc@aol.com
Message-ID: <19980508181121 00.OAA14159@ladder03.news.aol.com>
Source record: 63051

Also I should add that interested buyers should prepay with money order only.
I have had too many bad experiences in the past. Sorry for the omission.

Thanks,
Wes

4474. Re: Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: ziggy29@u1.netgate.net
Message-ID: <6ivlh3$3br@ss.netgate.net>
Source record: 63052

Curt Vendel (curt.vendel.2@csfb.com) wrote:

: The 600XL has a Parallel Bus Connector on the rear, you can
: purchase a module called the Atari 1064 which is a 64K memory upgrade

Wait. I always thought the 1064 was vapor except for a few prototypes (like the 1400/1450XL, 1090 et al). How easy is it to "purchase" a 1064, and how much do they cost when you can find them? I'd imagine they have more "collectors item" value to Atariphiles than they value in enhancing the system.

: (suggestable if you want to use disk drives), the SIO connector will
: allow you to connect disk drives, tape drives, printers and
: serial/parallel interfaces to your computer. You may want to look
: into getting an Atari 1050 disk drive, they can be picked up here on the
: news group for about $15-$25 dollars (make sure the person you purchase
: it from includes power supply and SIO interface cable and a DOS
: diskette), as for printers, any Atari 8-bit printer will plug directly
: into the computer. You have a varied choice: 1020 for color plotting,
: 1027 for letter quality (a little slow though), 1025 for dot matrix, a
: recommend printer if you are going to buy an Atari one is the XMM801, it
: was a later model and works well, its an 80 column dot matrix printer.

I don't know who has them any more, but if you can find cheap drive mechanisms, that is a good investment protector. I bought four complete drive mechanisms for $50 back when American Technavision was blowing them out. I had to use one already.

My 1025 works well, but is that sucker ever loud.

: Now you can place some posts here on the newsgroups and see who's
: selling stuff and shop around for the best price (you can probably find
: all of these items here and there for about $5-$25 each total, not much
: more) or you can call B&C Atari Sales & Service, they stock all of the
: above items, they may be more expensive, but your guaranteed that the
: equipment all works and has a warantee. Call 916-295-9270 tues-sat
: 10am to 6pm PST.

It may also be possible, if you have nothing at all, to buy a complete system with peripherals and software. That may be the best way for someone to go if they have nothing. I've seen 800/800XL systems with two 1050s, a printer, an 850 interface, joysticks and software selling for under $100.

B&C is a good fallback position, and they provide a very useful service when we "have to have" something, but they typically charge perhaps 2-3 times what you can find on the net with patience. (They are,

after all, a business which needs to make a profit to stay afloat.)

I don't think the 916 area code works anymore; they had a split
last year. I think the new area code is 530, but I'm not positive.

I do miss being able to wander into their Santa Clara store, though.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours... Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4475. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0805981412370001@macmcurrent.library.carleton.edu>
Source record: 63053

In article <01bd79d0$34c33a10$f0ffc2d0@bsears>, "Brant Sears"
<bsears@physix.com> wrote:

Yes, I've earned "Star Commander Class 1" any number of times.

tips-

Play Commander level (anybody gotten Star Commander Class 1 on warrior
level? I don't think I ever have.)

Keep shields off unless you're about to be hit. Energy consumed is a BIG
factor.

Keep your Computer and Tracking off as much as possible as well, for the
same reason.

Fight with your engines off, to conserve energy. If they don't come to
you, chase them as efficiently as possible, and turn your engines back off
once you've got their attention.

Defend those starbases! If you let the Zylons destroy one of your
starbases, you have no hope of the top ranking.

Keep moving! Time counts as well. (and you have to act fast to keep your
starbases safe in Commander level.)

Learning how important it is to conserve energy was the biggest key for me
to get the top ranking the first time.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4476. XL/XE disk directory utility XDIR version 7.00.00

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <35535c68.22910669@news.xs4all.nl>
Source record: 63054

Hi all Atarians,

I have just updated my Atari XL/XE webpage:
http://www.xs4all.nl/~stack/atarixle.html

I've placed a new version of XDIR on it.
The current version is now 7.00.00
A few minor bugs have been removed (medium and double sided XFD's
weren't correctly recognized, but no user reported this to me ;)).
The current version supports a mouse as well now.
And more important, it supports double sided disks now.
Let me know what you think of this little utility.

Thank you,
Bo.

4477. Re: PM tutorial

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0805981428440001@macmcurrent.library.carleton.edu>
Source record: 63055

In article <6iv6ij$5tj$1@nnrp1.dejanews.com>, rojasdelap@yahoo.com wrote:

>BTW: Does anybody knows where Kevin is?????
>Is somebody makeing an upgrade to the Digital Antic Project?????

Kevin's done most of the scanning himself (mostly from issues on loan from
me), that's why progress is so slow.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4478. Re: Atari <-> Macintosh File transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd7ac2$986a7680$8cc2accf@asharkis.erols.com>
Source record: 63056

Brant Sears <bsears@physix.com> wrote in article
<01bd7aa3$81f90340$f0ffc2d0@bsears>...
> I want to do some file transfers between my Atari and my Power Mac. I am
> wondering if anyone has done this. I read tha material on the Mac/Atari
> fusion page. My guess is that the best method is a null modem and
terminal
> software on each end.
>
> I suppose I will need a Macintosh serial -> RS-232 cable, a null modem
> connector, an Atari 850 interface w/ cable, and terminal software on each
> end. Plus, a disk drive to save the files onto the Atari.
>
> Has anyone done this? What Atari terminal software would you recommend?
> Telelink I? Telelink II? Something else?

In this day and age, BobTerm is about the best for this purpose.

> Does anyone know of other options on the Atari side besides an 850
> interface?

Well, let's see. There's the P: R: connection, which should be able to do
9600 baud over a null-modem cable, or the MIO or Black Box, which should
give you 19.2 KBaud.

> Alternatively, I could use real modems and connect the computers over the
> phone (I have two home phone lines already), but that would either be
very
> slow or require an 850 interface to attach the atari to a fast(er) modem
> than 300 baud. Any thoughts?

That's a lot of trouble, and you'd be paying for a call every time you do
it. But if nothing else works, have fun!

You could also upload the files to a friendly BBS and then download them
with the other machine.

> Brant Sears
> bsears@physix.com
>

4479. Re: MOD for 1200XL needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <35537497.96104974@csfb.com>
Source record: 63057

Go to www.atari.nu

Select Atari Computers, Atari 8-bit Systems, Atari 1200XL Series and
click on the Atari 1200Xl OS Mod.

Curt

4480. Re: Atari <-> Macintosh File transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <01bd7ac9$34ff3e80$f0ffc2d0@bsears>
Source record: 63058

> > Alternatively, I could use real modems and connect the computers over
the
> > phone (I have two home phone lines already), but that would either be
> very
> > slow or require an 850 interface to attach the atari to a fast(er)
modem
> > than 300 baud. Any thoughts?

Well.... believe it or not, but its actually a local call to call my house
/from/ my house, so I don't actually get charged extra for that.

What is this P: R: connection?

Brant Sears
bsears@physix.com

4481. Double density

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <35537fe1.31992705@news.xs4all.nl>
Source record: 63059

Hi ALL,

I just posted that XDIR supported double sided disks,
but of course I meant double density disks instead...

Sorry 'bout that.
Bo.

4482. Auction: Atari 8-Bit Computer Magazines, Manuals, Disks, More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <1998050823122500.TAA14326@ladder03.news.aol.com>
Source record: 63060

May Auction - Update 3

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Wednesday, May 20 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Instructions
Atari 8-Bit Instructions:
I1. BC's Quest for Tires, Sierra -$1.95 min
I2. Blue Max, Synapse -$1.95 min

I3. Centipede, Atari -$1.95 min
I4. Clowns and Balloons, Datasoft -$1.95 min
I5. Demon Attack, Imagic -$1.95 min
I6. Dig Dug, Atari -$1.95 min
I7. Final Legacy, Atari -$1.95 min
I8. Flight Simulator II Reference Chart -$1.95 min
I9. Flip and Flop, First Star -$1.95 min
I10. Gorf, Roklan -$1.95 min
I11. Gruds in Space, Sirius -$1.95 min
I12. Gyruss, Parker Bros. -$1.95 min
I13. H.E.R.O., Activision -$1.95 min
I14. Hard Hat Mack Command Summary Card, Activision -$1.95 min
I15. Joust, Atari -$1.95 min
I16. Jumpman Jr. Epyx -$1.95 min
I17. Keystone Kapers, Activision -$1.95 min
I18. K-razy Antiks -$1.95 min
I19. K-razy Kritters -$1.95 min
I20. K-razy Shootout -$1.95 min
I21. K-Star Patrol -$1.95 min
I22. Master of the Lamps, Activision -$1.95 min
I23. Megamania, Activision -$1.95 min
I24. Miner 2049er, Big Five -$1.95 min
I25. Monster Maze, Epyx -$1.95 min
I26. Mr. Do!, Datasoft -$1.95 min
I27. On-Track Racing, Gamestar -$1.95 min
I28. Pac-Man, Atari -$1.95 min
I29. Pharaoh's Pyramid, Master Control Software -$1.95 min
I30. Pool 400, Innovative Design -$1.95 min
I31. Rainbow Walker, Synapse -$1.95 min
I32. Repton, Sirius (includes iron-on) -$1.95 min
I33. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
I34. Return of Heracles, Quality Software -$1.95 min
I35. Robotron, Atari -$1.95 min
I36. Shooting Arcade, Datasoft -$1.95 min
I37. Silent Service, Microprose -$1.95 min
I38. Snokie, Funsoft -$1.95 min
I39. Super Cobra, Parker -$1.95 min
I40. Track Attack, Broderbund -$1.95 min
I41. Wizard of Wor, Roklan -$1.95 min
I42. Zaxxon, Sega -$1.95 min
I43. Encounter!, Synapse -$1.95 min
I44. APX Ultimate Renumber Utility Insts. -$1.95 min
I45. APX Keyboard Organ Insts. -$1.95 min
I46. APX Sketchpad Insts. -$1.95 min
I47. APX Video Math Flashcards Insts. -$1.95 min
I48. APX Presidents of the United States Insts. -$1.95 min
Atari 5200 Instructions:
I49. Frogger -$1.95 min
I50. Popeye -$1.95 min
Atari 2600 Instructions:

I51. Asteroids, Atari (b&w, 5 languages) -$.50 min
I52. Space Invaders, Atari (small black) -$.50 min
I53. Home Run, Atari (small black) -$1 min
I54. Street Racer, Atari (small black) -$1 min
I55. Super Breakout, Atari (colored) -$1 min
I56. Surround, Atari (small black) -$1 min
I57. Tennis, Activision (colored) -$1 min
I58. Video Olympics, Atari (colored) -$1 min
I59. Video Pinball, Atari (small colored) -$1 min
I60. Congo Bongo, Sega -$1.25 min
I61. Encounter at L-5, Data Age -$1.25 min
I62. Missile Command, Atari (colored) -$.75
I63. Atari Force Comic Book #1 -$1.95 min
I64. Atari Force Comic Book #2 -$1.95 min
I65. Atari Force Comic Book #3 -$1.95 min
Amiga Instructions:
I66. One on One Command Summary Card -$1 min
Super Nintendo Instructions:
I67. Super Nintendo Mortal Kombat II -$1 min

Game Catalogs
1. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.50 min
2. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 min
3. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart.
-$.50 min
4. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 min
5. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 min

Atari Computer Books/Manuals
6. Atari Personal Computer System Operating System User's Manual. CO16555 Nov.
1980. 215 pages. Add $1 to shipping. -$9.95 min
7. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping.
-$9.95 min
8. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
9. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command
Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler
Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
10. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min

Atari 5200 Single Cartridges
11. Pac-man (excellent label) -$1.50 ramfan83
12. Defender (excellent label) -$1 min
13. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
14. Pac-man (pair in excellent condition.) -$1.50 min

Atari 8-Bit Computer
15. Kindercomp cartridge. -$.50 min
16. Print Shop Graphics Library 3 disk with Reference Card. -$1.95 min
17. Atari Word Processor Program Master disk (CX8119) -$1.95 min
18. HomePak (flip side for C64), Batteries Included disk -$1 min

19. Ken Uston's Professional Blackjack disk (flip side C-64) with Operating Inst. manual. -$1 min
20. Party Quiz Game Question disk (General Edition 1), Suncom. Flip side C-64. -$.50 min
21. F-15 Strike Eagle, Micropose disk -$.75 min
22. Track Attack game disk, Broderbund -$.75 min
23. Maxi Golf, Activision 2 disk set -$.75 min

Atari Controllers
24. Atari Standard Joystick (single) -$1.95 min
25. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
26. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4.95 min
27. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
28. Flip and File - Same as above. -$1.95 min
29. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
30. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
31. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$11.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

* Classic Game Magazines*
M1. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Microfun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11 JMouchmino

M2. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$8.95 min

M3. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -$ 9 JMouchmino

M4. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$8.95 min

M5. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$8.95 min

Atari Computer Magazines
A6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$10 cswiger

A7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$10 cswiger

A8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$10 cswiger

A11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$6.95 min

A12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in

programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$6.95 min

A14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$6.95 min

A15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7 cswiger

A16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7 cswiger

A17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$5.95 min

A21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$5.95 min

A24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7 cswiger

A27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$4.95 min

A28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$4.95 min

A29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$4.95 min

A31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$4.95 min

A32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$4.95 min

A33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$4.95 min

A34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$4.95 min

A35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$4.95 min

A36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$4.95 min

A52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

AE1. Atari Explorer Sept./Oct. 1986. -$1.95 min

AE2. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

AE3. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

AA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$6.95 min

AA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$6.95 min

AA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$6.95 min

AA4. Feb./Mar. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$6.95 min

AA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$2.95 min

AA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$2.95 min

AA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$2.95 min

AA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$2.95 min

AA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$2.95 min

AA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$2.95 min

AA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$2.95 min

AA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$2.95 min

AA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$5 cswiger

AA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$2.95 min

AA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$2.95 min

AA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$2.95 min

AA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$2.95 min

AA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$2.95 min

AA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$2.95 min

AA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$2.95 min

AA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$2.95 min

AA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

AA23. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$2.95 min

AA24. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$2.95 min

AA25. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$2.95 min

AA26. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics

Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$2.95 min

AA27. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$2.95 min

AA28. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$2.95 min

AA29. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$2.95 min

AA30. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$2.95 min

AA31. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$2.95 min

AA32. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$2.95 min

4483. Re: Atari <-> Macintosh File transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: spamless@nil.nil
Message-ID: <3553929f.0@news.inch.com>
Source record: 63061

In comp.sys.atari.8bit Brant Sears <bsears@physix.com> wrote:
> I want to do some file transfers between my Atari and my Power Mac. I am
> wondering if anyone has done this. I read tha material on the Mac/Atari
> fusion page. My guess is that the best method is a null modem and terminal
> software on each end.

> Has anyone done this? What Atari terminal software would you recommend?
> Telelink I? Telelink II? Something else?

> Does anyone know of other options on the Atari side besides an 850
> interface?

I use BobTerm with my IBM clone. ProComm (not Plus, the old shareware
version) on the IBM and use Ymodem (batch) for the transfers (put the IBM
in host/BBS mode and just call in with the Atari and download the files
via null modem). I use a P:R: connection. If you have terminal software
for the powermac that has a host or BBS mode, that may make it easier.

> Alternatively, I could use real modems and connect the computers over the
> phone (I have two home phone lines already), but that would either be very
> slow or require an 850 interface to attach the atari to a fast(er) modem
> than 300 baud. Any thoughts?

Heh heh... for my brother in law's old Apple IIe (300 bps modem installed)
I did this, but not over the phone lines! Just conencted the modems
together with phone wire cord. Only problem is being sure to use the AT
commands to force the connection in the absence of a dial tone.

4484. Re: Atari <-> Macintosh File transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: spamless@nil.nil
Message-ID: <355394c5.0@news.inch.com>
Source record: 63062

In comp.sys.atari.8bit Brant Sears <bsears@physix.com> wrote:

> What is this P: R: connection?

ICD's serial (SIO port) interface providing a P:(printer) port and several R:(RS232 compatible) serial ports (like the Atari 850).

It is better than the 850 for graphics printing programmes (I believe that if the 850 sees two EOL codes (CHR$(155)) in succession, it changes to two CR codes (CHR$(13)) with a space between them! That space can screw up the byte cound in sending graphics data. The P:R: just converts to CHR$(13) (different bit pattern, but no miscount) (unless it is configured to add LFs, CHR$(10)). The original PrintShop only used 7 bit graphics (so no chr$(155)s ever sent!). Others, like DDIII, did not permit 155 bit patterns (or 13 or 10 either). The difference between Atari EOL (CHR$(155)) and IBM EOLs (CR+LF, CHR$(13)+CHR$(10)) (and Macintosh [E]nd [O]f [L]ine codes, CR=CHR$(13)) (and even Unix EOLs, LF=CHR$(10)) sometimes led to problems depending upon how a hardware printer port for the Atari handled the conversions).

4485. Game of the Week

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6j0683$l75$1@dartvax.dartmouth.edu>
Source record: 63063

Here's an idea that I would like to implement, but don't have time to do myself. It is presented in the hopes that someone else might want to take it on:

Every week announce on comp.sys.atari.8bit a new "Game of the Week," and create an associated web page for the game (possibly with a copy of the game). During the week, people here would play the game, discuss it, and perhaps compete for a high score. A summary of the more interesting discussion might be added to the web page which would be archived in the growing collection of games from previous weeks.

I'm thinking that the best candidates would be games that someone might mention in a list of their favorite games, but not ones that everyone has played; games worth playing that probably have aspects to them that most people haven't experienced yet. I'm also thinking that arcade-type games may be better candidates, as a week is too short of a time frame for many of us when it comes to adventure games and such.

Anyone want to take the idea and run with it?

--PC
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DOE SHP @ NMFECC/LLNL (NERSC) ID 87

4486. test

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Anthony Rudzki <Arudzki@m3.sprynet.com>
Message-ID: <3553B149.731A@m3.sprynet.com>
Source record: 63064

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This is a test

tony
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4487. FA: Cheap Atari 8 Bit Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Richard Parker <richard.parker@nashville.com>
Message-ID: <3553C50E.D6F80D95@nashville.com>
Source record: 63065

Less than 24 hours to go on the following items on E-Bay. No Reserve
prices - high bidder gets it.

12907381: Atari 130 XE with Laser Gun
Current bid: $12.99
Auction ends on: 05/10/98 12:10:56 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12907381

12907582: Atari 800 with 256k ram expansion
Bidding starts at: $12.99
Auction ends on: 05/10/98 12:13:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12907582

12909176: Atari 400/800/xl/xe Games 6 Games on Disc
Current bid: $12.50
Auction ends on: 05/10/98 12:29:28 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12909176

12909445: Atari 400/800/xl/xe 4 Games on Disc
Current bid: $16.50
Auction ends on: 05/10/98 12:31:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12909445

12910490: Atari 400/800/xl/xe Ballblazer Cart.
Current bid: $1.99
Auction ends on: 05/10/98 12:41:23 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12910490

12910661: Atari 400/800/xl/xe Pilot Language w/ Manual
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:44:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12910661

12910882: Atari 400/800/xl/xe Atari Writer w/ Manual
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:44:55 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12910882

12911244: Atari 400/800/xl/xe SpartaDos w/ Manual
Current bid: $20.50
Auction ends on: 05/10/98 12:48:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12911244

12911898: Atari "Letter-Go-Round" & "Astro-Grover"
Current bid: $4.99
Auction ends on: 05/10/98 12:53:56 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12911898

12912052: Atari "Star Raiders" & "Fast Eddie"
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:54:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12912052

12912143: Atari "Popeye" & "Platter Mania"
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:55:48 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12912143

12912221: Atari "Q-Bert" & "Platter Mania"
Bidding starts at: $4.99
Auction ends on: 05/10/98 12:56:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12912221

12913743: Atari Assorted Disc Software
Current bid: $4.99
Auction ends on: 05/10/98 13:09:29 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12913743

12913852: Atari 1050 Disc Drive
Bidding starts at: $9.99
Auction ends on: 05/10/98 13:10:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12913852

12914152: Atari 400/800/xl/xe 3 Books
Current bid: $3.99
Auction ends on: 05/10/98 13:13:09 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12914152

4488. Re: diskette/cartridge copy protection --- YES!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Kent Benedict <kmb@avalon.net>
Message-ID: <3552E103.1DC19259@avalon.net>
Source record: 63066

Wow...Gardner Computing...
They came out with a disk called "the Hacker's/Pirate's Treasure Chest".
It had a number of programs on it like a hex editor for disk, copy
programs for just about anything, and a neet program called "CARTDUMP"
that copied cartridges onto a disk. That last program did and did not
work, depending on the cartridge. That was one hell of a collection of
programs, and if Gardner computing is reading this...THANK YOU!!!
Anyway, If he gets that article posted, let me say that Gardner probably
knows what he's talkin' bout!

Steven Posey wrote:

> On Sat, 02 May 1998 08:58:15 GMT, rcs2010@swbell.net.no-spam (Crawl)
> wrote:
>
> >Does anybody have any info on diskette/cartridge copy protection in
> >electronic form?
> >
> >Thanks
> >-Chuck
> >Please remove the .nospam for email.
>
> I've got an interesting article from Gardner Computing about copy
> protection on the Atari. If I can get some spare time, I'll try to
> type it into a text file so everyone else can read it. It's pretty
> long and in-depth, and it covers just about all of the copy protection
> schemes at that time (and how to defeat most of them).
>
> I'd also like to know where I should send such a file, once it's
> completed -- UMich? I should also be able to uuencode it right into a
> post, but I'll wait to see how big of a file that will be first.
>
> Stay tuned...
>
> Steven

4489. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <35532952.27F79F6A@mail.bcpl.lib.md.us>
Source record: 63067

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(2) Ataru 1030 300 Baud Direct Connect modems {each}$10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@bcpl.net
Feel free to ask any questions
```

4490. Re: FS: Odyssey 2 - still in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <355265fc.51986849@news.pressenter.com>
Source record: 63120

```
On Thu, 7 May 1998 15:41:56 GMT, "SamGman"
<SamGman@worldnet.sanspam.att.net> wrote:

>Yeah, yeah, yeah. Blow me, Melbo.
>
>
>Jon D. Melbo <jmelbo@pressenter.com> wrote in article
><3550cd8e.78391277@news.pressenter.com>...
>> On Wed, 6 May 1998 17:16:40 GMT, "SamGman"
>> <SamGman@worldnet.sanspam.att.net> wrote:
>>
>> >Magnavox Odyssey 2
>> >excellent condition
>> >
>> >I've got a few carts that'll go with it. One is a racing game (I think
>it
>> >originally came with it) and I don't remember the other.
>> >
>> >$30 (+ shipping) obo
>>
>> Ha ha ha ha ha. He hehehehehehehe. I am choking on laughter.
>>
>> *** Please make sure responses are also sent via email.
>>

You're the one with the O2, seems you've already gotten a blow job.
Hehehe.
*** Please make sure responses are also sent via email.
```

4491. FS: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: wesinnc@aol.com
Message-ID: <1998050803481700.XAA25325@ladder03.news.aol.com>
Source record: 63121

I have the following Atari 8 bit hardware that needs a good home. Buyer will add shipping:

1. Atari 400: With power supply and built in RF cable. System works fine and is in great shape cosmetically. I will add a Basic cart with the computer.....$20

2. Atari 800: With power supply and built in RF cable. System works fine but keyboard is missing a few keys, but the keys still work. Computer has 48k RAM.....$20

3. Atari 600XL: Bare console. Boots up to basic, but keyboard will not respond.....
.....$5

4. Atari 800XL: Bare console. Boots up to basic, but screen is distorted as is sound.....$5

5. Atari 800XL: With power supply and RF cable. System works fine and is in excellent cosmetic shape.....$35

Please send replies to wesinnc@aol.com

Thanks,
Wes

4492. fs: Atari 800 /w 1050 & 410 drives /w 2550+ games one day left

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: tom_cody@one.nospam.net
Message-ID: <6iu1p5$8eo$1@usenet36.supernews.com>
Source record: 63122

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=12730204

ATARI 8-bit super deal!!! System and Tons of Software!

Atari 800 Computer - great working condition

Atari 1050 disk drive- Stock drive in great working condition

Atari 410 tape drive - great working condition

APE SIO2PC cable built into the 800 - Let's you plug the 800 drive directly into your PC serial port and play *.atr and *.exe images from your pc hard drive. APE software must be downloaded from the APE site (click here). Read all the details there as well! *SEE INFO ON CD*

4035+ more program files on CD (2550 games for the atari 8-bit) - tons of disk images, contains 2550+ games for the 800, complete Atari Antic magizine software archive, Complete Atari analog magizine software archive, 500+ for the Atari 2600 (with emulator), 50 games for the Atari 5200 (with emulator), and a ton of Atari ST games and programs(with emulator) ALL the ATARI 8-BIT software on cd will work with the APE cord if designed to run on a 800/400(some titles will only run on the xe/xl series)

also add shipping cost, comes with some carts Pac-man, Qix, Star raiders
NO CHECKS

4493. Re: 130xe memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998050805120400.BAA03201@ladder03.news.aol.com>
Source record: 63123

Could you please pass that upgrade to me in Email..
I have done just about every 130/XL upgrade and never
seen or even herd of the Superram upgrade..

Thanks..

4494. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998050805242100.BAA08384@ladder01.news.aol.com>
Source record: 63124

My all time FAVORITE 8bit games

1 Beamrider
2 Hero
3 Koronis Rift
4 Spindizzy
5 Arkanoid
6 Star Raiders
7 Zorro
8 Goonies
9 Defender
10 Drop Zone

Beamrider by activision got me hooked I just had to get to the next level -
level 45!!!

4495. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0805980026440001@port115.bitstream.net>
Source record: 63125

In article <1998050721091201.RAA07910@ladder03.news.aol.com>,
sixfiv0two@aol.com (SixFiv0Two) wrote:

> In article <1998050707303201.DAA18249@ladder03.news.aol.com>, swozniak@aol.com
> wrote:
>
> >Here's a question for you collectors on csa8. I'd like to know if most
of the
> >Atari computers, carts and peripherals that you own are the same exact ones
> >that you had when you originally got into Atari computers. In other
words, is
> >the 800 that you own now the same one that you played Star Raiders on
16 years
> >ago?
> Yup! I have my original A800 (still going strong) and also the die-hard
> assembler-editor. Although I've sold/re-aquired several XL's, XE's and carts
> during this time. (since 1982)
> But! I will never part with my A800.

Same here. I still have most of my original stuff. I lost some of it in
the late '80s when I lent some of my favorite games to a kid of a friend
of mine. A few years later, I asked for it back (the kid was in the
Marines by then) and what I got back was not what I had lent him. Most of
it I've replaced now, except for a boxed Ultima III (with the cloth map!)
:-(. I'm glad I kept all this stuff. Of all the stuff I kept, one of the
coolest things is valFORTH. I bought their whole development system way
back. Mountains of documentation (all printed in light blue on yellow to
prevent photocopying); scads of floppy disks! I never did anything
significant with it, but it sure was fun to play with. Anybody ever use
this development system and actually do something with it? Wonder what
ever happened to those valFORTH guys?

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4496. Re: Atari 8bit monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <3552b377.731278@news.mindspring.com>
Source record: 63126

On Fri, 01 May 1998 00:41:19 -0400 no.fear@excaliber.net wrote:

>Is there a way to hook up an Atari SC1224 monitor to an Atari 800xl
>computer? Im sure there is a way for this to be done. Is there a site
>or a person with the specs on how to do this?

There is a way to do it, but you had better be handy with a soldering iron, as it is not a simple circuit. <grin>

If you are interested, I believe I still have the GIF files I made from the scan of the pages of the article.

There is also a quick and nasty method, using the method mentioned in the Atari Classics special video issue intended for use with digital RGB monitors, and knocking down the TTL levels signals with resistors. The drawbacks are that the colors are not only inaccurate, but also the total palette is limited to 8 colors.

==========
lmcclure1@mindspring.com

4497. Re: PM Graphics Tutorial?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <ad4_9805080342@tor250.org>
Source record: 63127

CS>Somebody had the ol' Bitfire "Hackerbook" for sale on Ebay, but the
CS>price got bid way up beyond what I'd pay - so was looking for a nice
CS>refman with CIO, Display lists, etc. Check out the other chapters in
CS>the online refman for all the gory details (display lists chapter15
CS>is missing some at the beginning)
A bidding war on the Bitfire "Hackerbook"? Heck I think I can still get
those things for about 50 cents to a dollar at a downtown surplus store.
They also have books on programming in Forth on the Atari 8-bit which also
seem to be from Bitfire.
Later...

SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

4498. RF Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <ad5_9805080342@tor250.org>
Source record: 63128

BS>I just got an Atari 130 XE that is missing the TV switchbox and the cabl
BS>that goes between the computer and switchbox. Does anyone know if it is
BS>possible to just buy a plug at Radio shake and run wires to the TV sans
BS>switchbox? I'm using a dedicated TV.
Nope, there's something special in the cable, some kind of magic box at a
mid-point in the cable. I've never bothered to look and see what is in it.
Anyhow the switchbox is pretty generic though. You should be able to find
those in just about any electronics component store.
Later...

SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

4499. Re: PM Graphics Tutorial?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Chuck Swiger <cswiger@norfolk.infi.net>
Message-ID: <3552C053.1416@norfolk.infi.net>
Source record: 63129

Jeff Thomas wrote:
>
> CS>Somebody had the ol' Bitfire "Hackerbook" for sale on Ebay, but the
> CS>price got bid way up beyond what I'd pay - so was looking for a nice
> A bidding war on the Bitfire "Hackerbook"? Heck I think I can still get
> those things for about 50 cents to a dollar at a downtown surplus store.

Oh, yeah... going, going, gone for something like 26 bux. Jeeze.
Which town is this surplus store down in?

Chuck
please_don't_spam->cswiger@widomaker.com

4500. Re: Atari MEGA STe/2 + Monitor FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <355246b9.16487951@news.mindspring.com>
Source record: 63130
Cross-posted to: austin.forsale,comp.sys.atari.8bit

On Sat, 02 May 1998 09:19:03 -0600 slycy@geocities.com wrote:

>For sale: Best offer over $40:
>
>1 Atari MEGA STe/2 (2 Meg system) (plus 2 more 30pin simms).
>20 Meg HD
>1 SC1224 Color Monitor
>Keyboard, Mouse, Power cords

If this is still available, and the computer is in good working order,
I would pay $40 for the Mega STe/2 (and keyboard) alone.

If you really would not want to bother with selling off the other
parts separately, I would have to see what I could come up with (money
is getting a bit tight at the moment).

If you have already sold this, please let me know.

==========
lmcclure1@mindspring.com

4501. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: atari400@ehrich.com
Message-ID: <0KA41.168$CE5.4703298@news3.voicenet.com>
Source record: 63131

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

http://www.voicenet.com/~generic

4502. hackerz ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <894626874.109539@news.netwing.at>
Source record: 63132

I'm not sure who owns this ftp (Yogi?),
but there is "bootdisks-a-to-k"
and "bootdisks-i-to-r", what should
be "bootdisks-l-to-r" ...

-rudi

4503. Re: FS: Cheap Atari hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998050811315600.HAA21288@ladder01.news.aol.com>
Source record: 63133

These item's are not FS ? They are for Auction don't try to trick people reading the newsgroups....

Al
Atari 2600 - 5200 - 7800 - Jaguar -3DO- Lynx -Playstation-Intellivision
Colecovision -SMS- Odyssey 2 - Pong -NES- Hand Helds
- Table Tops

4504. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3552F2A5.6F03BCB1@ix.netcom.com>
Source record: 63134

```
Alan Sharkis wrote:
>
> Michael Current <mcurrent@carleton.edu> wrote in article
> <mcurrent-0605982004450001@refdesk.library.carleton.edu>...
> > In article <01bd7925$7c49bcc0$0201010a@g6-300xl>, "Silver Surfer"
> > <SilverSurfer@HalleBoppe.com> wrote:
> >
> > >There must be some online help or reference table included with the
> > >terminal emulator you are using where you can lookup the keys & how it
> gets
> > >mapped to terminals.
> >
> > In the Omnicom doc's, downloaded from:
> > http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/omnicom.arc
> > I found this table:
> >
> > Yale Protocol ATARI VT100 keypad Xmitted
> > Converter Sequence
> >
> > PF1 <SELECT 1> PF1 <ESC O P>
> > PF2 <SELECT 2> PF2 <ESC O Q>
> > PF3 <SELECT 3> PF3 <ESC O R>
> > PF4 <SELECT 4> 7 <ESC O w>
> > PF5 <SELECT 5> 8 <ESC O x>
> > PF6 <SELECT 6> 9 <ESC O y>
> > PF7 <SELECT 7> 4 <ESC O t>
> > PF8 <SELECT 8> 5 <ESC O u>
> > PF9 <SELECT 9> 6 <ESC O v>
> > PF10 <SELECT 0> 1 <ESC O q>
> > PF11 <SELECT CLEAR> 2 <ESC O r>
> > PF12 <SELECT INSERT> 3 <ESC O s>
> > PA1 <SELECT Q> PF4 <ESC O S>
> > PA2 <SELECT W> - <ESC O m>
> > PA3 <SELECT E> , <ESC O l>
> > NA <SELECT R> 0 <ESC O p>
> >
> >
> > I'm assuming that the PF1-12 keys are what we're trying to support.
> >
> > Unless you're running OmniCom, the second column is of no use to you.
> >
> > But, the fourth column may be what you need. Where the host tells you to
> > hit the F1 key, try typing <ESC O P> (looks like caps counts).
> >
```

> > Couldn't hurt!
> >
> > -Michael
> >
> > --
> > Michael Current, mailto:mcurrent@carleton.edu
> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> > Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> > St. Paul Atari Computer Enthusiasts,
> http://www.library.carleton.edu/space/
> >
>
> Thanks!
>
> I'm passing it on to NassauNet User, who started the thread. The
> FlickerTerm Docs indicate that FlickerTerm also uses these codes to emulate
> the Fn keys, but NassauNet User and I both prefer Ice-T.

All,
Just a little side note. The ESC O (x) codes are used for many comm
programs. The Lucent Technologies Terranove software uses this set to
send commands to their PBXes. These seem to be fairly standard codes.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4505. Re : ST Mouse, Flash 8, Mouse OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050918055100.OAA15563@ladder01.news.aol.com>
Source record: 62885

The German SAM setup (released by Power Per Post) was also very good.
Mouse driven, 80 columns with no special hardware...

4506. Re: Specs for DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0905981334120001@macmcurrent.library.carleton.edu>
Source record: 62886

In article <6j0n0m$850@bgtnsc03.worldnet.att.net>, AKatz712@juno.com
(Andrew S. Katz) wrote:

>I am interested to see if anyone knows the technical specifications on how DOS
>XL by Optimized Systems Software formatted the double density (180K) floppy
>disks. That was my DOS of choice. (DOS XL version 2.3)
>
>I have old disks and I want to read them onto my PC and use the Atari
>Emulators to run the stuff on them. I no longer have a working 8 bit machine.
>
>I have seen a MYDOS 4.5 MSDOS reader and manual and I would like to know if I
>need to modify that software to work with disks created by DOS XL.

The utilities to read SS/DD 180K Atari-format disks on a PC, such as
MYUTIL, should work fine with SS/DD 180K DOS XL disks.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4507. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980509141725.808B-100000@fissure.scar.utoronto.ca>
Source record: 62887

On Wed, 6 May 1998, James Hague wrote:

> Alan Christie wrote:
> > James Hague wrote:
> > >6. RAINBOW WALKER - A real classic with the Synapse hallmarks: great
> > >play, a wacky premise, and a game designed around cool Atari hardware
> > >features. I eventually finished all twenty levels (there was just a
> > >little rainbow effect).
> >
> >You actually finished that one? Wow... let me guess you finished
> >Dimension X as well???
>
> Heh. The later levels of RW were rough, because they had sparse playing
> fields and you had to make lots of diagonal jumps. Without that funky
> Epyx joystick, I don't think it would have been possible. I'd still like
> to know if anyone finished Necromancer. I don't think it's humanly
> possible.

I finished Necromancer.. on the emulator, and on the XE game cartridge.
The last level is fast and furious but it wasn't that hard. I think a
good way to win is to get A LOt of trees planted in the 1st round.

The ending is colourful but not too flashy.. Necromancer wasn't THAT HARD
of a game to win...

> >Do you know what Bill Williams is doing now? (I
> >guess I should visit your home page and look it up! ;-) <grin>
>
> He did some very cool Amiga games (Mind Walker is a stunner). Circa 1993
> he was working on sound drivers for the Super Nintendo, but I don't have
> any more recent information. Bill Williams where are you!?! :-)

The Amiga had some really nice games.. when was support dropped for that
platform?? Anybody know?

> >Hey didn't you write some really cool 8bit games? E-racer sounds vaguely
> >familiar of Antic fame..... ;-)
>
> Yeah, that was me. I always liked E-Racer because it felt like an all-ML
> game, but it was about 80% BASIC. Last 8-bit game I wrote, too.

Yeah.. for a basic game it was really a good one.. and God knows I typed
in enough basic games in my younger Atari years...

Alan
University of Toronto
Computer Science, Management and Economics

4508. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980509143848.808E-100000@fissure.scar.utoronto.ca>
Source record: 62888

On 7 May 1998, Swozniak wrote:

> Here's a question for you collectors on csa8. I'd like to know if most of the
> Atari computers, carts and peripherals that you own are the same exact ones
> that you had when you originally got into Atari computers. In other words, is
> the 800 that you own now the same one that you played Star Raiders on 16 years
> ago? This is just a question that I wondered about while looking through my
> 8-bit carts a few minutes ago. I traded my Atari computer setup for a Vectrex

I went through a lot of Atari 8bit's in my day.. (sheesh, it sounds like I
am war veteran or something.. heh. in My day...)

Anyway, 1st 8bit, Atari 400 16k with Dig Dug bought in 1984.
a few years later I got a 64k 800Xl and a 410 tape drive.. (moving up in
the world ya know)

Between 1989-1994, I went through buying/selling a 130Xe, a 65Xe, my
original Atari 400 (I should have kept it! That is what we all say!),
about 5 Atari 800Xl (I still have the 256k 800Xl, sitting on my desk) and
an Atari 600Xl. And I went through about 6 1050 drives, 1 Xf551 bought in
1989 (still have it!), and an Atari 810 drive that could read but wouldnt
write..

> each. I ordered Pac-Man (9 cents) Star Raiders (49 cents) Centipede (49 cents)
> and Galaxian. ($1.09) These were the only carts he had at the time, so I took
> everything. After playing Pac-Man and Star Raiders for about 10 minutes, I
> just knew that I wanted to start collecting for the Atari 8-bit computers
> again. The games brought me such warm feelings of nostalgia that it was like
> falling in love all over again. Holding those little metal carts in my hand
> made me realize that I had to get back EVERY cart that I had as a kid. (I have
> since accomplished this. The last cart I needed was Fort Apocalypse, which I
> recently aqquired, thanks to Alex Bilstein. Thanks, Alex.) I currently own
> about 150 Atari 8-bit computer carts, which got me to thinking about the
> question that I want to ask all of you. The only cartridge that I currently
> own, which is the same exact one that I owned many years ago is Jumpman Junior.

Thanks for these posts, Scott. The nostalgic (sp?) feelings really come
back. I used to dream about buying Atari 8bit ROMs for like 25 cents
each.. I used to get so happy, then wake up and realize it was only a
dream and get all pissed off. Heheh... I had an Atari childhood.. no
doubt about it...

Alan
(who regrets the day he sold his Black Box and Hard disk setup...)

4509. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980509150741.808F-100000@fissure.scar.utoronto.ca>
Source record: 62889

On Thu, 7 May 1998 velcro_spy@webtv.net wrote:

> I think I made Lieutenant once. I always was pretty unskilled with the
> game, and usually was a Garbage Scow Captain.

I was always a Garbage Scow Captain if I tried the hardest level (which
you have to do if you want a rating higher than Lieutenant..)

Was Star Raiders ever ported to other platforms (besides the Atari 2600
and Atari 8bit computer line?)

Alan
University of Toronto
Computer Science, Management and Economics

4510. Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: falltime <falltime@geocities.com>
Message-ID: <6j2e68dqm1@supernews.com>
Source record: 62890

I recently was going through the basement and found my old Atari 800 with Amdek monitor. Unfortunately the cable that used to plug the monitor into the monitor outlet on the 800 is missing. Anyone no where to get one. Or at worst where to find one of those boxes to hook up to the TV.

thanks

david

4511. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3561be82.10761132@news.demon.co.uk>
Source record: 62891

The other Day Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>I finished Necromancer.. on the emulator, and on the XE game cartridge.
>The last level is fast and furious but it wasn't that hard. I think a
>good way to win is to get A LOt of trees planted in the 1st round.
>
>The ending is colourful but not too flashy.. Necromancer wasn't THAT HARD
>of a game to win...

Really.. :) Im still having probs 13-15 yrs after its release :)
>
>> >Do you know what Bill Williams is doing now? (I
>> >guess I should visit your home page and look it up! ;-) <grin>
>>
God, I hope he is not doing Nec 2 :)
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4512. FS: Atari 8 bit software from ZZyzx

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <355fdcf9.4857172@news.earthlink.net>
Source record: 62892

Email me with your orders and your address so I can figure shipping.
Buyer prepays and pays shipping.

Cart Packages for the 400/800 COMPUTER. Assume a box unless
it says otherwise.

ASTROCHASE by Parker Bros.
New (shrinkwrapped)
$15.00

ATARI LOGO including manual (xerox).
VG+/Vg
$7.00

ATARI LOGO, quick reference card
VG+/Vg
$7.00

ATARIWRITER Release software , manual. No box.
VG++
$12.00

ATLANTIS from Imagic. Manual, catalog, and warranty registration card.
VG++/VG++
$10.00

BOULDERS AND BOMBS from CBS. . Warranty card.
VG++/VG++
$12.00

DELTA DRAW LEARNING PROGRAM from Spinnaker. Manual, no box.
$5.00

DONKEY KONG from Atari.
New (shrinkwrapped) but box crushed a bit)
$7.50

DONKEY KONG JR. from Atari.
New (shrinkwrapped) but box crushed a bit)
$7.50

E.T. PHONE HOME. from Atari..
NM/NM
$7.50

FRACTION FEVER from Spinnaker. Cart, manual in plastic box. Ages 7 and
up.

VG++/VG++
$7.00

FINAL LEGACY from Atari. Box is slightly smashed
New (Shrinkwrapped)
$7.00

REAL SPORTS FOOTBALL from Atari.
New(shrinkwrapped)
$6.00

FROGGER by Parker Bros.
New(shrinkwrapped)
$10.00

JOUST from Atari, manual.
VG/NM
$7.50

JUMBO JET PILOT from Thorn EMI, manual.
VG++/VG++
$10.00

MILLIPEDE from Atari, manual.
VG+/NM
$7.50

PAC-MAN from Atari, manual, no box.
$10.00

PENGO from Atari, manual.
VG+/NM
$7.50

POLE POSITION from Atari, Manual.
VG++/VG++
$7.50

Qbert from Parker Bros. Manual.
VG++/VG++
$12.00

QIX from Atari. manual.
New(shrinked)
$10.00

STAR WARS: RETURN OF THE JEDI-DEATH STAR BATTLE from Parker Bros.

NEW(shrinkwrapped)
$10.00

RIVER RESCUE from Thorn EMI. No manual.
VG++/VG++
$5.00

STAR RAIDERS from Atari. manual, The box has been slightly crushed;
The cart and manual are mint.
VG++/NM
$10.00

SUBMARINE COMMANDER from Thorn EMI. manual.
VG++/VG++
$10.00

TENNIS from Atari.
New(shrinkwrapped)
$7.00

WIZARD OF WOR from Roklin. manual, no box.
VG++
$6.00

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FLOPPY SOFTWARE: Assume a box unless stated otherwise.
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A.E. floppy from Broderbund. Stamped Dealer Demo, not for resale. In a
Broderbund dust jacket plus manual. No box
$2.00

ACE OF ACES from Accolade. 1986. 5.25" floppy plus manual. No box.
Works with 800/xl/xe
NM
$4.00

ACE OF ACES from Accolade. 1986. 5.25" floppy for 64k memory
including XL, XE. Manual, warranty card.
VG++/NM
$7.00

ATARI SERIES; GAMBLER from Keypunch Software. 1985. 4 games:
Blackjack, Poker, Slots, Derby Days. Instructions on disk. Plastic
bubble box cut open at top.
VG++
$5.00

ATARI DOS 2.5 plus manual. No box.
$5.00

ATARI WORD PROCESSOR. Model CX404. Huge Easel-back Notebook. Contains
2 floppys, training manual. No box
VG+
$15.00

ATARI XM301 MODEM manual with XE TERM COMMUNICATIONS SOFTWARE. 1985.
Spiral bound 50 page manual plus 5.25" floppy. No box.
NM
$7.00

ATTANK. by Joel Glick. Atari Program Exchange. Floppy plus manual. No box.
VG++
$4.00

BILL BUDGE PINBALL CONSTRUCTION SET from EA. 1982. 5.25" floppy, manual.
VG/VG++
$7.00

BEACH-HEAD by Access. 1983. 5.25" diskette plus instruction card. No box.
NM
$3.00

CROSSFIRE Floppy Disk in official dust jacket plus manual from ONLINE SYSTEMS (later became Sierra OnLine). No box.
VG++
$5.00

DRAGONRIDERS OF PERIN from Epyx. 1983. 5.25" floppy plus manual. No box.
VG++
$3.00

DUNJONQUEST: TEMPLE OF ASPHAI. 1981 Automated Simulations. 5.25" floppy plus manual command card, and loading instructions.
VG/POOR
$5.00

DUNJONQUEST: UPPER REACHES OF ASPHAI. Expansion kit #1 for Temple of Asphai. 1981 Automated Simulations. 5.25" floppy plus manual and loading instructions. Also includes photocopy of Temple of Asphai manual and help guide. No box.
NM
$4.00

THE E FACTOR Floppy and manual and box from Cosmi
$3.00

the EIDOLON from EPYX and LUCASFILM. 1985. 5.25" floppy, manual. Some writing with a pen on back of manual. Requires 64k. Flip side of disk for Commodore 64.
GOOD/VG
$7.00

F-15 STRIKE EAGLE from MicroProse. 5.25" floppy (C64 version on flip side), manual, box.
G/VG++
$7.00

F-15 STRIKE EAGLE from MicroProse. 5.25" floppy (C64 version on flip side), manual, no box.
VG++

$5.00

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys. User's Guide included. No box.
VG+
$2.00

FIGHT NIGHT from Accolade. Complete.
VG++/VG++
$5.00

FLIGHT SIMULATOR II from SubLogic. 48k memory. Two 5.25" floppys, Flight Physics manual, Pilots Operating Handbook manual, reference card, 2 maps, release notes.
VG/VG++
$7.00

FONTEDIT; IRIDIS 2 from The Code Works. Cassette tape,56 page manual.
SS(shrinkwrapped)
$5.00

GALLAHAD AND THE HOLY GRAIL. by Douglas Crockford. Atari Program Exchange. Floppy plus manual. No box.
Good.
$4.00

GAUNTLET from Mindscape. 1985 for 800, XL,XE 64k. 5.25" floppy. No manual. Colorful cartoon-lke folder/box.
VG+/VG++
$5.00

GREAT AMERICAN CROSS-COUNTRY ROAD RACE from Activision. 1985. Instruction card plus diskette. Works with 800/xl/xe systems.
VG++/VG++
$4.00

LEADER BOARD DUAL PACK. from access. 1987. Double sided floppy, manual. No box.
VG++
$5.00

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal Computer Software. in Dust Jacket, plus manual and box. The box is about 8x10", plastic, with Mickey on both sides (and as with many games from this period, is the best part of the package)
NM/NM
$7.00

PAINT from Atari.
NEW(shrinked)
$15.00

PREPPIE II. Floppy plus very colorful manual, plus very colorful plastic box.

VG++/VG++
$7.00

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
Arts.......Floppy plus box (10" flat square box) from Electronic Arts.
VG++/VG++
$7.00

ROMMEL; BATTLES FOR TOBRUK from GDW and EA. 1986. for 48k or XL, XE.
5.25" floppy, rules manual, historical manual, loading card, reference
card, warranty card, quick reference card, 5 maps.
VG++/VG++
$10.00

SILENT SERVICE. Microprose. 1985. Strategy (submarine). 5.25" floppy
(commodore one side; Atari the other side), manual.
VG++/VG++.
$7.00

SILENT SERVICE. Microprose. 1985. Strategy (submarine). 5.25" floppy,
manual. No box.
VG++.
$5.00

SNOOPER TROOPS. Spinnaker. Ages 10 up. Graphic advenure. 5.25" floppy,
manual, hard plastic box.
VG++/VG.
$7.00

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape from
Educational Software.
STAR RAIDERS II. Diskette plus manual.
New.
$5.00

SPITFIRE 40 from Avalon Hill 1986. 5.25" floppy, pilot's notes,
addenum sheet, player aid card, warranty card.
VG++/NM
$10.00

SPITFIRE ACE from Microprose. 1982. 8 page manual plus 5.25" floppy.
Must be a very early example from this company. Manual is cheaply
printed and diskette label is computer printed. No box.
VG+
$5.00

STOCK CHARTING; INVESTMENT ANALYSIS SERIES. 1980. Floppy, manual
New (shrinkwrapped)
$15.00

THRESHOLD By Warren Schwader and Ken Williams. Sierra On-Line. 1981.
Floppy plus manual.No box.
VG++

$3.00

TRAINS from Spinnaker. 5.25" floppy, manual, in a plastic box. Ages 10 and up.
NM/NM
$7.00

Cart Packages for the XL-XE computers

Atari RX8092 87 Archon (by Electronic Arts) [48]
New (shrinkwrapped)
$10.00

Atari RX8064 87 Ballblazer (by Lucasfilm)
New(shrinkwrapped)
$10.00

Atari RX8088 87 Crossbow [lg]
Cart only
$5.00

Atari RX8083 87 David's Midnight Magic(Br0derbund)[64]
New (shrinkwrapped)
$10.00

Atari RX8089 88 Desert Falcon [64]
New
$7.50

Atari RX8091 87 Flight Simulator II (by subLOGIC)
Cart only.
$5.00

Atari RX8063 87 Rescue on Fractalus (by Lucasfilm)[48]
NEW
$10.00

Atari RX8098 88 Summer Games (by Epyx)
New
$7.50

Atari RX8039 83 Eastern Front (by APX)
$7.50

Floppy Packages for the XL-XE computers
==========

INFILTRATOR from Mindscape. 5.25" floppy. 64k. Some pen writing in manual.
VG+/VG+
$7.00

SUPER HUEY from Cosmi. Helocopter Sim. 5.25" floppy. Flip side works for Commodore 64. 1986. Manual, flight instruction cards.

VG++/NM
$7.00

COIN-OP MARQUEES:

They are all from 1 1/2 to 2 feet long and 5 to 6" wide, and are made of 1/4" plastic. They have decals on the backside and are meant to have a light shining through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint (decal on back) chipped off. Good
$50.00

BATTLEZONE from 1980....this one also has a little bit of the paint (decal on back) chipped off. Very Good
$40.00

SUPER BUG from KEY Games, copyright Atari, Inc. 1977. Good
$50.00

Books, Original, soft cover

6502 SOFTWARE DESIGN BY Scanlon. Sam's and Co. 269 pages. Ex library. Excellent.
$5.00

THE ADDISON-WESLEY BOOK OF ATARI SOFTWARE 1983 by Stanton, Wells, Rochowansky.347 pages. Mint
$5.00

ATARI BASIC by Albrecht, Finkel, Brown. Wiley and Sons, 1979, 322 pages, excellent.
$5.00

ATARI FOR THE BEGINNING BEGINNER, Judy and Tom Chamberlin. Einrich/Ohas, 1983, 65 pages, excellent.
$5.00

ATARI GAMES AND RECREATIONS by Kohl, Kahn, Lindsay, Cleland. 1982, Reston Publishing. 338 pages. Excellent.
$5.00

ATARI PERSONAL COMPUTER SYSTEM OPERATING SYSTEM USER'S MANUAL AND HARDWARE MANUAL. Jan 1982. Excellent.
$10.00

ATARI PERSONAL COMPUTER SYSTEM HARDWARE MANUAL. I can't tell if this is a copy or the original cheaply printed Atari manual. Excellent
$5.00

ATARI IN WONDERLAND by Fred D'Ignazio from Hayden. 140 pages. 22 programs in basic you can type in.
VG++

$5.00

COMPUTERS FOR PEOPLE by Jerry Willis and Merl Miller from dilithium press. No date (1981?), complimentary copy, not for resale. About 200 pages. Lots of color pix from Atari ads.
VG++
$7.00

COMPUTE'S FIRST BOOK OF ATARI GAMES. Fifteen games in basic ready to type in (what fun).1983.
232 pages, spiral bound.
VG++
$7.00

COMPUTE'S FIRST BOOK OF ATARI GRAPHICS. 1982. 250 pages spiral bound. Games, tutorials, programs and other. 232 pages, spiral bound.
VG++
$7.00

GAMES FOR YOUR ATARI COMPUTER by Paul Bunn from Dell. 1983. 128 pages spiral bound. 25+ full color programs to type in.
VG++
$5.00

HAND'S-ON BASIC by Herbert Peckham. 304 pages. slight water damage. VG
$5.00

MAPING THE ATARI, by Chadwick, Compute Books, 1983. Excellent.
$5.00

OS/A PLUS reference manual. System software for Apple and Amiga computers. 112 pages. Mint.
$5.00

PROGRAMMER'S REFERENCE GUIDE FOR THE ATARI 400/800 COMPUTERS. by David Heiserman. 1984. 484 pages Spiral Bound.
VG++
$7.00

PROGRAMMING AND INTERFACING THE 6502, BY DEJONG, Sam's and Co. 1980. Ex library. Excellent.
$5.00

SOME COMMON BASIC PROGRAMS ATARI EDITION. by Poole, Borchers, Cook. Osborne 1981. 200 pages. Excellent.
$5.00

SPRING/SUMMER SUPPLEMENT for THE BOOK OF ATARI SOFTWARE 1983. by Stanton, Wells, Rochowansky, Mellin. 128 pages. Excellent.
$5.00

WRITING STRATEGY GAMES ON YOUR ATARI by John White. 1984 Hayden. 129 pages.
NM

$7.00

YOUR ATARI COMPUTER, A Guide to 400/800 personal computers by Lon Poole, Martin McNiff, and Steven Cook. Osborne, 1982, 458 pages, very good.
$7.00

YOUR ATARI COMPUTER, A Guide to 400/800 personal computers by Lon Poole, Martin McNiff, and Steven Cook. Osborne, 1982, 458 pages, excellent.
$7.00

==========

Here is the way I grade software. There are seperate grades for the box first, and what's in the box second. For example, VG++/NM would mean the box is VG++ and the contents of the box is near mint.

Shrinkwrapped (ss)
Self-explanatory.

Near Mint (NM)
This is the highest grade for an unsealed item. "Mint" is not used as a grade because, without a microscope and 40 minutes of inspection, perfection cannot be verified to everyone's satisfaction. Near Mint ranges from appearing unused, to an item that may have been used, but is without a notable cosmetic defect as evidence of that use.

Basically, a NM/NM package should be a reasonable simile to a fresh, unused copy.

Very Good Plus Plus (VG++)
This grade refers to an attractive, fresh-in-appearance item that, upon closer inspection, has been disqualified from the NM category due to (usually) one flaw that could not be overlooked.

For boxes, this includes: a small split of the seam; some clear tape on one corner.
Basically, and this includes the contents of the box as well, a VG++ item is qualified by having a noticeable, yet functionally insignificant defect that verifies that the item has been used. A VG++ item appears neither blatantly second-hand, nor does it have the sparkle of "brand-new".

Very Good Plus (VG+)
This is the broadest grade serving as a catch-all for
any decent, presentable,
average, usable (not marred or defective) item.
People ordering VG+ items
usually are prepared to accept an imperfect item
representing the artifact
that it is, and are going to enjoy it without being
excessively preoccupied
with cosmetic details. VG+ is a fine copy that is
indisputably "used", being
your basic "decent used package" for utilitarian
purposes.

Boxes and contents will have some combination of one
to a few of the following
defects:
partial seam split (with or without clear tape
repairs), minor dirt ring,
some minor warping due to moisture, a creased
corner, small squishing of the
box.
The box and contents must be free of major
defacements, and will certainly not have ALL of the
preceding minor ones on the same piece!

Very Good (VG)
This is the beginning of "rough" for collector's
purposes. A VG record is
usually one that a collector will buy to fill a
"hole" in his/her library until a better copy
comes along. We usually don't advertise items with either VG
covers or discs unless they are deemed scarce enough
to attract a collector
for this purpose.

Good Plus (G+)
Averaged between VG and G,

Good (G)
Items graded "good" are very used and only
presentable to the least
discriminating collector. This classification is
usually employed for
boxes when it's the contents that's worth collecting,
and vice-versa; or when
the component in question is so very rare that its
existence in any condition
is regarded as manna from heaven. It should not be
confused as referring to "Good" COLLECTIBLE

Fair (Fr) or Poor (P) or Missing Component ()
For advertising purposes, if either box or contents

is either Fair or Poor, we
treat it as functionally missing , and we have graded
only the component
that is G or better, essentially selling that
component "as is", theoretically
without its decrepit companion. In these cases, the
grade should include an
asterisk in place of the Fair/Poor cover or jacket to
reflect its effective
absence.

Supplementary Notations
Condition augmentations: there are some common
exceptions to the overall
condition of an item that merit independent notation
from the
overall grade assigned, rather than being "averaged
in" as with standard
gradeable wear. These are usually after-production
aberrations courtesy of
the record company such as:

Writing on front cover, back cover, label, tape
on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"
stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

ZZyzx

And for you automated email spammers out there,
here's the email addresses of the current board of
the Federal Communications Commission:

Chairman Reed Hundt: rhundt@fcc.gov
Commissioner James Quello: jquello@fcc.gov
Commissioner Susan Ness: sness@fcc.gov
Commissioner Rachelle Chong: rchong@fcc.gov

And let's help you send some spam to the USPS, too:
customer@email.usps.gov

4513. FS: Atari ST software from ZZyzx

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3560df21.5408928@news.earthlink.net>
Source record: 62893
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

Email me with your orders and your address so I can figure shipping.
Buyer prepays and pays shipping.

ATARI ST STUFF:

Hardware:
==========
ATARI 1040ST COMPUTER
ATARI PS3000 Monitor/Floppy drive.
ATARI SF354 floppy drive. 3.5". Drive only.
ATARI SC1224 monitor. Excellent.

Complete Software Packages
Assume there is a box unless it says otherwise.
==========

BALANCE OF POWER THE 1990 EDITION by Chris Crawford from Mindscape.
3.5" floppy requires Dual-sided drive. Manual, warranty card,
reference card. Box has two small puncture wounds on rear side,
otherwise perfect.
VG+/NM
$10.00

BATTLEHAWKS 1942 from LucasFilm. Two 3.5" floppys, manual (which is a
spiral bound book).. Box is shrinkwrapped except top where opende. 1"
tear in flap).
VG++/VG++
$20.00

CAPTAIN FIZZ MEETS THE BLASTER-TRONS. from Psygnosis. 1988. 3.5"
floppy, manual. Platform game. Box crushed a bit only on underside.
VG+/NM
$10.00

CHAMPIONSHIP WRESTLING from Epyx. 3.5" floppy, manual, box. Box has
been crushed
VG+/VG+
$7.50

ELITE from Rainbird. 3.5" floppy for color machines only. Manual,
loading card, warranty card.
VG++/NM
$10.00

FALCON THE F-16 FIGHTER SIM from Spectrum Holobyte. 1987. Two 3.5" floppys, manual, map, warranty cards, lots of inserts. Box is shrinkwrapped except at top, where opened.
VG++/NM
$20.00

HOYLE BOOK OF GAMES VOLUME 2 SOLITARE from Sierra. 3.5" floppy, manual, warranty card.
VG++/NM
$10.00

LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS from Sierra. Two 3.5" floppys, manual, reference card, aratist reference card, read-me-first sheet.
VG++/VG++
$15.00

MARBLE MADNESS from EA. 2 floppys, no manual, in a folder/box.
VG++
$5.00

PALADIN from Omnitrend. includes the Quest disk. 3.5" floppys. Complete.
VG/NM
$12.00

POPULOUS by Bullfrog from Electronic Arts. There are 2 differend 3.5" floppys in this package. One has a yellow label #e09731XL and the other is black #352702. The spring for the sliding door is missing on the Yellow label so the black on may haver been a replacement. Manual, warranty card, loading instructions.
NM/NM
$15.00

ROCKET RANGER. For the Atari ST. Cimemaware. Interactive Movie. Complete with all props, and three 3.5" floppys.
VG++/NM.
$25.00

SHADOW OF THE BEAST from Psygnosis. Two 3.5" floppys, manual.
VG++/NM
$10.00

SPACE CUTTER from Rainbird. 3.5" floppy, manual, warranty card. This looks new but there is a 1" scrape on top flap of box.
VG++/NM
$10.00

STAC THE ATARI ST ADVENTURE CREATOR. from Terrific Software. 1988. Two 3.5" floppys, manual.
NM/NM
$10.00

STARQUAKE from Terrific Software. 3.5" floppy, manual, warranty card, aftermarket paper map. Box is still shrinkwrapped except top where opened.
VG++/VG++
$10.00

TALESPIN. AN ADVENTURE GAME CREATION PROGRAM from Microdeal. 1989. Two 3.5" floppys, manual, warranty card, lots of inserts. Box has one 3" wrincle.
VG++/NM
$10.00

TETRIS from Spectrum Holobyte. 1987. Two 3.5" floppys, manual, warranty card.
VG+/NM
$10.00

THEIR FINEST HOUR from LucasFilm Games. Two 3.5" floppys, manual (a spiral bound book), code wheel, warranty card, inserts, reference card.
VG++/NM
$15

TOWER TOPPLER from Epyx. 3.5" floppy for color machines only. Platform game. Manual, loading card, catalog, lots of inserts. Box is shrinkwrapped except at top.
VG++/NM
$7.50

TRAILBLAZER from Mindscape. Floppy, manual, in a folder/box.
VG++/VG++
$7.50

TV SPORTS FOOTBALL from Cimemaware. 3.5" floppy, manual, player guide, warranty card, catalog, lots of inserts.
VG+/NM
$15.00

WORLD KARATE CHAMPIONSHIP from Epyx. Two 3.5" floppys, manual, box. Box has been crushed. Manual has rusty staples.
VG+/VG+
$7.50

ZAK McKRACKEN AND THE ALIEN MINDBENDERS. from Lucas Arts. 1988. Graphic adventure. Three 3.5" floppys, manual, security card, National Inquisitor newspaper, box.
VG++/VG++.
$15.00

ZAK McKRACKEN AND THE ALIEN MINDBENDERS. Hint Book. Lucas Arts. still usable but missing the red plastic strip fro viewing the book.
VG++
$5.00

ZANY GOLF from Electronic Arts. Two 3.5" floppys, box. No manual.
VG+/NM
$5.00

Floppy disk only
==========

TV TITLES 2.0 from J.P. Deziel Serial # 120.
VG++
$5.00

==========

Here is the way I grade software. There are seperate grades for the box first, and what's in the box second. For example, VG++/NM would mean the box is VG++ and the contents of the box is near mint.

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Basically, and this includes the contents of the box as well, a VG++ item is qualified by having a noticeable, yet functionally insignificant defect that verifies that the item has been used. A VG++ item appears neither blatantly second-hand, nor does it have the sparkle of "brand-new".

Very Good Plus (VG+)
This is the broadest grade serving as a catch-all for
any decent, presentable,
average, usable (not marred or defective) item.
People ordering VG+ items
usually are prepared to accept an imperfect item
representing the artifact
that it is, and are going to enjoy it without being
excessively preoccupied
with cosmetic details. VG+ is a fine copy that is
indisputably "used", being
your basic "decent used package" for utilitarian
purposes.

Boxes and contents will have some combination of one
to a few of the following
defects:
partial seam split (with or without clear tape
repairs), minor dirt ring,
some minor warping due to moisture, a creased
corner, small squishing of the
box.
The box and contents must be free of major
defacements, and will certainly not have ALL of the
preceding minor ones on the same piece!

Very Good (VG)
This is the beginning of "rough" for collector's
purposes. A VG record is
usually one that a collector will buy to fill a
"hole" in his/her library until a better copy
comes along. We usually don't advertise items with either VG
covers or discs unless they are deemed scarce enough
to attract a collector
for this purpose.

Good Plus (G+)
Averaged between VG and G,

Good (G)
Items graded "good" are very used and only
presentable to the least
discriminating collector. This classification is
usually employed for
boxes when it's the contents that's worth collecting,
and vice-versa; or when
the component in question is so very rare that its
existence in any condition
is regarded as manna from heaven. It should not be
confused as referring to "Good" COLLECTIBLE

Fair (Fr) or Poor (P) or Missing Component (*)
For advertising purposes, if either box or contents

is either Fair or Poor, we
treat it as functionally missing , and we have graded
only the component
that is G or better, essentially selling that
component "as is", theoretically
without its decrepit companion. In these cases, the
grade should include an
asterisk in place of the Fair/Poor cover or jacket to
reflect its effective
absence.

Supplementary Notations
Condition augmentations: there are some common
exceptions to the overall
condition of an item that merit independent notation
from the
overall grade assigned, rather than being "averaged
in" as with standard
gradeable wear. These are usually after-production
aberrations courtesy of
the record company such as:

Writing on front cover, back cover, label, tape
on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"
stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

ZZyzx

And for you automated email spammers out there,
here's the email addresses of the current board of
the Federal Communications Commission:

Chairman Reed Hundt: rhundt@fcc.gov
Commissioner James Quello: jquello@fcc.gov
Commissioner Susan Ness: sness@fcc.gov
Commissioner Rachelle Chong: rchong@fcc.gov

And let's help you send some spam to the USPS, too:
customer@email.usps.gov

4514. WTB mags

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998050923291400.TAA12428@ladder03.news.aol.com>
Source record: 62894

```
I'm looking for the following mags (pre-85 issues only):
Blip
Compute!
Computer & Video Games
Computer Games
Creative Computing
Electronic Fun
Electronic Games
Family Computing
Hi-Res
Joystik
Softside
Video Games
Video Games Player
Videogaming Illustrated

Offers -------> JMouchmino@aol.com

Thanks in advance!
```

4515. Repair Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: Greg & Tonya Buttry <gregb@ldd.net>
Message-ID: <3555042D.4E73@ldd.net>
Source record: 62895

Does anyone where I can get an Atari 2600 repaired?

Thanks
Greg

4516. Mux FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6j2ppd$cc7$1@mohawk.hwcn.org>
Source record: 62896

I have a MUX from CSS. It has a Master and 3 Slaves.

The Mux is a neat but finicky (in my opinion) piece of hardware/software. For those who do not know, it allows you to connect up multiple Atari machines to use one "Master" which usually is connected to a hard disk system. It requires an OS chip swap for the "slave" computer to use the Mux cart. I am selling this item AS IS. In other words, if you get a lot of errors on the bus, (RF interference whatever), it is your problem to get it going. No refunds. The MUX worked that last time I had it going.

I am asking $100 US shipped to your address in Canada or the USA, and $100 plus shipping costs elsewhere.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4517. FA: Software, Books, & Games For Atari8, C-64, V-20, more...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6j0jra$9dq@freenet-news.carleton.ca>
Source record: 63068
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

Here is a list of goodies I need to provide a new home for. Most everything
has a low starting bid of only $3, a steal for some of these books :)

Every item has a photo, have fun shopping :)

Steve
-

15 Original Atari 8Bit Software Titles (disk)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13453129

Atari Software Catalog (400+ Pages!)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13443267

Compute's 6502 Machine Language for Beginners
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13444252

Compute's 2nd Book of Machine Language (6502)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13444636

Atari Games and Recreations (BASIC - Book)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13445195

Atari Sound & Graphics (Book - BASIC)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13446527

The Creative Atari (Atari 8-bit - BOOK)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13448145

Compute's Second Book of VIC-20
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13448754

Compute's Mapping the Commodore 64
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13449091

Book: How to Master the VIDEO GAMES
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13449749

Book: Users guide to Atari 400 / 800 / 1200XL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13450301

Book: Mastering PAC-MAN
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13450835

RARE Book: Videogames - A Complete Guide
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13451686

SMS: Where in the world is Carmen Sandiego
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13453474

RARE Mattel D&D Electronic Tabletop Game!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13460268

Timex 1000/ZX81 Sinclair Software Tapes
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13460846

ER - Boxed DARK TOWER Electronic Game - ER
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13463746

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4518. Atari 8-Bit to Amiga file transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6j0ltt$1bn$0@208.10.3.74>
Source record: 63069

HOw do I hook up an Atari 8-Bit to its big brother the Amiga? I'd really like to transfer files
between two systems!

Thankx!!

XDelusion

By the way, a while ago the Author of APE said he would be interested in doing an AMiga version of APE
so if any of you are hip to this concept then PLEASE get in touch with him!!

4519. Specs for DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: AKatz712@juno.com
Message-ID: <6j0n0m$850@bgtnsc03.worldnet.att.net>
Source record: 63070

I am interested to see if anyone knows the technical specifications on how DOS XL by Optimized Systems Software formatted the double density (180K) floppy disks. That was my DOS of choice. (DOS XL version 2.3)

I have old disks and I want to read them onto my PC and use the Atari Emulators to run the stuff on them. I no longer have a working 8 bit machine.

I have seen a MYDOS 4.5 MSDOS reader and manual and I would like to know if I need to modify that software to work with disks created by DOS XL.

Thanks.

4520. WTB: 1200XL schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6j0ldn$a2i@freenet-news.carleton.ca>
Source record: 63071

I would like to buy a copy of the schematic for the 1200XL, hopefully one
of those big 1-sheet types, but I will take sectioned photocopies.

I tried B&C, but they dont appear to have them anymore. Also, does
anyone have a copy of the XEGS schematic that would sell for
less than the B&C price (25.00)?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4521. Re: RF Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3554f3e2.1917958@news.pressenter.com>
Source record: 63072

On 8 May 1998 15:06:24 GMT, "Brant Sears" <bsears@physix.com> wrote:

>Jeff Thomas <Jeff.Thomas@taf.ftn.org> wrote in article
><ad5_9805080342@tor250.org>...
>> BS>I just got an Atari 130 XE that is missing the TV switchbox and the
>cabl
>> BS>that goes between the computer and switchbox. Does anyone know if it
>is
>> BS>possible to just buy a plug at Radio shake and run wires to the TV
>sans
>> BS>switchbox? I'm using a dedicated TV.
>> Nope, there's something special in the cable, some kind of magic box at a
>> mid-point in the cable. I've never bothered to look and see what is in
>it.
>> Anyhow the switchbox is pretty generic though. You should be able to
>find
>> those in just about any electronics component store.
>> Later...
>
>That had me fooled for a while, too. However, the black box there is just
>to fool you into thinking its a magic cable. Its not. Its just an RCA
>cable.
>
>Brant

It is not there to just fool you. The loops around the ferrite rings
serves to help reduce interference. That does not mean that it is
needed because in general it isn't I remember early Zoom 28.8 modems
had a hinged ferrite module to coil your phone line through. Later
they stopped including these. Milage varies I guess.

*** Please make sure responses are also sent via email.

4522. Re: APE cable with SIO2PC programm ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3555f5c3.2399054@news.pressenter.com>
Source record: 63073

On Fri, 8 May 1998 17:12:36 +0200, "patrice MULLER"
<pamuller@imaginet.fr> wrote:

>hi
>
>is it possible ti use the APE cable with sio2PC programm ?
>and use APE programm with SIO2PC cable ?
>
>thanks

I heard you can do the second one...

*** Please make sure responses are also sent via email.

4523. Re: Function key, ASCII equivalent?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: news@iglou.com
Message-ID: <EsopLs.Fy@iglou.com>
Source record: 63074

On 1998-05-06 marknewtonjohn@webtv.net(MarkNewton-John) said:
>About the function key equivalent, what would be the ASCII code for
>a function keypress? Is the IBM keypress higher than the range of
>ATASCII? i.e. the "A" key is an ASCII 65, is a function key like
>425 or something?
In VT-100 emulation, the F keys and arrow keys should generate an escape
sequence (a series of characters beginning with chr$(27)).

Net-Tamer V 1.08X - Test Drive

4524. Re: Game of the Week

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: rdouwes@hetnet.nl
Message-ID: <6j1aia$ho3$1@nnrp1.dejanews.com>
Source record: 63075

In article <6j0683$l75$1@dartvax.dartmouth.edu>,
crow@coos.dartmouth.edu (Preston F. Crow) wrote:
>
> Here's an idea that I would like to implement, but don't have time to
> do myself. It is presented in the hopes that someone else might want
> to take it on:
>
> Every week announce on comp.sys.atari.8bit a new "Game of the Week,"
> and create an associated web page for the game (possibly with a copy
> of the game).

I thing that's a great idea! My experience is that once you read
about something (in this case: a game), you get excited about it and
want to play it. That's more or less why I still enjoy the 8-bit Atari's:
because I read about them on this NG every day!

So who has some bandwidth to spare and who wants to supervise it?

Take M.U.L.E. for example, which is supposed to be a great game,
but I have never really played it, because I'm not really sure what
to do, or even if I have a correct version. If I could somehow be
"turned on" to it, I'm sure that would give me a lot of playing fun!

Not much space it needed, I would think: Just the game, a discussion
board (this NG?), the manual, some screenshots, and maybe a scan of
the packaging/ label? The more I think about it, the more I like it!

Richard Douwes
rdouwes@hetnet.nl

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4525. Re: XF551 3.5" upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998050912184400.IAA15924@ladder01.news.aol.com>
Source record: 63076

> Does anyone know of a good DOS that will support the XF551
> 3.5" upgrade?
> I plan to replace the 5.25" mech. in one of my drives to the 3.5"
> mech.
> from my SF314.

After swapping the mech, you will also need to swap out the ROM with one modified to accomodate 80 tracks. After that, SpartaDOS will support it directly. MyDOS will do it to, but I think you have to tell it high-density drive, 2880 sectors.

4526. XF551 3.5" upgrade text

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998050913034000.JAA18513@ladder01.news.aol.com>
Source record: 63077

Here is the text of the article by Bob Woolley on upgrading the XF551 to a 3.5" drive. This text is also available at ftp://members.aol.com/lenspencer/fxep/xf551.txt.

NOTICE: This article originally appeared in the January, 1989 issue of Atari Interface Magazine and may be freely distributed or reprinted in non-profit User Group publications as long as the article's author and Atari Interface Magazine are credited AND this notice is reprinted with the article. All other publications must obtain written permission from Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, Phone: (313) 973-8825 before using this article.

Inside the XF551 Disk Driveï¿½by Bob Woolley (SLCC)

[Editorial notes by Len spencer]

It has been almost a year since I first got my hands on an XF551. Busy little hands... Of course, the first thing I did was to tear the thing apart to see how it was put together. And, maybe do a little "put"ing myself. As a result, I have made a few modifications that may be of interest to other XF551 owners. You will not be able to successfully make these changes unless you have reasonably decent electronic skills, so don't gamble with your new XF551 unless you know what you are doing. Most User Groups have skilled members that will be happy to guide you if you need help.

First

But, before I get caught up in details of the drive, I would like to clarify some points on the XF551. The drive IS double sided and can read and write in single, enhanced or double density. The "book" that comes with the drive is incorrect. MyDOS, SuperDOS and SpartaDOS can all format the drive as double sided and double density. Previous Atari drives did not use the INDEX hole on the diskette, which allowed us to flip the disk over and format the back of the media. The XF551 uses a standard, bone stock, IBM-style drive. It uses INDEX. It will not FORMAT the back of a diskette unless the disk jacket has two index holes. It WILL read and write to the back of any disk. Guaranteed! On side one, the tracks on the disk are written from the outer edge in, from 0 to 39. On side two, the tracks are written from the inner edge out. This allows us to read the first 40 tracks of a DSDD diskette on a SSDD drive. The second side is not backwards nor could it be read on a SS drive even if you changed it. The speed of the drive is NOT 288 RPM, the speed you are used to seeing, but 300 RPM, the industry standard. The XF551 compensates for the difference by using a clock frequency 4% (.33mhz) higher than it should be. This will read and write the data in exactly

the same place on the diskette as your 288 RPM drive, although programs that measure the speed of the drive will read 300 RPM.

Talking To The Drive

The XF551, as it comes from Atari, has the ability to format a diskette in any of three configurations: single density (SSSD-88K), 1050 density (SSED-127K) and double-sided, double density (DSDD-360K). The DSDD format has a standard skew (skew is the physical sequence of the sectors on the disk) and a high speed skew option available to the user. This extra skew layout allows faster data transfers on the SIO buss, much like the ICD Doubler upgrade on the 1050. For those of you interested in programming, the DSDD format SIO command is $23. For a high speed skew format in DSDD, you just need to turn on bit 7 for a value of $A3 (the SSSD and SSED formats do not have a high speed skew, although the drive will transfer data at high speed in those densities). To transmit data at high speed to and from the XF551, just set bit 7 of the command to "1" again (a get sector ($52) with bit 7 on is $D2). You must still send the command frame at the normal SIO rate ($28 in $D204) and then set $D204 to $10 for high speed operation during the data frame. The drive will also recognize the Put (and Get) Option Table command ($4F and $4E), which are similar to the Percom configuration table operations. Only bytes 4-8 are changed by the Put command, however, and only the three supported formats will be recognized. Even if you sent the Option Table a 512 byte sector size, you would only get 256 byte sectors. A number of the newest DOS versions (SpartaDOSX, SuperDOS 5.0, DOSXE...)now have XF551 support built in. Also, a file is available in Atari8 on CompuServe that will modify SpartaDOS 3.2D for the XF551 features (in DL3 - XF32D.BAS). Using any of these methods will transfer data almost twice as fast as DOS 2.0.

Into The Hardware.

The first thing you notice about the ICs in the drive is the one in a nice socket, the ROM. Makes it a lot easier to burn an EPROM (use a 2764) to make code change if you can just plug and unplug your devices. I didn't see the ROM source code printed anywhere, so I wrote a simple disassembler for the 8050 MPU used as the brains of the drive. [Some were manufactured with an 8040. It has the same 256 bytes working RAM as the 8050, but no built-in ROM. Apparently the internal ROM was never used, as the drive OS is on its own ROM elsewhere on the board. - L.S.] It was very nice when Atari used a 6507 (which uses 6502 OPCodes) in their drives but, no more. Everything Atari comes out with now seems to use a different chip and this 8050 stuff was a bear. Finally, I got most of the program logic worked out and designed some changes:

One upgrade that was available for the 1050 is a ROM change that will re-address the drive as D5: through D8:. This can be done on the XF551 ROM by altering location $0095 from $31 to $35 ($33 gives you a range of D3: to D6:, etc.). Having 360K is nice. Having 720K is even nicer. Putting a 720K, 3.5 inch drive in place of the stock drive is not too hard, so let's start with the ROM. There is a little bug in the code that allows the drive to start writing the track before it has reached

operating speed. To remedy that, change $528 from $90 to $00, $C1D from $88 to $80 and $E25 from $88 to $80. [I have heard reports that this may be unnecessary, so you may or may not want to make the aforementined changes. I have had the problem, so better safe than sorry. - L.S.] The 720K drive has 80 tracks per side which requires you to change $680 from $28 to $50, $80F from $30 to $60 and $811 from $FD to $FA. A 3.5 inch drive uses a 3ms seek time -- change $53D from $00 to $03, $57B from $18 to $13, $9D1 from $08 to $03, and $B15 from $18 to $13. Finally, the 3.5s use write pre-compensation -- change $61D from $F6 to $F4, $621 from $F6 to $F4 and $D0D from $A2 to $A0. For a drive, I used a unit from JDR Microdevices (MF353B Mitsubishi) that plugs right into the 5.25 connectors and uses the same mountings as the larger drive. This simplifies the installation quite a bit. When you go to plug in the 3.5, you may notice that the 34 pin cable is too short. I de-soldered the connector and added a longer cable, but one hacker, Joe Wyks, managed to pry the top off of the board connector and crimp his new cable into place without soldering. [The latter was the method I used, as it is a little easier on the circuit board. L.S.] The power connector can be adapted with cables made for that purpose, if necessary. That's about all that's needed to run a 720K 3.5. Format a disk using SpartaDOS XINIT, option 7 (DS 80 tracks) and start filling it up! You now have 2880 DD sectors.

* * * * * * * OUT OF DATE INFORMATION * * * * * * *

Bob Woolley can be reached on CompuServe at [75126,3446] and is the editor of the SLCC Journal. We wish to warmly thank him for contributing this article and sharing his knowledge of the 8bit and the XF551 disk drive with us.

* *

4527. Re: atari800 dos Vs rescue at fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6j1k8ubga1@alexander.INS.CWRU.Edu>
Source record: 63078

re: Maybe there is a speed liiter in Windows...

Windows _IS_ a speed limiter itself! Just the other day, I had
to use WinLose 95. 720K disks take TWICE AS LONG to format on
a PlentiDumb PC as my 'lowly' 130XE's Xf551 upgraded with the
CSS products. Either Bob Puff is a genius, or the Windows
programmers are not. (or both! hehe)
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \ Real Atari Users Use Real Atari Puters. / | \

4528. Re: Atari <-> Macintosh File transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd7b4f$d116b100$ebc2accf@asharkis.erols.com>
Source record: 63079

Brant Sears <bsears@physix.com> wrote in article <
> Well.... believe it or not, but its actually a local call to call my
house
> /from/ my house, so I don't actually get charged extra for that.
>
> What is this P: R: connection?

The P: R: Connection was originally produced by ICD, was bought by FTe (which disappeared) but can probably still be obtained from Best Electronics, or B&C, or maybe a couple of other sources. It was supposed to be a convenient replacement for the 850, and in most cases worked well. It comes with two serial ports (R1: is fully-configured like the 850 and R2: is like R2: on the 850) and a parallel port which can be switched off internally by moving a jumper. A second jumper allows for some flexibility in setting line feeds to the printer.

The P: R: takes power from the SIO line, so it works best when installed first in the SIO daisy chain. Some units can only achieve 4800 baud with a modem, but some go all the way to 9600. All should go 9600 over a null-modem cable. Some units have a handler in firmware, similar to the 850's, that is "called" with a one-sector AUTORUN.SYS file from DOS (like the 850) and some need a larger handler loaded from disk before running the terminal program. I still use my P: R: with R1: set up to go to my modem and R2: to a null-modem connection to my PC. I keep the printer port turned off because I want to use a XEtec Graphics AT interface for that, but I know that the printer port (P:) in the P: R: Connection works exactly like the one on the 850.

4529. Re: ST Mouse, Flash 8, Mouse OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6j1qqh$s0v$1@pale-rider.INS.CWRU.Edu>
Source record: 63080

```
This is an appeal to ALL the readers on this newsgroup.
I'm trying to find the author of GOE, David R. Sullivan.
Last time I spoke with him on the phone he said that he had
about 100 GOE carts done, and he said that GOE compared VERY
favorably to Diamond. I for one would _LOVE_ to have a GOE
cart and support disks, as it appeared to be the most
complete and professional GUI for the Atari 8-bit series.
For that matter, I'd like to have a RAT setup as well. Still
kicking myself for not getting that when it was advertised
in Antic...
If it's any help, David said that he was doing stuff for the
Super NES when I spoke to him maybe 3-4 years ago.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \ Real Atari Users Use Real Atari Puters. / | \
```

4530. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6j1rjm$99i$1@alexander.INS.CWRU.Edu>
Source record: 63081

All my carts are original, but my original 800/410 in 1983 has
slowly morphed to the present 130XE/BB/HD/XF551(5.25")/XF551
(3.5")/XEP80/28.8 Modem/etc. system. It's going to advance
indefinitely into the future, as I have yet to exhaust its
potential!
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \ Real Atari Users Use Real Atari Puters. / | \

4531. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6j1rra$1d0$1@pale-rider.INS.CWRU.Edu>
Source record: 63082

Re: Super-IRG...

LOOKED at it? I HAD a copy of it, and was going to work with it,
but then GOD decided to play a joke on my HD! (Very funny, GOD!)
I'll get another copy, as I saw a LOT of potential use!
How do you find time in the day to breathe! ;-)
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \ Real Atari Users Use Real Atari Puters. / | \

4532. Re: XF551 3.5" upgrade text

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd7b4c$db1a3260$c7dbccc3@default>
Source record: 63083

Lenspencer <lenspencer@aol.com> wrote:
> Here is the text of the article by Bob Woolley on upgrading the XF551
> to a 3.5" drive. This text is also available at
> ftp://members.aol.com/lenspencer/fxep/xf551.txt.
>

Thanks! I've been looking for docs on the upgrade for quite a while.

Christian

4533. Re: Hi-Techness

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-09 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6j1ssl$3ff$1@pale-rider.INS.CWRU.Edu>
Source record: 63084

re: Sound quality etc...

Yeah, it's really laughable how long it has taken for the PC to
get to its current level. When the PC was first released, it was
such an obvious piece of crud that, apart from its high price,
I never even considered it when I got my first 800. The current
crop of PCs are merely kludged versions of that original.
Infinitely faster, and with infinitely more memory, but still
the same basic machine. You can't make a silk purse out of a
sow's ear, as the old saying goes. Why it represents 90% of
all machines in the world really illustrates the stupidity of
Humanity to me, for one. Oh well, everything gravitates to the
lowest common denominator anyway.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \ Real Atari Users Use Real Atari Puters. / | \

4534. Re: Repair Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: sega_man <sega_man@yahoo.com>
Message-ID: <bm651.178$vV1.1041187@newsread.com>
Source record: 62897

cheaper to buy one from places like www.ebay.com

Greg & Tonya Buttry wrote in message <3555042D.4E73@ldd.net>...
>Does anyone where I can get an Atari 2600 repaired?
>
>Thanks
>Greg

4535. Atari 800 for someone in the Seattle Area!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: giffint2s@aol.com
Message-ID: <1998051005490500.BAA25539@ladder01.news.aol.com>
Source record: 62898

To Whom it may concern in the Seattle Area,

I have an Atari and tape recorder plus several games and magazines that I would like someone to have rather than me giving to a school to disassemble.
I have a Atari 800 computer, 410 program recorder, 2 joy sticks and all the documentation. Included are 6 Antic and 2 Analog Computing Magazines.
I have Centiped, Legionaire, Fogger, Pac-Man, Star Raiders, Star-Trek, Air Strike, Joust, Miner 2049er, Starbowl Football, Tennis, Donkey Kong and Atari Basic tape.

Would you be interested?

Ted Giffin e-mail or (425) 228-1563

4536. Want to Trade 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998051007142100.DAA26024@ladder03.news.aol.com>
Source record: 62899

I have 3 HARD to Find 2600 games That I want to trade for a Super Charger

California Games
Summer Games
Winter Games

The Super Charger must be in good working order..

4537. WTB:Antic magazine issue May 1987

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: pap@dana.ucc.nau.edu
Message-ID: <6j3mndjck2@ruby.ucc.nau.edu>
Source record: 62900

Hi-

In my previous post, I mentioned I had just acquired an Atari 130 xe. I was wondering if anyone had the old Antic issue from May 1987 they'd be willing to sell me? I remember seeing Antic years ago and thought it was a great magazine.

Regards,

Paul Allen Panks
ppanks@hotmail.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

4538. How do I load a basic program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: pap@dana.ucc.nau.edu
Message-ID: <6j3mktjck1@ruby.ucc.nau.edu>
Source record: 62901

Hi-

I recently acquired an old Atari 130xe system w/ basic. (but no manual).
How do I load a basic program from basic? Also, how do I save it?

Thanks! :)

Regards,

Paul Allen Panks
ppanks@hotmail.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

4539. Mapping Joystick to Arrow keys instead of keypad in Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: Rohan Langley <rohan@pacific.net.sg>
Message-ID: <3555780F.5C56@pacific.net.sg>
Source record: 62902

Alas, I have been unable to make MULE work on XL-IT. Got something to do with the keyboard not mapping a joystick emu properly. MULE won't let you get past the first screen. (oh, if anyone knows how to fix that then I would be much obliged)!

So I've moved over th Atari800 - an all round great emu. However, one thing that's hassling me is the Numeric keypad joystick mapping. I use a laptop so one can basically forget being able to use it properly.

Question: Is there any patch, setting, or alternative that will map the joystick to an Arrow key - left CTRL key combination?

Any help would be warmly appreciated!

Cheers

Rohan

4540. Star NET BBS 8bit only!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998051010134501.GAA01449@ladder03.news.aol.com>
Source record: 62903

```
********************************************************************************
****************
Star NET BBS in Orlando FL
Online Since 1989 Suporting the Classic 8bit - 12oo - 19.2 7days 24hrs
Running on a 3 node LAN system, Full ANSI/ATASCII Xlation
500 megs online..

********************************************************************************
****************
```

4541. Re: How do I load a basic program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd7bfe$79d5b440$de374382@vidar>
Source record: 62904

For tape, type CSAVE and CLOAD. After the command, press RETURN and you'll hear two beeps for CSAVE and one for CLOAD (I think, been a hundred years since I used tapes) Then press REC and PLAY or just PLAY and press a key again. Then it should save and load.

For disks, a disk with DOS on is required (or a cart with DOS). Type SAVE "D:FILENAME.BAS" or LOAD "D:FILENAME.BAS"

For a directory, you can use DOS command or type in the following
CLOSE #1:OPEN #1,6,0,"D:*.*":FOR I=1 TO 1E9:GET #1,A:? CHR$(A);:NEXT I

Happy computing on the most excellent computer. A really fun device this 8-bit Atari. And try assembler, you'll be amazed at what can be achieved on this little computer. Even 486 PC's have troubles doing some of the demos on the Atari

Paul Allen Panks <pap@dana.ucc.nau.edu> wrote in article
<6j3mktjck1@ruby.ucc.nau.edu>...
> Hi-
>
> I recently acquired an old Atari 130xe system w/ basic. (but no manual).
> How do I load a basic program from basic? Also, how do I save it?
>
> Thanks! :)
>
> Regards,
>
> Paul Allen Panks
> ppanks@hotmail.com
>
>
> --
> --
>
****
****
>
> Few cats act their age, while most just cough up fur balls.
>
>
****
****
>
>

4542. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <35558535.41FEC4E4@plano.net>
Source record: 62905

Tim Irvin wrote:
>
> Well, from the standpoint of computer and software design, one of the
> things that I really admire about these old machines to this very day is
> the creativity of the software and hardware people who developed for
> them.
>
That's because programmers really *loved* their computers back in the old
days, and *enjoyed* programming for the fantastic experience it was!!!
>
> Take software, for example. Say you're writing the next great game in
> the 1990s. It runs slowly on most machines and didn't run with 8 megs
> of RAM like you hoped. Instead of finding a spiffy algorithm which
> runs in a smaller memory space or runs more efficiently, you just
> change the "minimum requirements" to a Pentium 150 with 16 MB of
> RAM. With expandable and easily upgradeable systems comes code bloat.
>
Yup, that's the definition of "code bloat" alright.
>
> Now, let's go back to the Atari 8-bits, the Apple][or the
> Commodore systems, for example.
>
> If an Atari 800 program wouldn't run in 48K, you couldn't define a
> 128K requirement easily. If it ran too slowly on the 6502, you
> couldn't say "runs only on souped up CPUs, 10 MHz or faster, which
> run the 6502 instruction set." You had to really work to make it
> acceptable. That's where programming is an art form again instead
> of merely code generation which, for a sufficiently fast compatible
> machine with unlimited RAM, runs a program almost acceptably.
>
> When the "limits" of the hardware were more rigid and hardly open-
> ended (if at all), the software was more elegant and brilliant.
> Also, with a fully integrated system (instead of the combination
> of umpteen third party components), conflicts in hardware were
> quite rare, and if it ran on one Atari 800, it would almost certainly
> run on another.
>
And it would *not* be released until all the *obvious* bugs were fixed.
>
> Maybe the trend to "open systems," upgradeability and mix-n-match
> components was inevitable...but there was an elegant simplicity to the
> old systems, something we'll likely never see again. That alone makes
> the "simple pleasure" value timeless...and I enjoy playing M.U.L.E.
> as much as ever anyway.

>
What ruined the home computer was the commercialization of the small computer.
Because 80% of people using computers do *not* care about computers, and
consider themselves intelligent to be able to start MS Word 97, software
makers can get by with inferior and bloated software. Also, software makers
feel unbelievable pressure to "get it out the door" to compete for market
share with all the other software makers.

Most people on this NG use computers because they *really* enjoy computers,
computer gaming, and programming--even enjoy the hardware details of their
machines. But now the home computer has largely been ripped from hobbiest
people because of the *huge* amount of money the software-bloaters can make.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

4543. Re: IBM USB port = Atari serial bus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6j4c0k$e5c$1@alexander.INS.CWRU.Edu>
Source record: 62906

re: Efficiency of the 8-bit systems...

Very well said.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \ Real Atari Users Use Real Atari Puters. / | \

4544. FA: Atari 8-bit software/books + C-64/Timex/VIC (last day)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6j4frk$l7b@freenet-news.carleton.ca>
Source record: 62907
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

Last day for most of the Atari books, some still at $3. Also 15 original
disks w/ only $3 bid. Have fun.

13443267: Atari Software Catalog (400+ Pages!)
Current bid: $3.25
Auction ends on: 05/11/98 10:48:00 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13443267

13444252: Compute's 6502 Machine Language for Beginners
Current bid: $9.38
Auction ends on: 05/11/98 11:00:49 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13444252

13444636: Compute's 2nd Book of Machine Language (6502)
Current bid: $9.38
Auction ends on: 05/11/98 11:06:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13444636

13445195: Atari Games and Recreations (BASIC - Book)
Bidding starts at: $3.00
Auction ends on: 05/11/98 11:13:47 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13445195

13446527: Atari Sound & Graphics (Book - BASIC)
Bidding starts at: $3.00
Auction ends on: 05/11/98 11:32:09 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13446527

13448145: The Creative Atari (Atari 8-bit - BOOK)
Current bid: $3.00
Auction ends on: 05/11/98 11:52:59 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13448145

13448754: Compute's Second Book of VIC-20
Bidding starts at: $3.00
Auction ends on: 05/11/98 12:01:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13448754

13449091: Compute's Mapping the Commodore 64
Current bid: $5.50
Auction ends on: 05/11/98 12:06:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13449091

13449749: Book: How to Master the VIDEO GAMES
Current bid: $3.00
Auction ends on: 05/11/98 12:16:47 PDT

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13449749

13450301: Book: Users guide to Atari 400 / 800 / 1200XL
Bidding starts at: $3.00
Auction ends on: 05/11/98 12:25:10 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13450301

13450835: Book: Mastering PAC-MAN
Current bid: $3.00
Auction ends on: 05/11/98 12:32:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13450835

13460846: Timex 1000/ZX81 Sinclair Software Tapes
Current bid: $1.00
Auction ends on: 05/11/98 14:41:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13460846

13451686: RARE Book: Videogames - A Complete Guide
Current bid: $8.50
Auction ends on: 05/13/98 12:44:23 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13451686

13453129: 15 Original Atari 8Bit Software Titles (disk)
Current bid: $3.00
Auction ends on: 05/13/98 13:04:13 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13453129

13453474: SMS: Where in the world is Carmen Sandiego
Bidding starts at: $3.00
Auction ends on: 05/13/98 13:09:20 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13453474

13460268: RARE Mattel D&D Electronic Tabletop Game!
Current bid: $2.00
Auction ends on: 05/13/98 14:34:20 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13460268

13504831: WICO Trackball (Atari Style)
Bidding starts at: $5.00
Auction ends on: 05/13/98 21:12:15 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13504831

13463746: ER - Boxed DARK TOWER Electronic Game - ER
Current bid: $71.00
Auction ends on: 05/15/98 15:18:48 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13463746
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4545. Re: Star NET BBS 8bit only!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998051017561400.NAA06247@ladder01.news.aol.com>
Source record: 62908

```
**********************************************************
Star NET BBS in Orlando FL
Online Since 1989 Suporting the Classic 8bit - 12oo - 19.2 7days 24hrs
Running on a 3 node LAN system, Full ANSI/ATASCII Xlation
500 megs online..
407-737-8704

**********************************************************
```

4546. Re: Want to Trade 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: "m.j.beau" <mjxbeau@texas.net>
Message-ID: <3555EADA.987@texas.net>
Source record: 62909

GUY1015 wrote:
>
> I have 3 HARD to Find 2600 games That I want to trade for a Super Charger
>
> California Games
> Summer Games
> Winter Games
>
> The Super Charger must be in good working order..

What a joke... those "hard to find" games of yours are worth about 0.50
cents each. I would say that an Atari 2600 Starpath Supercharger is
worth a bit more thank $1.50. Have a Nice day!

-- sig file --

Registered Owner of Cubicolor cartridge #13 of 50
and Stella Starpath Supercharger CD #373 of 375

---> SPAM-BLOCK engaged; for REPLY mail please
remove the 'x' from mjxbeau@texas.net

** End of Data **

4547. Re: Star NET BBS 8bit only!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3555ede4.42799718@news.pressenter.com>
Source record: 62910

On 10 May 1998 10:13:45 GMT, guy1015@aol.com (GUY1015) wrote:

>
>**
>****************
> Star NET BBS in Orlando FL
> Online Since 1989 Suporting the Classic 8bit - 12oo - 19.2 7days 24hrs
> Running on a 3 node LAN system, Full ANSI/ATASCII Xlation
> 500 megs online..
>
>**
>****************

Great. I notice you left no phone number or telenet address.

*** Please make sure responses are also sent via email.

4548. Zaxxon by Sega Atari Computers Disk!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: sega_man <sega_man@yahoo.com>
Message-ID: <IDm51.24$B02.250853@newsread.com>
Source record: 62911
Cross-posted to:
alt.atari,alt.games.atari,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.misc

```
Zaxxon by Sega Atari Computers Disk!
Item #13412349

Complete in Box with Manual For Atari 400-800-1200 Computers
16K/32K Diskette
Buyer Prepays Plus S/H Charges

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13412349
```

4549. Re: The Jawbreaker II Story (was Re: Worst games!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1005981417400001@port134.bitstream.net>
Source record: 62912

In article <Pine.LNX.3.95.980506132232.18122A-100000@animal.blarg.net>,
James Hague <jhague@dadgum.com> wrote:

> Mark L. Simonson
> >Jaw Breaker II: The sad result of the lawsuit over the
> >original Jaw Breaker, which Atari claimed was a rip-off
[snip]
> >the theme and graphics and released it as Jaw Breaker. Atari's
> >PacMan and Jaw Breaker II were both coded by laywers ;-)
>
> Nope, this isn't correct.
>
> John Harris wrote a version of Jawbreaker for the Atari 2600 after writing
> the original computer version. As the 2600 is a much different machine,
[snip]
> I'm also posting trivia like this on a regular basis to
> <http://www.dadgum.com/giantlist.html>. I'm an Atari guy at heart, so
> there may be a bias!

Heh, heh... You're the expert, James. I was going from memory from what I
read in the book "Hackers." Now I'll have to get _your_ book...:-)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4550. ^^^^^^^^^^ FS : ATARI 2600 GAMES $1.00EA ^^^^^^^^^^^^^^^^^^^^^^

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998051020325400.QAA17050@ladder03.news.aol.com>
Source record: 62913

Subject: >>>> SPOILER 5/13 <<<<
From: dishwatcher@webtv.net (>> Jim <<)
Date: Sun, May 10, 1998 15:19 EDT
Message-id: <6j4ukh$od0$1@newsd-144.iap.bryant.webtv.net>

Title: "The Fundamental Things Apply"

At the beach apt, Gwynneth is looking through Donna's book of sketches. Gwynneth thanks Donna for letting her stay there and Donna confesses that part of the reason was to keep her (Gwynneth) away from Noah. Noah enters and tells Donna that he has cleared a night at the club for her (Donna) to have a fashion show. Gwynneth suggests (and Noah agrees) that Donna should model also. Donna protests, but agrees) Gwynneth also says she'll get a fashion writer (Chris Asaad) to cover the show. At the clinic, (Wyatt Clinic) a cab driver rushes in and exclaims to Kelly that he has delivered a baby in his cab. (There was alot of traffic on the way to the hospital) The woman walks in with the baby. When Kelly asks the man if he had first aid training, the man responds that he was a doctor in Sarriavo(?), At David's, David returns and is surprised to find Val. David was at court. (gun charges) He plead no contest and got one years probation. David is upset because a $2,000. check he received from a jingle client (men's store) has bounced. An extremely hesitant Val.

Atari 2600 - 5200 - 7800 - Jaguar -3DO- Lynx -Playstation-Intellivision
Colecovision -SMS- Odyssey 2 - Pong -NES- Hand Helds
- Table Tops

4551. REPOST OF LAST ONE

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998051020332200.QAA21384@ladder01.news.aol.com>
Source record: 62914

All games are $1.00 unless noted.....I have refrences....

ATARI

Air Sea Battle
Asteriods
Berzerk
Breakout
Bowling
Basic Math
Combat
Circus Atari
Canyon Bomber
Defender
Demons to Diamonds
Dodge Em
ET
Home Run 1 W/INST
Haunted House
Indy 500
Kangaroo
Maze Craze
Mario Bros
Missile Command
Outlaw
Pac Man
Pong Sports
Pole Position
Real Sports Football
" " Baseball
Street Racer
Space War
Slot Racers
Space War
Star Raiders
Super Breakout
Space Invaders
Video Pinball
Video Olympics
Vanguard
Yars Revenge

ACTIVISION

Boxing
Chopper Command
Fishing Derby
Freeway
Grand Prix
Ice Hockey
Kaboom
Keystone Kapers
Laser Blast
Megamania
River Raid
Robot Tank $2.00
Starmaster
Spider Fighter
Stampede
Tennis

M NETWORK

Super Challenge Football
Astroblast
Frogs and Flies
International Soccer
Dark Cavern

COLECO

Mouse Trap
Carnival
Donkey Kong
Venture

PARKER BROS

Reactor
Gi Joe Cobra strike
Q'Bert
Frogger

Space Jockey

IMAGIC

Fire Fighter
Trick Shot
Atlantis
Cosmic Ark
Demon Attack
Riddle of the Sphinx

$2.00 ea
Towering Inferno
Space Jockey
Journey Escape

Skeet Shoot
Atari 2600 - 5200 - 7800 - Jaguar -3DO- Lynx -Playstation-Intellivision
Colecovision -SMS- Odyssey 2 - Pong -NES- Hand Helds
- Table Tops

4552. Re: The Jawbreaker II Story (was Re: Worst games!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6j552m$lr0$1@newsd-121.bryant.webtv.net>
Source record: 62915

I would have to agree with the Atari position that Harris' original Jawbreaker was a copyright infringement. A little mouth eating candy bits in a maze is not suppose to resemble a little Pacman eating dots in a maze? Right....

I remember Jawbreaker for the Atari 2600 and it was actually very good , nice large graphics and the gameplay was different from Pacman.

vs

4553. Mr. Do!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: awill12@sun308.ccs.bbk.ac.uk
Message-ID: <3555ff9e.36926930@nntp-server.bbk.ac.uk>
Source record: 62916

Anyone know where I can get an emulated version of Mr. Do for the
Windows 95 Platform?

Cheers.

4554. Snow Bros.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: awill12@sun308.ccs.bbk.ac.uk
Message-ID: <35560162.37378578@nntp-server.bbk.ac.uk>
Source record: 62917

Does anyone know where I can get an emulated version of the great old game Snow Bros.??

Thanks.

4555. Atari 8 bit on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <6j58oe$5q9$2@News.Dal.Ca>
Source record: 62918

Can I download and save software for my 130XE on my 486? I don't have an online connection for the XE so if I could save it on a 5.25" floppy, I could run it on the XE. I tried APE and couldn't get it to work. The XE wouldn't recognize whatever was on the disk even though I formatted it on the XE.

Any suggestions welcome...

4556. Ok I got all these flies.. now how do I use em?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6j5j2k$nlo@bgtnsc02.worldnet.att.net>
Source record: 62919

I got a bunch of files from yogi's site a long time ago, but can't remember how to use them!! some have the extension .gz whatever that is.. and I have a lot of .exe files.. how do I tell atari800 that the dir I want when using the dos.art image is somewhere?? I didn't see too much "this is how you use this" type stuff

I got fractalus working fine now, but bounty bob's recognises the joystick button, but not the joystick directions?? any ideas there??

also I saw there's a bump the screen up/down with some versions of arati800 dos, but it doesn't seem to work..

this is the first real success I've had with any atari emu though.. Great fun playing fractalus again!!
is there a page url with how to use this stuff?

--

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4557. Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-10 00:00:00 UTC
From: Ra&#65533;l Andr&#65533;s <raulandres@usa.net>
Message-ID: <3556580A.3ED3B32C@usa.net>
Source record: 62920

I hava downloaded a lot of programs to read 5.25" disks on a PC, but no one seems to work well.

Could anybody post one that works?...

Thanks

4558. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd7c77$25ca2880$64646464@gregm_pc>
Source record: 62921

We started with a 16k 400. We expanded it to 48k, bought an Epson MX-80
with Graftrax, and did the keyboard expansion thing. We still have the
unit, but it always suffered from overheating and lockup, so we moved onto
800s- which were by then available at flea markets.

We have had 3 800s, 1 800xl, 1 1050 and a couple 810s die from natural
causes- but we still have 3 or 4 fully functional systems.

What great machines!

Gregm

--
==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.980509143848.808E-100000@fissure.scar.utoronto.ca>...
> On 7 May 1998, Swozniak wrote:
>
> > Here's a question for you collectors on csa8. I'd like to know if most
of the
> > Atari computers, carts and peripherals that you own are the same exact
ones
> > that you had when you originally got into Atari computers. In other
words, is
> > the 800 that you own now the same one that you played Star Raiders on
16 years
> > ago? This is just a question that I wondered about while looking
through my
> > 8-bit carts a few minutes ago. I traded my Atari computer setup for a
Vectrex
>
> I went through a lot of Atari 8bit's in my day.. (sheesh, it sounds like
I
> am war veteran or something.. heh. in My day...)
>
> Anyway, 1st 8bit, Atari 400 16k with Dig Dug bought in 1984.
> a few years later I got a 64k 800Xl and a 410 tape drive.. (moving up in
> the world ya know)
>
> Between 1989-1994, I went through buying/selling a 130Xe, a 65Xe, my
> original Atari 400 (I should have kept it! That is what we all say!),
> about 5 Atari 800Xl (I still have the 256k 800Xl, sitting on my desk) and
> an Atari 600Xl. And I went through about 6 1050 drives, 1 Xf551 bought

in
> 1989 (still have it!), and an Atari 810 drive that could read but wouldnt
> write..
>
> > each. I ordered Pac-Man (9 cents) Star Raiders (49 cents) Centipede
(49 cents)
> > and Galaxian. ($1.09) These were the only carts he had at the time,
so I took
> > everything. After playing Pac-Man and Star Raiders for about 10
minutes, I
> > just knew that I wanted to start collecting for the Atari 8-bit
computers
> > again. The games brought me such warm feelings of nostalgia that it
was like
> > falling in love all over again. Holding those little metal carts in my
hand
> > made me realize that I had to get back EVERY cart that I had as a kid.
(I have
> > since accomplished this. The last cart I needed was Fort Apocalypse,
which I
> > recently aqquired, thanks to Alex Bilstein. Thanks, Alex.) I currently
own
> > about 150 Atari 8-bit computer carts, which got me to thinking about
the
> > question that I want to ask all of you. The only cartridge that I
currently
> > own, which is the same exact one that I owned many years ago is Jumpman
Junior.
>
> Thanks for these posts, Scott. The nostalgic (sp?) feelings really come
> back. I used to dream about buying Atari 8bit ROMs for like 25 cents
> each.. I used to get so happy, then wake up and realize it was only a
> dream and get all pissed off. Heheh... I had an Atari childhood.. no
> doubt about it...
>
> Alan
> (who regrets the day he sold his Black Box and Hard disk setup...)
>
>

4559. Re: Atari 800 for someone in the Seattle Area!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: giffint2s@aol.com
Message-ID: <1998051103191200.XAA06053@ladder01.news.aol.com>
Source record: 62922

Thanks for your response,

I no longer have the ATARI and it's suporting equipment, software, and documentation!!

Jim, in WA, picked all of the stuff up on Sunday, 5/10. He builds up and repairs the equipment for the needy kids to have and use.

Ted Giffin

4560. Re: Atari 8 bit on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6j5pgn$8l4@freenet-news.carleton.ca>
Source record: 62923

Tony Cianfaglione (ab616@chebucto.ns.ca) writes:
> Can I download and save software for my 130XE on my 486? I don't have
> an online connection for the XE so if I could save it on a 5.25" floppy, I
> could run it on the XE. I tried APE and couldn't get it to work. The XE
> wouldn't recognize whatever was on the disk even though I formatted it on
> the XE.

This sounds like your doing something seriously wrong. You need a serial
interface to use APE, it does not produce floppies for your XE.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4561. Re: 130 XE Keyboard FIX needed..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3556E129.D7F7494A@ix.netcom.com>
Source record: 62924

GUY1015 wrote:
>
> I need the FIX mod that will controll voltage threw the 130XE Mylar, so it will
> not BURN the traces... It best to do the MOD now than wait till the keys
> start dying
>
> Thanks..

Guy1015,
Voltage is NOT the problem. The big thing is the space bar control arms
rub the traces on the mylar circuit. This eventually breaks the circuit.
All you need is a conductive ink pen to rebuild the traces. These are
available a many GOOD electronics parts distributors and electronics
catalogs/magazines.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4562. Re: Mr. Do!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EsslyG.JD9@cix.compulink.co.uk>
Source record: 62925

In article <3555ff9e.36926930@nntp-server.bbk.ac.uk>,
awill12@sun308.ccs.bbk.ac.uk (Mr. Lover) wrote:

> Anyone know where I can get an emulated version of Mr. Do for the
> Windows 95 Platform?
DO you mean an Atari playing Mr Do! or the reall thing? If the latter, do
a search on Mame on the web. Mame is a PC program that emulates arcade
games and now supports several hundred different ones from the late
seventies through to mid eighties. You need copies of the original arcade
ROMs for the emulator to work with but their not usually far from copies
of mame ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4563. Re: Atari 8-Bit to Amiga file transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3556E2E1.9A9B9C4B@ix.netcom.com>
Source record: 62926

XDelusion wrote:
>
> HOw do I hook up an Atari 8-Bit to its big brother the Amiga? I'd really like to transfer files
> between two systems!
>
> Thankx!!
>
> XDelusion
>
> By the way, a while ago the Author of APE said he would be interested in doing an AMiga version of APE
> so if any of you are hip to this concept then PLEASE get in touch with him!!

XDelusion,
I think I saw something about this as well, but have no info at the
moment. Anyway, what I've done is used a null-modem cable, Bobterm on
the 8-bit and a terminal program on the Amiga. Works pretty well, albeit
sort slow.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4564. Re: Z-Machine Interpreter For Infocom Style Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3556f727.237980227@news.ioa.com>
Source record: 62927

On 8 May 1998 14:19:24 GMT, jcompton@typhoon.xnet.com (Jason Compton) wrote:

>Steven Posey (stevenposey@usa.net) wrote:
>:
>: It doesn't seem to work right on ATR images, though. I tried it and it kept telling me that it
>: couldn't find the data file. The ZCut program at that archive did it perfectly the first time, and
>: I believe the source for that program is also there. I don't really know enough C to reverse the
>: routines; maybe someone out there would be willing to help me?
>
>It's possible that the program won't work on ATR images but will on XFD,
>which are basically just ATRs with the first 16 bytes stripped off. Try
>taking off those bytes and re-running the program.
>

Did that too, didn't work. It may have been meant for DCM images, but I haven't tried that yet.
Doesn't matter really, since ZCut did the job already. I'm not going to worry about it.

Later!
Steven

4565. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3556f9d8.238669286@news.ioa.com>
Source record: 62928

On 07 May 1998 07:30:32 GMT, swozniak@aol.com (Swozniak) wrote:

>Here's a question for you collectors on csa8. I'd like to know if most of the
>Atari computers, carts and peripherals that you own are the same exact ones
>that you had when you originally got into Atari computers.

Yep, all original. A800, 410 tape drive (but the drive belt is broken), 2 1050's, 1027 printer, all
original carts, disks and tapes (tapes? Arghh!)

Got the 800 for Christmas of '81, the 410 at my next birthday, and I can't remember getting all the
other stuff.

I also got the 130XE in the summer of '86. I use it as the main machine since it's got more RAM,
but I still have to pull out the 800 to play some games, mainly Lode Runner (the XE got the background color wrong. How'd that happen?)

The only thing I've lost is my AtariWriter cart (and my disk of files for it). I loaned it to a
friend, and then lost touch with him over the years. I met up with him again after his wife died
and he said he'd gotten rid of all his XL stuff, and my cart accidentally went with it. What was I
going to say? His wife, a girl I've known since kindergarten, dies of cancer at 25 years old -- I'd
be quite a jackass if I got mad about losing the cart, wouldn't you say?

Oops, sorry to depress anyone. Reminiscing sometimes has a dark side, I guess.

Steven

4566. Re: diskette/cartridge copy protection --- YES!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3557098b.3008187@news.ioa.com>
Source record: 62929

On Fri, 08 May 1998 05:40:03 -0500, Kent Benedict <kmb@avalon.net> wrote:

>Wow...Gardner Computing...
>They came out with a disk called "the Hacker's/Pirate's Treasure Chest".
>It had a number of programs on it like a hex editor for disk, copy
>programs for just about anything, and a neet program called "CARTDUMP"
>that copied cartridges onto a disk. That last program did and did not
>work, depending on the cartridge. That was one hell of a collection of
>programs, and if Gardner computing is reading this...THANK YOU!!!
>Anyway, If he gets that article posted, let me say that Gardner probably
>knows what he's talkin' bout!
>

Uh, I hope I'm not posting this twice -- my computer locked up in the middle of typing my other
post.

I've finished typing in the article, and have sent it to Bill Kendrick for inclusion on the UMich
archive. Will advise when it's there.

Yes, it came with the "Pirate's Treasure Chest." I understand that Gardner Computing is out of
business, and if you're looking for the program, Shadow Software is said to be the only distributor
of the disk now. Don't know if the article I typed in would be included with the package these
days. If not, it'd be good to see it on UMich for any other PTC users to get there hands on.

I also understand that the programs on the disk are considered public domain, but the PTC collection
is copyrighted under some distributor's copyright notice. Apparently, if the files on the disk were
released separately, and the PTC name was not used, these programs would be freely available. I've
been proven wrong before, so don't take my word for it.

Steven

4567. 520 st

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: Westy <civic83@execulink.com>
Message-ID: <355726E3.6C69@execulink.com>
Source record: 62930

I know this is an 8 bit newsgroup but this is the only place I can think of posting this. I have an atari 520st (the one without the internal floppy drive), was there alot of these around? all the other 520's I have seen have the drive built in. Also, I need to find a source of the plastic plungers that the key tops fit on. The space bar on this 520 has a broken plunger, it is snapped off halfway down and repeated re-gluing dont work. Anyone know someplace that sells these?

Thanks
Westy
civic83@execulink.com

4568. SIO2PC cables on sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6j7blc$k94$1@korweta.task.gda.pl>
Source record: 62931
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13756691

Check it out!

4569. Swap/Sale *** Not Vaporware ***

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: "R. Wayne Arenz" <warenz@lintek.com>
Message-ID: <3557302d.0@news.netwalk.com>
Source record: 62932

******* Call for ALL Atarians -- Swap Meet in Columbus, Ohio, USA *******

***** NOTE: This is NOT vaporware -- the space IS reserved *****

This is a pre-call to all Atarians everywhere of every platform (game machines and home computers). We of the Atari Computer Enthusiasts of Columbus [a.k.a. ACEC] WILL be hosting a SWAP MEET/SHOW/SALE on Saturday, September 26, 1998 in Columbus, Ohio, USA. We've placed a security deposit and have marked off the calendar!

At this time, we are posting to provide early alert and gain a preliminary response from the Atari community. We wish to hear from all, but WE WOULD PARTICULARLY LIKE TO HEAR FROM (any remaining) ATARI VENDORS who may wish to attend so that we may include notice of their intent in later posts/publicity. We wish to hear from all so that we may better plan this activity and make certain that everyone interested receives a map to the location (in the north central portion of Columbus, just off of Interstate 71). We will shortly be able to e-mail that map in .BMP or other format.

We are not planning on making any money from this: Tables will be available to Vendors and flea marketeers for $5 per table pre-registration. This price INCLUDES door admission for one person. Obviously, we will not be planning a much greater admission price for people just wishing to walk in, look around, talk, and buy! ACEC merely wishes to continue to promote the Atari community as it has since the '70's.

The precise time and other details for the meet are yet to be set; Atari community response will be a prime factor in determining how long the doors will be open and what other shapes the meet takes.

PLEASE FORWARD this note to anyone you know -- any vendor, any collector, anyone cleaning out their closet -- who might be interested in things Atari.

PLEASE RESPOND to:
primary contact: rwarenz@infinet.com
Wayne's World BBS (614) 761-1891
secondary contact: chwbrown@ee.net (Charles Brown)

SEE ALSO:
(item 7.) ACEC, special interest group (item 13.), on the gopher server freenet.columbus.oh.us |or| www.freenet.columbus.oh.us

4570. Re: Atari 8 bit on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998051117250100.NAA17184@ladder03.news.aol.com>
Source record: 62933

In article <6j58oe$5q9$2@News.Dal.Ca>, ab616@chebucto.ns.ca (Tony Cianfaglione) writes:

> Can I download and save software for my 130XE on my 486? I don't have
>an online connection for the XE so if I could save it on a 5.25" floppy, I
>could run it on the XE. I tried APE and couldn't get it to work. The XE
>wouldn't recognize whatever was on the disk even though I formatted it on
>the XE.
>
>

APE works great for just what you're doing. Tell us exactly what your setup is and someone surely can guide you through this. If I get your message right, you might be trying to read an Atari formatted disk in a PC drive. That's not how APE works.

Bostone1@aol.com

4571. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998051117250100.NAA21453@ladder01.news.aol.com>
Source record: 62934

In article <3556580A.3ED3B32C@usa.net>, "Raï¿½l Andrï¿½s" <raulandres@usa.net>
writes:

>I hava downloaded a lot of programs to read 5.25" disks on a PC, but no
>one seems to work well.
>
>Could anybody post one that works?...
>
>

Remember that these programs only work for disks formatted with Atari true
double density drives like the XF551, not 810 and stock 1050 drives.

Bostone1@aol.com

4572. Re: APE cable with SIO2PC programm ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998051117245901.NAA17182@ladder03.news.aol.com>
Source record: 62935

The APE cables that connect a PC to an Atari 8bit computer are pretty much the same as the SIO2PC cables. Just don't get it mixed up with the PROSYS cable that works in conjunction with APE. The PROSYS cable is one that connects only the drives to a PC when the Atari computer is not involved.

Bostone1@aol.com

4573. Re: Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980511172500000.NAA21451@ladder01.news.aol.com>
Source record: 62936

In article <6ivlh3$3br@ss.netgate.net>, ziggy29@u1.netgate.net (Tim Irvin) writes:

>Wait. I always thought the 1064 was vapor except for a few prototypes
>(like the 1400/1450XL, 1090 et al). How easy is it to "purchase" a
>1064, and how much do they cost when you can find them? I'd imagine
>they have more "collectors item" value to Atariphiles than they
>value in enhancing the system.
>
>

B&C sells these Atari 600 memory expansions that fit in the back. Listed not as the 1064, but simply as "ACA022 Memory 64K 600XL Atari 19.95" on their web page, I remember seeing them in the store when they were in Santa Clara. The case matches the color and style of the 600XL main unit and simply plugs in the back.

Bostone1@aol.com

4574. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <355743e5.35743894@news.pressenter.com>
Source record: 62937

On Mon, 11 May 1998 13:25:26 GMT, stevenposey@usa.net (Steven Posey)
wrote:

>On 07 May 1998 07:30:32 GMT, swozniak@aol.com (Swozniak) wrote:
>
>>Here's a question for you collectors on csa8. I'd like to know if most of the
>>Atari computers, carts and peripherals that you own are the same exact ones
>>that you had when you originally got into Atari computers.
>
>Yep, all original. A800, 410 tape drive (but the drive belt is broken), 2 1050's, 1027
printer, all
>original carts, disks and tapes (tapes? Arghh!)
>
>Got the 800 for Christmas of '81, the 410 at my next birthday, and I can't remember
getting all the
>other stuff.
>
>I also got the 130XE in the summer of '86. I use it as the main machine since it's got
more RAM,
>but I still have to pull out the 800 to play some games, mainly Lode Runner (the XE got
the
>background color wrong. How'd that happen?)
>
>The only thing I've lost is my AtariWriter cart (and my disk of files for it). I loaned it
to a
>friend, and then lost touch with him over the years. I met up with him again after his
wife died
>and he said he'd gotten rid of all his XL stuff, and my cart accidentally went with it.
What was I
>going to say? His wife, a girl I've known since kindergarten, dies of cancer at 25 years
old -- I'd
>be quite a jackass if I got mad about losing the cart, wouldn't you say?
>
>Oops, sorry to depress anyone. Reminiscing sometimes has a dark side, I guess.
>
>Steven

Who wants to live forever? There are Atari computers on "the other
side." :)

*** Please make sure responses are also sent via email.

4575. Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: pap@dana.ucc.nau.edu
Message-ID: <6j7hebdlg1@ruby.ucc.nau.edu>
Source record: 62938

Hi-

I remember a while back a game called Atari rogue a friend had on his Atari 130xe. He said he typed it in from a magazine. Anyway, it was the game Rogue, a D&D style game with ASCII characters but in this case if I remember correctly it used a character set. Does anyone know if this game is still around? I believe the magazine was called 'Antic'.

Is there anyway I could convert the .bas file into ASCII text?

Regards,

Paul Allen Panks
ppanks@hotmail.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

4576. Re: Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd7d11$b5643040$5f374382@vidar>
Source record: 62939

It's called A-Rogue I think, but there's also a MC game from Mastertronic
that's called Rogue too! Take Atarian care

Paul Allen Panks <pap@dana.ucc.nau.edu> wrote in article
<6j7hebdlg1@ruby.ucc.nau.edu>...
> Hi-
>
> I remember a while back a game called Atari rogue a friend had on his
> Atari 130xe. He said he typed it in from a magazine. Anyway, it was the
> game Rogue, a D&D style game with ASCII characters but in this case if I
> remember correctly it used a character set. Does anyone know if this game
> is still around? I believe the magazine was called 'Antic'.
>
> Is there anyway I could convert the .bas file into ASCII text?
>
> Regards,
>
> Paul Allen Panks
> ppanks@hotmail.com
>
> --
> --
>
****
****
>
> Few cats act their age, while most just cough up fur balls.
>
>
****
****
>
>

4577. Heartbreak! (+ two 800XLs soon at goodwill/thrift in Rochester, NY)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: Chris Chiesa <cfchiesa@servtech.com>
Message-ID: <35575708.2C7@servtech.com>
Source record: 62940

This past Saturday was my mother-in-law's neighborhood's community garage sale. Foolishly :-), I agreed to my wife's restriction that I only buy, or "come home with," things "if they are things I've been looking for all my life."

I say "foolishly," because, as fate would have it, out of ALL the days I've spent at innumerable garage sales with NO real "restriction," on THIS particular day I encountered, and was FORCED TO PASS UP, something which it BROKE MY HEART to have to pass up: a complete (except for TV/monitor) Atari 800 system and two cardboard boxes full of original peripherals, software, and manuals -- 90% of it in the ORIGINAL BOXES.

There was an 810 disk drive, 850 Interface Module, and Telelink I cartridge with manual (I DIDN'T see a MODEM, however). The "Atari Assembler Editor" in its original box, and (somewhat to my surprise; I didn't realize there were two DIFFERENT products) the "Atari Macro Assembler" in ITS original box. Atari Microsoft BASIC, on its original disk, with its original manual, the package complete right down to the original three-hole-punched black cardboard "disk holder" sheet. The Atari Word Processor -- the one that came out BEFORE AtariWriter, and which very few people seem to have ever heard of, let alone seen -- with its original software AND "training data" diskettes in THEIR original holder sheet in their original Atari 3-ring binder with original manual. A few three-ring binders full of other odd manuals, documents, and printouts (including some that were distinctly non-Atari, but intriguingly Atari-RELATED), and a smattering of other odd carts and cables and whatnot.

Worst of all was the price: one of the boxes bore a sign reading, "TAKE AWAY _FREE!_" Aaaaaaaaauuuuuuuugh!

I say it again: Auuuuugghgghhh! To make a "find" like that, but not be free to take it home...! It burns within me even now. I have half a mind to go back, find that house, and ask them if anybody ever DID take that stuff, and if it's still there, TAKE it and redeem myself in the eyes of the Atari 800 if not those of my wife. I half-hope someone DID take it -- but also I half-hope they did NOT.

The one "saving grace" is that the Atari Word Process WAS something that "I've been looking for, since 1982 if not exactly 'all my life,'" and so I DID see my way clear to take THAT at least. :-) But I can't get out of my mind the image of that 800 and those two boxes, sitting there on the grass by the side of the road... My wife was proud of me for "sticking to the rules," but she doesn't know that it cost me a piece of my Atari-loving soul... :-)

Thanks for listening; I had to tell SOMEONE who would understand. :-)

By the way, I DIDN'T SELL those two 800XL's of my OWN, and the wife'll be hauling 'em off to "the goodwill" -- either the Salvation Army (*) or the Volunteers of America (**) -- sometime soon (as in, probably by this time (4PM EDT) tomorrow). Move fast if you're in the Rochester, NY area!

Chris Chiesa
cfchiesa@servtech.com

(*) Probably the one on East Ridge Rd., in West Irondequoit
(**) The only one I know is on East Main St., in the city

(The wife is going to try to get THEM to COME PICK UP our garage-sale "leftovers," though. If THAT happens, they could end up ANYWHERE; I'll try to remember to ask HER to ask THEM where they're going, and post again here.)

4578. Re: Specs for DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: Chris Chiesa <cfchiesa@servtech.com>
Message-ID: <35575CBC.58FF@servtech.com>
Source record: 62941

Michael Current wrote:

> The utilities to read SS/DD 180K Atari-format disks on a PC, such as
> MYUTIL, should work fine with SS/DD 180K DOS XL disks.

Is that the same thing as stating that "density and sidedness issues aside, DOS XL diskette format is the SAME as Atari DOS (2.0) format?" I've always assumed this to be the case, and would be very thankful to be corrected if I'm wrong. (E-mail along with posting, 'cause my newsfeed here is seriously defective. I've been in this forum since 1987 and I'd do it for YOU.)

Apropos the original poster whose text I've cut for the sake of brevity... As I understand it, MyDOS 4.x diskette format is a slight MODIFICATION of Atari DOS 2.0 format -- specifically to support subdirectories and "large" disks, I've always assumed. Specifically, one of the directory-entry "flag bits" unused in Atari DOS is used to indicate that a named "file" is actually a (sub)directory, and also the file-chaining "sector link" information has been either ELIMINATED (as I thought for years) or EXPANDED from 11 bits to 16 (as I've only recently caught a hint of). Does anybody here know for sure? I guess I could always dig out the source code and LOOK...

Finally, a programming problem:

For my own instruction, I've cobbled up a very simple Mac/65 program to read-and-display disk sectors. It works nicely for single-density (128-byte) sectors, and if I "knew" the program were dealing with a double-density (256-byte sector) disk I could handle THAT case nicely too. But I've been slowly going crazy trying to make the PROGRAM ITSELF determine diskette density at run time, by "asking the drive." I'm issuing the SIO "N" command to retrieve the drive's 12-byte "configuration table," and the operation returns success status and places data in my buffer -- but the values returned always indicate single density, even when a "known double-density" diskette is in the drive! I tried using the "S" command to retrieve the drive's 4-byte "status" table, but switched to the "N" command when I found the "S" command also not returning the values I expected. I have a few pieces of "real" software that reliably do the trick, but have not yet been able to determine HOW: the one program I've looked at, is a hodgepodge of "R," "S," "N," and "O" commands, reading sectors, querying drive status, querying and setting drive configuration "all over the place." I'd love to hear from anybody who has an idea of the overall logic to be implemented, sequence of commands to be issued, and return values examined.

Chris Chiesa
cfchiesa@servtech.com

4579. Re: Heartbreak! (+ two 800XLs soon at goodwill/thrift in Rochester, NY)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <35575be4.36884479@news.pipeline.com>
Source record: 62942

Dude,

You have to get a grip! I'm not trying to brag or put you down, but it would be a frosty day you know where before my wife dictates to me what I can and can't do.

If she did, I would have smashed the 800 over her head and took the rest home.

John
jhardie@pipeline.com
www.atarihq.com

Chris Chiesa <cfchiesa@servtech.com> wrote:

>This past Saturday was my mother-in-law's neighborhood's community
>garage sale. Foolishly :-), I agreed to my wife's restriction that
>I only buy, or "come home with," things "if they are things I've
>been looking for all my life."

>snip *

4580. Re: XF551 3.5" upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6j7ocuslb1@pale-rider.INS.CWRU.Edu>
Source record: 62943

re: DOS for 3.5" Xf551 upgrade?

IMHO, SpartaDOS (3.2d and up) is the way to go. However, MyDOS
will also support your upgrade. This is assuming that it is a
standardized upgrade as in the CSS XF upgrade. I can't speak on
any of the others, as I have only experience with CSS upgrades.
--
||| ////Pakrat he110@cleveland.freenet.edu |||
/ | \ Real Atari Users Use Real Atari Puters. / | \
"Cast not pearls before swine, nor make a bed of roses for an Ass."
--The Chymical Wedding of Christian Rosenkreutz

4581. Re: Ok I got all these flies.. now how do I use em?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6j7ve6$sa7@bgtnsc01.worldnet.att.net>
Source record: 62944

FILES even!! LOL!!! I think maybe my system recognised the atr 's as
something else and added the extension to them.. might have to download them
all over again.. 8(((at least they are small!!)

Hey has anyone gotten bounty bob to work?? mine runs, but doesn't regognise
the joystick controls.. it sees the button, but not the movements.. any
setting that will help with atari800 dos? (BTW FINALLY saw the alien last
night in fractalus!! ;))

Oh, and I remember reading somewhere about disk images that had lots of exe
in them.. any net info on getting/making these??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

GAREEE! wrote in message <6j5j2k$nlo@bgtnsc02.worldnet.att.net>...
>I got a bunch of files from yogi's site a long time ago, but can't remember
>how to use them!! some have the extension .gz whatever that is.. and I have
>a lot of .exe files.. how do I tell atari800 that the dir I want when using
>the dos.art image is somewhere?? I didn't see too much "this is how you use
>this" type stuff
>
>I got fractalus working fine now, but bounty bob's recognises the joystick
>button, but not the joystick directions?? any ideas there??
>
>also I saw there's a bump the screen up/down with some versions of arati800
>dos, but it doesn't seem to work..
>
>this is the first real success I've had with any atari emu though.. Great
>fun playing fractalus again!!
>is there a page url with how to use this stuff?
>
>
>--
>
> Gary Tabar Jr,
> @ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
>http://www.fortunecity.com/tattooine/ellison/86/index.html

>
>
>

4582. Re: Ok I got all these flies.. now how do I use em?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <355b8377.1448727@news.demon.co.uk>
Source record: 62945

The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:

>Hey has anyone gotten bounty bob to work?? mine runs, but doesn't regognise
>the joystick controls.. it sees the button, but not the movements.. any
>setting that will help with atari800 dos? (BTW FINALLY saw the alien last
>night in fractalus!! ;))
>
Use Xl-it to play Bounty Bob..its the only emu that works with the
joystick..at the mo :)

Scary buggers those Aliens in Frac :)

--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4583. Atari 800XL as a light control device

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: cl771@cleveland.Freenet.Edu
Message-ID: <6j81ae$9gt$1@alexander.INS.CWRU.Edu>
Source record: 62946

Hello --

Can anyone lead me to information on using an Atari 800XL 8-bit computer as a control device for planetarium incandescent effects? Hardware vendors, home-brew interface plans, software, any and all would be appreciated.

Please reply to cl771@cleveland.freenet.edu.

Thank you in advance.

-- Doug
--
+--==--+
| Douglas E. Goudie To know all things is not permitted. |
| cl771@cleveland.freenet.edu -- Horace (65 - 8 B.C.) |
+--==--+

4584. Re: Ok I got all these flies.. now how do I use em?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6j83nn$ln6@bgtnsc01.worldnet.att.net>
Source record: 62947

Thanks for the tip!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <355b8377.1448727@news.demon.co.uk>...
>The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:
>
>>Hey has anyone gotten bounty bob to work?? mine runs, but doesn't
regognise
>>the joystick controls.. it sees the button, but not the movements.. any
>>setting that will help with atari800 dos? (BTW FINALLY saw the alien last
>>night in fractalus!! ;))
>>
>Use Xl-it to play Bounty Bob..its the only emu that works with the
>joystick..at the mo :)
>
>Scary buggers those Aliens in Frac :)
>
>
>--
>.... Paul
>
>www.dellos.demon.co.uk
>
>You're only young once - Its all society can stand!

4585. Re: Specs for DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6j837s$kd3@freenet-news.carleton.ca>
Source record: 62948

> TED (as I thought for years) or EXPANDED from 11 bits to 16 (as I've
> only recently caught a hint of). Does anybody here know for sure?
> I guess I could always dig out the source code and LOOK...

There is a complete description of the mydos file links in the technical
manual. It is available along w/ the mydos source and distribution
at umich. (and yes, the extra bits are used by mydos)

> over the place." I'd love to hear from anybody who has an idea of
> the overall logic to be implemented, sequence of commands to be
> issued, and return values examined.

I believe that after a read of sector 1, bit 6 ($20) of the first byte of
the drive status indicates the disk is double density. At least it works
for the us doubler.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4586. atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: William Honecker <bjajh@buffnet.net>
Message-ID: <3557A1C3.B9EBE8DB@buffnet.net>
Source record: 62949

does anyone have an atari portfolio for sale? andy

4587. Wanted: 800XL stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: Warren R Hull <whull@tiger4.ocs.lsu.edu>
Message-ID: <Pine.A41.3.95.980511232952.68968A-100000@tiger4.ocs.lsu.edu>
Source record: 62950

I am looking for the following for an Atari 800XL
-Memory upgrades. 256k rambo or plans
-13 pin cables
-Joysticks
-Cart/disks programs
-A way for my computer to read 5.25" disks formatted on the 1050
if its possible
-Diagnostic cart or trouble shooting text/wiring diagrams.
-9V power supply for 1050 disc drive
-broken 800XLs
-broken power supplies for the 800 (Brown box,not black)
Thanks.

Ricci Hull, EE
Louisiana State University

4588. Re: Repair Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: ziggy29@u1.netgate.net
Message-ID: <6j7n4t$16v@ss.netgate.net>
Source record: 62951

sega_man (sega_man@yahoo.com) wrote:
: cheaper to buy one from places like www.ebay.com

You're probably right that it's cheaper, and in fact that's what I would do, at least initially.

However, if we just keep throwing these things out when they can be easily fixed by someone who is handy with schematics and a soldering iron, eventually there won't be many left. And at that time, they'll stop being cheap and readily available, which hurts the remaining hobbyists.

I'm not saying you should spend $50 to get an 800 fixed when the going rate on the net seems to be in the $20-25 range for a working one...but maybe we shouldn't just throw out the bad ones. Even *giving* them away to someone who fixes them and resells them at a reasonable price would be better than that.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and demand that they respect yours... Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4589. Re: Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-11 00:00:00 UTC
From: ziggy29@u1.netgate.net
Message-ID: <6j7mtd$16v@ss.netgate.net>
Source record: 62952

falltime (falltime@geocities.com) wrote:
: I recently was going through the basement and found my old Atari 800 with
: Amdek monitor. Unfortunately the cable that used to plug the monitor into
: the monitor outlet on the 800 is missing. Anyone no where to get one. Or
: at worst where to find one of those boxes to hook up to the TV.

If there is a good source for these, I'd like to know. A couple of
years ago, I bought a mangled, hacked-up cable (with some wires
cut away and wrapped with electrical tape) which works with my
Commodore 1902 monitor. It has a short in it, and I don't really like
using something held together with tape like that. In any event,
it blows the video from a TV set away completely.

I wouldn't mind buying one of these, or maybe two just to have a
spare.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours... Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4590. P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: ij738@cleveland.Freenet.Edu
Message-ID: <6j85rfkbs1@pale-rider.INS.CWRU.Edu>
Source record: 62953

I bought a P:R: Connection a ways back, but can't get it to run
without my modem crashing. I've tried it with Ice-t 2.72, and flickerterm
but as soon as I go to the terminal screen, if I type a letter, The screen
fills up with endless repetitions of whithever letter I typed. Now, in the
users manual it says there were Two files, called PRC.SYS, and PRC.REL.
Does anyone know where these files can be found? It says that
you are supposed to load PRC.REL before your modem program if you experience
modem crashes and that should fix the problem. Maybe somebody out there
could upload these two files to the University of Michigan archives ?!?!.
Please....I bet I'm not the only one out here who could use them.
Thanks a lot! Joe
--
Joseph Clark......
Gee....I didn't know you could do that on an Atari.
E-mail me at ij738@cleveland.freenet.com

4591. Re: Atari 800XL as a light control device

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd7d4e$12bfe950$64646464@gregm_pc>
Source record: 62954

Depending on what you want to control, the entire job could range from trivial to very complicated. In short, you can get 8 digital outputs via the A/B joystick ports (16 if you use a 400/800). Those outputs can be stepped up to run relays to turn on/off whatever you want, via POKE/PEEK operations in Basic. Also, you get 2 digital inputs via the joystick triggers (4 on the 400/800)- these are contact closures, pushbuttons, limit switches, whatever. Also, on the 800XL, you can use the paddle inputs, which accept a variable resistance input- a potentiometer is a simple example, good for volume/rate adjustments. Radio Shack stocks enough to make this approach feasible.

I can't tell you much software-wise, but the above approach is amenable to Basic at least.

Gregm

--
==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

Douglas E. Goudie <cl771@cleveland.Freenet.Edu> wrote in article
<6j81ae$9gt$1@alexander.INS.CWRU.Edu>...
>
> Hello --
>
> Can anyone lead me to information on using an Atari 800XL 8-bit computer
as
> a control device for planetarium incandescent effects? Hardware vendors,
> home-brew interface plans, software, any and all would be appreciated.
>
> Please reply to cl771@cleveland.freenet.edu.
>
> Thank you in advance.
>
> -- Doug
> --
>
+--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--+

> | Douglas E. Goudie To know all things is not
permitted. |
> | cl771@cleveland.freenet.edu -- Horace (65 - 8
B.C.) |
>
+--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--+

>

4592. Atari Computers/Atari 5200 Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <1998051202344000.WAA18501@ladder03.news.aol.com>
Source record: 62955

May Auction - Update 3

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Wednesday, May 20 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Instructions
Atari 8-Bit Instructions:
I1. BC's Quest for Tires, Sierra -$1.95 min
I2. Blue Max, Synapse -$1.95 min

I3. Centipede, Atari -$1.95 min
I4. Clowns and Balloons, Datasoft -$1.95 min
I5. Demon Attack, Imagic -$1.95 min
I6. Dig Dug, Atari -$1.95 min
I7. Final Legacy, Atari -$1.95 min
I8. Flight Simulator II Reference Chart -$1.95 min
I9. Flip and Flop, First Star -$1.95 min
I10. Gorf, Roklan -$1.95 min
I11. Gruds in Space, Sirius -$1.95 min
I12. Gyruss, Parker Bros. -$1.95 min
I13. H.E.R.O., Activision -$1.95 min
I14. Hard Hat Mack Command Summary Card, Activision -$1.95 min
I15. Joust, Atari -$1.95 min
I16. Jumpman Jr. Epyx -$1.95 min
I17. Keystone Kapers, Activision -$1.95 min
I18. K-razy Antiks -$1.95 min
I19. K-razy Kritters -$1.95 min
I20. K-razy Shootout -$1.95 min
I21. K-Star Patrol -$1.95 min
I22. Master of the Lamps, Activision -$1.95 min
I23. Megamania, Activision -$1.95 min
I24. Miner 2049er, Big Five -$1.95 min
I25. Monster Maze, Epyx -$1.95 min
I26. Mr. Do!, Datasoft -$1.95 min
I27. On-Track Racing, Gamestar -$1.95 min
I28. Pac-Man, Atari -$1.95 min
I29. Pharaoh's Pyramid, Master Control Software -$1.95 min
I30. Pool 400, Innovative Design -$1.95 min
I31. Rainbow Walker, Synapse -$1.95 min
I32. Repton, Sirius (includes iron-on) -$1.95 min
I33. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
I34. Return of Heracles, Quality Software -$1.95 min
I35. Robotron, Atari -$1.95 min
I36. Shooting Arcade, Datasoft -$1.95 min
I37. Silent Service, Microprose -$1.95 min
I38. Snokie, Funsoft -$1.95 min
I39. Super Cobra, Parker -$1.95 min
I40. Track Attack, Broderbund -$1.95 min
I41. Wizard of Wor, Roklan -$1.95 min
I42. Zaxxon, Sega -$1.95 min
I43. Encounter!, Synapse -$1.95 min
I44. APX Ultimate Renumber Utility Insts. -$1.95 min
I45. APX Keyboard Organ Insts. -$1.95 min
I46. APX Sketchpad Insts. -$1.95 min
I47. APX Video Math Flashcards Insts. -$1.95 min
I48. APX Presidents of the United States Insts. -$1.95 min
Atari 5200 Instructions:
I49. Frogger -$1.95 min
I50. Popeye -$1.95 min
Atari 2600 Instructions:

I51. Asteroids, Atari (b&w, 5 languages) -$.50 min
I52. Space Invaders, Atari (small black) -$.50 min
I53. Home Run, Atari (small black) -$1 min
I54. Street Racer, Atari (small black) -$1 min
I55. Super Breakout, Atari (colored) -$1 min
I56. Surround, Atari (small black) -$1 min
I57. Tennis, Activision (colored) -$1 min
I58. Video Olympics, Atari (colored) -$1 min
I59. Video Pinball, Atari (small colored) -$1 min
I60. Congo Bongo, Sega -$1.25 min
I61. Encounter at L-5, Data Age -$1.25 min
I62. Missile Command, Atari (colored) -$.75
I63. Atari Force Comic Book #1 -$1.95 min
I64. Atari Force Comic Book #2 -$1.95 min
I65. Atari Force Comic Book #3 -$1.95 min
Amiga Instructions:
I66. One on One Command Summary Card -$1 min
Super Nintendo Instructions:
I67. Super Nintendo Mortal Kombat II -$1 min

Game Catalogs
1. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.50 min
2. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 min
3. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart.
-$.50 min
4. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 min
5. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 min

Atari Computer Books/Manuals
6. Atari Personal Computer System Operating System User's Manual. CO16555 Nov.
1980. 215 pages. Add $1 to shipping. -$9.95 min
7. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping.
-$9.95 min
8. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
9. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command
Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler
Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
10. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min

Atari 5200 Single Cartridges
11. Pac-man (excellent label) -$1.50 ramfan83
12. Defender (excellent label) -$1 min
13. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
14. Pac-man (pair in excellent condition.) -$1.50 min

Atari 8-Bit Computer
15. Kindercomp cartridge. -$.50 min
16. Print Shop Graphics Library 3 disk with Reference Card. -$1.95 min
17. Atari Word Processor Program Master disk (CX8119) -$1.95 min
18. HomePak (flip side for C64), Batteries Included disk -$1 min

19. Ken Uston's Professional Blackjack disk (flip side C-64) with Operating Inst. manual. -$1 min
20. Party Quiz Game Question disk (General Edition 1), Suncom. Flip side C-64. -$.50 min
21. F-15 Strike Eagle, Micropose disk -$.75 min
22. Track Attack game disk, Broderbund -$.75 min
23. Maxi Golf, Activision 2 disk set -$.75 min

Atari Controllers
24. Atari Standard Joystick (single) -$1.95 min
25. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
26. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4.95 min
27. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
28. Flip and File - Same as above. -$1.95 min
29. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
30. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
31. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$11.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

* Classic Game Magazines*
M1. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Microfun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11 JMouchmino

M2. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$8.95 min

M3. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -$ 9 JMouchmino

M4. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$8.95 min

M5. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$8.95 min

Atari Computer Magazines
A6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$10 cswiger

A7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$10 cswiger

A8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$10 cswiger

A11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$6.95 min

A12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in

programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$6.95 min

A14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$6.95 min

A15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7 cswiger

A16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7 cswiger

A17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$5.95 min

A21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$5.95 min

A24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7 cswiger

A27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$4.95 min

A28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$4.95 min

A29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$4.95 min

A31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$4.95 min

A32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$4.95 min

A33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$4.95 min

A34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$4.95 min

A35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$4.95 min

A36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$4.95 min

A52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

AE1. Atari Explorer Sept./Oct. 1986. -$1.95 min

AE2. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

AE3. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

AA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$6.95 min

AA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$6.95 min

AA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$6.95 min

AA4. Feb./Mar. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$6.95 min

AA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$2.95 min

AA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$2.95 min

AA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$2.95 min

AA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$2.95 min

AA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$2.95 min

AA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$2.95 min

AA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$2.95 min

AA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$2.95 min

AA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$5 cswiger

AA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$2.95 min

AA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$2.95 min

AA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$2.95 min

AA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$2.95 min

AA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$2.95 min

AA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$2.95 min

AA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$2.95 min

AA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$2.95 min

AA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

AA23. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$2.95 min

AA24. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$2.95 min

AA25. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$2.95 min

AA26. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics

Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$2.95 min

AA27. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$2.95 min

AA28. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$2.95 min

AA29. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$2.95 min

AA30. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$2.95 min

AA31. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$2.95 min

AA32. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$2.95 min

4593. Re: Heartbreak! (+ two 800XLs soon at goodwill/thrift in Rochester, NY)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3557b3e7.25744233@news.pressenter.com>
Source record: 62956

On Mon, 11 May 1998 15:52:40 -0400, Chris Chiesa
<cfchiesa@servtech.com> wrote:

>By the way, I DIDN'T SELL those two 800XL's of my OWN, and the wife'll
>be hauling 'em off to "the goodwill" -- either the Salvation Army (*)
>or the Volunteers of America (**) -- sometime soon (as in, probably by
>this time (4PM EDT) tomorrow). Move fast if you're in the Rochester,
>NY area!

Chris... you have a seriously bad case of the PW's. You really should
try to remedy it at least somewhat.

*** Please make sure responses are also sent via email.

4594. Re: Specs for DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd7d4f$9f5b6fa0$64646464@gregm_pc>
Source record: 62957

Agreed on bit 6. I have the DOS 2 source, which bears that out. My own work shows some rather strange but in hindsight possibly reasonable behavior with double density disk reads. In sectors 0 to 3, the Atari seems to want to both read and write 128 byte sectors. In sectors 4+, it wants the expected 256. My theory is the ROM bootup disk seeks expect 128 byte sectors only- as in an SD 810. I have no documentation for corroboration, only some tests with my disk emulator via Ataris' Disk Fixer utility, which supports SD and DD floppies. I haven't coded the requisite kludges in my emulator yet, so I also don't have much empirical data either.

I can say, however, the bit 6 of the status command does appear to correctly flag double density.

Unfortunately, I can't comment on myDOS at all. Sorry.

Gregm

--
==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in article
<6j837s$kd3@freenet-news.carleton.ca>...
>
> > TED (as I thought for years) or EXPANDED from 11 bits to 16 (as I've
> > only recently caught a hint of). Does anybody here know for sure?
> > I guess I could always dig out the source code and LOOK...
>
> There is a complete description of the mydos file links in the technical
> manual. It is available along w/ the mydos source and distribution
> at umich. (and yes, the extra bits are used by mydos)
>
> > over the place." I'd love to hear from anybody who has an idea of
> > the overall logic to be implemented, sequence of commands to be
> > issued, and return values examined.
>
> I believe that after a read of sector 1, bit 6 ($20) of the first byte of
> the drive status indicates the disk is double density. At least it
works
> for the us doubler.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! *

```
* *
> * * * Turn your 8-bit Atari into a powerhouse with APE! *
* *
> * * * Ape Homepage: http://www.nacs.net/~classics *
* *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!
>
```

4595. Re: 130 XE Keyboard FIX needed..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998051202482900.WAA20285@ladder03.news.aol.com>
Source record: 62958

>Robert S Ely <rely@ix.netcom.com>
>wrote:

>There's another problem in that the conductive paint eventually
>oxidizes from exposure to air. What we need is a circuit board that
>goes on the back of the keyboard eliminating the mylar (or find an XL
>with a nice switch-based keyboard).

Thanks for the info.. You would think by now there would be a GOOD
third party replacement keyboard for the 130XE.. There's nothing like
the system going down in the middle of test papers.. 8-)

Thanks!

4596. Stuff for sale (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: look@my.sig
Message-ID: <3557bf2a.25987253@news.wavetech.net>
Source record: 62959

I have a 600XL and an 810 floppy to sell. The 600XL's video plug broke, so it has a video cable permenently soldered onto it. It worked when I shelved it years ago, but I tested it out recently and now the audio level is really quiet. :P The video output looks great though... Includes the power supplies and a few SIO cables, the 810 even has the original box... Sorry, no disks or other goodies... $10 + shipping and its yours...

I also have a bunch of mostly Antic magazines, and some other mostly Atari ST stuff for sale. Email for full list, or see c.s.atari.st...

Sorry about the anti spam, its been almost a year since I last posted to a newsgroup, and spam has just recently (mostly) disappeared from my mailbox... I'd hate to invite in another flood of spam...

--
Email should go to a username of lerwick that belongs to yet another annoyed spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

4597. Re: 520 st

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Esu4sG.EMs@cix.compulink.co.uk>
Source record: 62960

In article <355726E3.6C69@execulink.com>, civic83@execulink.com (Westy)
wrote:

> I know this is an 8 bit newsgroup but this is the only place I can
> think of posting this. I have an atari 520st (the one without the
> internal floppy drive), was there alot of these around? all the other
> 520's I have seen have the drive built in. Also, I need to find a
> source of the plastic plungers that the key tops fit on. The space bar
> on this 520 has a broken plunger, it is snapped off halfway down and
> repeated re-gluing dont work. Anyone know someplace that sells these?
Try asking in comp.sys.atari.st. There's a place called Best Electronics
that sells stuff like you're after but I don't have the details to hand.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4598. Mac Paritition for Shapeshifter

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6j94unlkk0@208.10.3.187>
Source record: 62961
Cross-posted to: comp.sys.amiga,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.cbm

I am running shapeshifter with za Hard disk file that I downloaded form my friend, the only thing
is that this is terribly slow, and I want to be able to use a Partition form my hard drive instead. ONly thing is that when I use CrossMAC to format a Mac partitition, Mac OS claims not to be able to recognize it, and when I want to Initialize it, it fails!!!

What gives??

Anyone got any clue??
Thankx!

XDelusion

delusion@wcoil.com

4599. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: Chris Chiesa <cfchiesa@servtech.com>
Message-ID: <3558554C.44CC@servtech.com>
Source record: 62962

> > In article <1998050707303201.DAA18249@ladder03.news.aol.com>, swozniak@aol.com
> > wrote:
> >
> > >Here's a question for you collectors on csa8. I'd like to know if most
> of the
> > >Atari computers, carts and peripherals that you own are the same exact ones
> > >that you had when you originally got into Atari computers. In other
> words, is
> > >the 800 that you own now the same one that you played Star Raiders on
> 16 years
> > >ago?

Yes and no. :-) I still HAVE my original 800, 850, and Percom AT-88
(disk drive), purchased in summer 1982. The 800 started misbehaving (*)
in the summer of '84 or '85, and was soon retired to "lie in state" in
my closet to this very day (it has accompanied me through at least eight
moves (soon to be nine), two marriages (the second currently in pro-
gress), three colleges, and two jobs (the second currently in progress).
I can't bear to part with it; it's like a member of the family! :-)
It's not ENTIRELY sentiment, though: there are still a number of tricks
that just can't be pulled on newer models the way they can on the good
ol' 800. I disturb its rest every now and then for experimentation
along
those lines. Oh, and I'm still using the 850; the Percom disk drive is
a "spare," in case one of my "in-use" drives gives up the ghost.

Over the years several other systems have come and gone as well; just
for the sake of being able to say that "I saw them with my own eyes," I
have at times owned a 600XL, 1200XL, 65XE (lying in dismembered disarray
at a friend's house, awaiting repair-and-resurrection "someday"), and
two
XEGS's. (I loaned ONE of the XEGS's to a now-ex GF's son, and have
never
seen it since. Fortunately, I anticipated that might happen and was
care-
ful to loan him ONLY things that I had DUPLICATES of! Now, I wonder
where
that SECOND XEGS has gotten to...? Hmm...) For what it's worth, I'm
pleased to be able to say that a LOT of these latter machines were
bought
right here on c.s.a.8, and that a COUPLE of them were GIVEN to me FREE.

I also have all my original disks, such as they were: I don't believe I
EVER DID receive an "original" Atari DOS diskette, not even when I
bought

my 800 system "new, from the store." Heck, I have disks containing
Atari
BASIC programs I wrote BEFORE I OWNED AN ATARI! They were written on
FRIENDS' systems, the very ones which caused me to fall in love with the
Atari in the first place.

I never have bought a PC or a Mac, by the way. One of these days my job
will force a PC upon me, but so far I'm holding out!

Chris Chiesa
cfchiesa@servtech.com

4600. Re: Hi-Techness

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: Chris Chiesa <cfchiesa@servtech.com>
Message-ID: <35585684.5FD1@servtech.com>
Source record: 62963

TJ Edmister wrote:
>
> I downloaded a thing called the "Liebich Demo" from the Umich
> archive thing and it was pretty cool. It had 10 songs and the
> sound was real good (not just for an Atari but for anything).
>
> Got me thinking: My 1983 Atari (or even a regular 800) has far
> better sound than my 1993 486-laptop (only PC-Spkr no PCMCIA or
> way to add sound blaster)

10 songs? I don't think I got that far with the copy of that demo that _I_ downloaded! Hmm. I may e-mail you for further details...

I've noticed over time that there seems to be a wide variation in people's experience of downloading stuff from UMich. Some people have never had a problem, while others have never gotten anything to work, while still others fall at various points in-between. I myself have usually had GOOD luck, but for some reason can't seem to pull an intact demo off the Net to save my life. Any thoughts on this subject?

Chris
cfchiesa@servtech.com

4601. Re: Mac Paritition for Shapeshifter

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: Robert Milkowski <milek@rudy.mif.pg.gda.pl>
Message-ID: <6j9q51$951$1@sunrise.pg.gda.pl>
Source record: 62964
Cross-posted to: comp.sys.amiga,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.amiga.applications XDelusion <XDelusion@wcoil.com> wrote:
> I am running shapeshifter with za Hard disk file that I downloaded form my friend, the only thing
> is that this is terribly slow, and I want to be able to use a Partition form my hard drive
addbuffers mac: 1200
where mac: is name of the partition where hd_image is.

> instead. ONly thing is that when I use CrossMAC to format a Mac partitition, Mac OS
> claims not to be able to recognize it, and when I want to Initialize it, it fails!!!
use file_disk and partition in SS_prefs
but Boot from file_disk
then format hd partition on MAC side.

--

A1240D 18MB EDO RAM + HD 2.5GB + CD +... Student of
mail to: milek@rudy.mif.pg.gda.pl Technical University of Gdansk
Happy owner of Amiga Milek Faculty of Applied Physics

4602. Re: Heartbreak! (+ two 800XLs soon at goodwill/thrift in Rochester, NY)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: Chris Chiesa <cfchiesa@servtech.com>
Message-ID: <35586BC6.6F49@servtech.com>
Source record: 62965

John Hardie wrote:
>
> Dude,
>
> You have to get a grip! I'm not trying to brag or put you down, but
> it would be a frosty day you know where before my wife dictates to me
> what I can and can't do.
>
> If she did, I would have smashed the 800 over her head and took the
> rest home.

Whew. I pity your wife! Been married long? :-) I had a similar attitude toward my FIRST wife... which is a major reason I DON'T HAVE that wife anymore. I have a SECOND wife, however, and am bound-and-determined that I will treat HER BETTER than the first! Hope you can understand THAT idea! :-)

Having said that...

I deliberately put a LITTLE bit of "spin" on the tale, to enhance the intended-humorous effect... it wasn't as much of a "dictation" as I made it sound. More of a mutually-arrived at agreement that I needed to exert a little more self-control than usual over my tendency to bring home all kinds of stuff that I then NEVER USE... :-)

Chris
cfchiesa@servtech.com

4603. Re: Atari 800XL as a light control device

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35587778.ED625E21@ix.netcom.com>
Source record: 62966

```
Douglas E. Goudie wrote:
>
> Hello --
>
> Can anyone lead me to information on using an Atari 800XL 8-bit computer as
> a control device for planetarium incandescent effects? Hardware vendors,
> home-brew interface plans, software, any and all would be appreciated.
>
> Please reply to cl771@cleveland.freenet.edu.
>
> Thank you in advance.
>
> -- Doug
> --
> +--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--+
> | Douglas E. Goudie To know all things is not permitted. |
> | cl771@cleveland.freenet.edu -- Horace (65 - 8 B.C.) |
> +--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--==--+

Douglas,
Find a copy of "You Atari Comes Alive" by Richard Leinecker and David
Burd. This should be available at www.myatari.com. It explaines all of
this very nicely and has many examples. It is written specifically for
the Atari 8-bit systems! Enjoy!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

4604. Still Looking For....

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051216304500.MAA15057@ladder01.news.aol.com>
Source record: 62967

Still looking for a few 8bit items:

1) Alternate Reality - The City and The Dungeon
2) Jumpman (not Jumpman Jr.)
3) Shamus and Shamus Case II
4) SpartaDOS cartridge

Also interested in any XL/XE games on cartridge. Have aquired a few over the past few weeks but would still be interested in seeing a listing of any you might
have.

If you have any of the above items and are looking to sell them, or know of someplace that has them, please Email me at "ComDungeon@aol.com"

Thanks in advance!

Al

4605. Must find a fast 040 and scsi controller for 1200!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6ja295$d5d$0@208.10.3.175>
Source record: 62968
Cross-posted to: comp.sys.amiga,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.cbm

I am badly in need of a fast 040 and scsi controller for my 1200, if anyone has one they can get rid oft then please get in touch!

I can trade off my 2000 with OS 3.1 1MB chip PC keyboard & adaptor, disk drive (no face plate) $180

030 40MHZ G-force, 4MB ram,scsi 2 controller (with manuels) $250.00

2019 with rev 7 roms (with maneul) $50.00

Microway flicker fixer (no manuels) $50.00

WIll trade or will sell!!

I live in America by the way....

XDelusion

delusion@wcoil.com

www2.wcoil.com/~delusion

4606. Re: Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6ja3bunaq1@dartvax.dartmouth.edu>
Source record: 62969

Tim Irvin writes:

>falltime wrote:
>: I recently was going through the basement and found my old Atari 800 with
>: Amdek monitor. Unfortunately the cable that used to plug the monitor into
>: the monitor outlet on the 800 is missing. Anyone no where to get one. Or
>: at worst where to find one of those boxes to hook up to the TV.

>If there is a good source for these, I'd like to know. A couple of
>years ago, I bought a mangled, hacked-up cable (with some wires
>cut away and wrapped with electrical tape) which works with my
>Commodore 1902 monitor. It has a short in it, and I don't really like
>using something held together with tape like that. In any event,
>it blows the video from a TV set away completely.

I recently made a monitor cable out of a stereo RCA patchcord and a
DIN jack from Radio Shack. I was very pleased with the result. I've
never seen the video from my 800 as crisp as it is now. The cable
looks professional, and it was easy to make.

If you're afraid of a little soldering, I could probably make one for
$15, including shipping within the USA. (Yes, that includes a little
for my time.) I do recommend making it yourself, though; there's that
sense of satisfaction from making something yourself.

--PC

--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

4607. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_894972710@rtfm.mit.edu>
Source record: 62970
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4608. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <3558AA1A.2EF06C2@ch.twi.tudelft.nl>
Source record: 62971

Hi,

> >I hava downloaded a lot of programs to read 5.25" disks on a PC, but no
> >one seems to work well.
> >
> >Could anybody post one that works?...

Take a look at http://ch.twi.tudelft.nl/~sidney/atari, bottom-of-page. Follow instructions closely. You might get lucky.

Regards,
Sidney Cadot

4609. atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: dave.lee@ftn.org
Message-ID: <822_9805121439@tor250.org>
Source record: 62972

In message 0/47/801, bjajh@buffnet.net writes:

> does anyone have an atari portfolio for sale? andy
There nay be one available at the TAF Flea Market. What are you prepared to pay for one with Memory Cards?

SATURDAY, JULY 11TH, 1998 is the date for another popular Toronto Atari Federation FLEA MARKET! The doors open to the public at 1:00 PM and will be open until 5:00 PM.

This is your chance to come to a bazaar of Atari-related software and hardware where hopefully you can find that peripheral or application for your ST/TT/Falcon or XL/XE 8-bit that you've always been searching for. If there's stuff that you no longer have any use for, get yourself a half-table and sell it! Or, find yourself a treasure! There should be some great deals available.

We are hoping to have some local dealers (and with luck some out-of-town ones) show up for this event, so we've booked a larger hall in anticipation of a good turnout. To help defray some of TAF's costs of the Flea Market the following will apply.

A Half-Table costs just $5.00, The Full-Table just $10.00 each. A Half-Table is FREE to TAF MEMBERS. Dealers are expected to contribute a little more. Admision is $2.00 per non-member family but if you are selling and have committed to a half-table or more, admission is included. Admission for TAF members is, of course, Free. There are benifits of membership in TAF.

The Flea Market itself will run from 1:00 PM to 5:00 PM, with setup commencing for sellors after 12:00 PM, noon, and teardown after 5:00 PM. This should allow enough time for as many people inside and outside Toronto to come to the Flea Market. We will keep you informed on who will be attending this event as confirmations are made.

As usual, piracy cannot and will not be condoned at a TAF Flea Market. Anyone caught selling pirated software or stolen hardware will be dealt with severely!! As always though, remember it's Caveat Emptor.

Refer to the bottom of this document regarding contacting TAF on booking a table or tables and we'll see you there!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Gold Room" of the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library Building at 5110 Yonge Street at Parkhome Avenue. Parkhome is about 3 stoplights North of the 401.

Parking garage inside the complex - enterance next to the Novatel Hotel on Parkhome Ave. Those comming by public transport can take the TTC's Yonge Subway, North to the North York City Centre Station, then walk through the tunnel into the concourse, down to the food court, turn left and find the Memorial Hall on your right.

Saturday, July 11, 1998, 1pm-5pm for the TAF FLEA MARKET.

contact us via:
*TAF Voice Telephone Answering Device - 416-425-5357
*Dan Dreibelbis, VP - 416-766-4743 or dreibel@idirect.com
*Dave Lee, Treasurer - Sysop TAF ONLINE EMC & BBS (28.8 8-N-1) - 416-421-8999 or dave.lee@taf.ftn.org or via NetMail at AtariNet 51:5/0 or FidoNet 1:2424/823
*TAF home page - http://www.interlog.com/~schrist/taf/
*TAF PHOENIX page - http://www.outer-net.com/~redfrog/atari/phoenix.htm

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The Toronto Atari Federation 'is' North America's largest Atari User Group with SIG's and Software Libraries for the ST to Falcon series of 16/32-Bit computers and 600 to XE series of 8-Bit computers. TAF holds monthly meetings on the Third Wednesday of the Month (Sept.through June) at 7:30 PM in the "Rose Room" of the North York Memorial Community Hall on the lower (or concourse) level of the North York City Center Library at 5110 Yonge Steet at Parkhome Avenue, Toronto, Canada.

```
| dave.lee@ftn.org | TAF ONLINE EMC |### . ./\. . ###|
| Toronto, Ontario | and BBS of the |### ._|\| |/|_. ###|
| 1 (416) 421-8999 | TORONTO ATARI |### \ / ###|
| AtariNet 51:5/0 | FEDERATION USER |### .>_TAF__<. ###|
| FidoNet 1:2424/823 | GROUP in CANADA |### / ###|
```

4610. Xl-it Joystick problem:

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6jaca9$6aq@bgtnsc03.worldnet.att.net>
Source record: 62973

Ok I was told that the only way to really run bounty bob on the 800 emus is to use xl-it.. only problem is it doesn't "see " my joystick!! it's working fine under windows 95, and also with things like mame, and the genecyst emu, but it's not seen by xl-it.. any ideas??

(BTW it's a joypad..) and atari800 sees it just fine..but won't play bounty bob yet.. 8(

--

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4611. Atari 400/800 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-12 00:00:00 UTC
From: GENERIC <generic@bellatlantic.net>
Message-ID: <3558C40C.C2029CDB@bellatlantic.net>
Source record: 62974
Cross-posted to: alt.atari,comp.sys.atari.8bit

Lots of Atari 400/800 hardware and software for sale.

Also lots of other for sale items of all kinds

--
http://www.voicenet.com/~generic
On-Line Computer Garage Sale Web Page

Bookmark it and check back often for updates
Please tell your friends.

4612. Re: Atari 8-Bit to Amiga file transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: atari@bright.net
Message-ID: <6janr7$b8a$1@cletus.bright.net>
Source record: 62975

On 9 May 1998 04:26:37 , XDelusion wrote:
>HOw do I hook up an Atari 8-Bit to its big brother the Amiga? I'd really like to transfer files
>between two systems!

You could make a simple null modem cable and send stuff back and forth
via terminal programs. This requires some level of soldering ability
and figuring out which pins go where in the cable. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

4613. Re: Hi-Techness

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: pobocik@aol.com
Message-ID: <1998051300170400.UAA04012@ladder01.news.aol.com>
Source record: 62976

In article <35585684.5FD1@servtech.com>, Chris Chiesa <cfchiesa@servtech.com>
scribbled:

>...for some reason can't seem to pull an intact demo off
> the Net to save my life. Any thoughts on this subject?

Maybe you aren't holding your mouth right ;-)

4614. Re: Atari 8-Bit to Amiga file transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6jap6dfjs1@flood.xnet.com>
Source record: 62977

In the ACE emulator, there's a description of a hardware network that can
be built between an 800 and an Amiga. It includes a small type-in
assembly program for the Atari side.

I have no idea if it works.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4615. Info please

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: newchaos7@aol.com
Message-ID: <1998051301165800.VAA07627@ladder03.news.aol.com>
Source record: 62978

I am interested in Atari 8 bits. I need to know what model to get. Software selection and games is a matter of concern. Also, price and availability.

please reply via email

glenn

4616. Re: Game of the Week

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: morbid@anitspam.best.com
Message-ID: <3558f5ab.89502575@nntp.best.com>
Source record: 62979

```
> crow@coos.dartmouth.edu (Preston F. Crow) wrote:
>> Every week announce on comp.sys.atari.8bit a new "Game of the Week,"
>> and create an associated web page for the game (possibly with a copy
>> of the game).
>
>I thing that's a great idea! My experience is that once you read
>about something (in this case: a game), you get excited about it and
>want to play it. That's more or less why I still enjoy the 8-bit Atari's:
>because I read about them on this NG every day!
>
>So who has some bandwidth to spare and who wants to supervise it?
>

I have webspace to spare; I could do this, provided someone sent me
the screenshots whenever appropriate... and I have some 8bit game
manuals on my page already (this is a plug)

I love this idea too!
-------------------------
(remove antispam from email address to reply via email)
+-------------------------------+
|The Morbid Guy |
|http://www.best.com/~morbid |
|E-mail:morbid@best.com |
| vchang@whitestar.ml.org |
|IRC nick (EFnet): MorbidGuy |
+-------------------------------+
```

4617. Re: Info please

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3559fb3f.12859802@news.pressenter.com>
Source record: 62980

On 13 May 1998 01:16:58 GMT, newchaos7@aol.com (NewChaos7) wrote:

>I am interested in Atari 8 bits. I need to know what model to get. Software
>selection and games is a matter of concern. Also, price and availability.
>
>please reply via email
>
>glenn

Get an 800XL. Best over-all choice. Hack in the video mod and
upgrade the mem.

*** Please make sure responses are also sent via email.

4618. Re: Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: ae922@sfn.saskatoon.sk.ca
Message-ID: <6jb03l$88$2@missing.its.to>
Source record: 62981

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: It's called A-Rogue I think, but there's also a MC game from Mastertronic
: that's called Rogue too! Take Atarian care

: > I remember a while back a game called Atari rogue a friend had on his
: > Atari 130xe. He said he typed it in from a magazine. Anyway, it was the
: > game Rogue, a D&D style game with ASCII characters but in this case if I
: > remember correctly it used a character set. Does anyone know if this game
: > is still around? I believe the magazine was called 'Antic'.
: >
: > Is there anyway I could convert the .bas file into ASCII text?

That would be Rogue, which there are PC ports of if you are looking to
find a version that will run on the PC.. :)

altho if you are looking for an atari version of rogue, there are copies
available for download from the various rogue webpages...! i'm not sure
about exact addresses for rogue webpages, but
http://www2.krisalis.co.uk/wwwdheb/index.html
is the roguelike news page. through the links page you should be able to
find copies of the original rogue for the atari :)

good luck!

darkling
http://www.waste.org/~darkling

"See the life I've had, would make a good man bad." - morrissey

4619. Re: WTB:Antic magazine issue May 1987

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <hDdI9JO.rldetlefsen@delphi.com>
Source record: 62982

Paul Allen Panks <pap@dana.ucc.nau.edu> writes:

>In my previous post, I mentioned I had just acquired an Atari 130 xe. I
>was wondering if anyone had the old Antic issue from May 1987 they'd be
>willing to sell me? I remember seeing Antic years ago and thought it was a
>great magazine.

I show that I have at least 5 in stock. $1.00 each, plus $3.00 shipping.
I have several hundred antics and analogs in stock.
Rick D.

4620. Re: Atari 8-Bit to Amiga file transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <6jbjq6$ks1$1@salomon.mchp.siemens.de>
Source record: 62983

Hi,

I do the transfer via via RS232 protocol. This requires an 850 interface module.
Maximum reliable speed is 9600 Baud. For single files you can use Bobterm.
Faster transfer is achieved by transfer of complete diskimages.
You can use diskformer on the atari side for this purpose.

Hope this helps

Frank-Oliver

BTW.: There is a really excellent A800 emulation (in fact a derivate of David Firth's A800 emulator available from Thomas Richter. Unlike ACE and the official A800 it runs almost everything.
The Amiga Version does however need some fixing and you require a really fast processor (at least a 060 or a PPC). It is tested to work on SGI and Sun currently, but most of the Amiga related stuff by David's brother should still work. Still no sound on Amiga yet. Anyone with a PPC Amiga willing to give it a try ?

To get this Emulator go to:

http://www.math.tu-berlin.de/~thor/thor/index.html

--

4621. Atari Word Processor (Before AtariWriter)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6jbjr4$7ks$1@newsd-199.bryant.webtv.net>
Source record: 62984

Whoa, the infamous AWP. I haven't heard that for a long time. The one really screwy thing that I thought it had is that it saved each page as a separate file. AWP also put returns at the end of each line, and it added alot of extra spaces and control characters when it formatted pages.

It was a real hard program to deal with, AtariWriter was a breeze when it was released!

One feature it had (and at the time, not many IBM or Apple programs had this) was a simple way to change upper case to lower case and vice versa. Back in the days when I saved BBS transcriptions, I HATED those postings from Apple II users WHO KEPT THE CAPS LOCK ON AT ALL TIMES.

AtariWriter still is the BOMB!

4622. Re: Heartbreak! (+ two 800XLs soon at goodwill/thrift in Rochester, NY)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Esw1uL.KIv@cix.compulink.co.uk>
Source record: 62985

In article <35575be4.36884479@news.pipeline.com>, jhardie@pipeline.com
(John Hardie) wrote:

> You have to get a grip! I'm not trying to brag or put you down, but
> it would be a frosty day you know where before my wife dictates to me
> what I can and can't do.
Hmm, I thought that kind of knuckel dragging mentality had long since died
out. What is your wife to you? Someone to keep the house clean and cook
dinner? What ever happened to it being a partnership with equal respect
for each other?

> If she did, I would have smashed the 800 over her head and took the
> rest home.
Are you for real or just a wind up?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4623. Re: Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35597FA2.DC9B7D56@ix.netcom.com>
Source record: 62986

```
Tim Irvin wrote:
>
> falltime (falltime@geocities.com) wrote:
> : I recently was going through the basement and found my old Atari 800 with
> : Amdek monitor. Unfortunately the cable that used to plug the monitor into
> : the monitor outlet on the 800 is missing. Anyone no where to get one. Or
> : at worst where to find one of those boxes to hook up to the TV.
>
> If there is a good source for these, I'd like to know. A couple of
> years ago, I bought a mangled, hacked-up cable (with some wires
> cut away and wrapped with electrical tape) which works with my
> Commodore 1902 monitor. It has a short in it, and I don't really like
> using something held together with tape like that. In any event,
> it blows the video from a TV set away completely.
>
> I wouldn't mind buying one of these, or maybe two just to have a
> spare.
>
> --
> Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours... Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

Tim,
Try American Technivision or www.myatari.com, or Toad Computers. These
are all Atari dealers!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

4624. Re: Atari 8-Bit to Amiga file transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6jcamp$q2u$3@flood.xnet.com>
Source record: 62987

Frank-Oliver Malisch (fom@mchp.siemens.de) wrote:
: The Amiga Version does however need some fixing and you require a really fast processor
: (at least a 060 or a PPC). It is tested to work on SGI and Sun currently, but most of the
: Amiga related stuff by David's brother should still work. Still no sound on Amiga yet.
: Anyone with a PPC Amiga willing to give it a try ?

Steffen Hauser did a PPC port of the original A800, I imagine he'd give
this a try...

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
If you're gonna cross.. ..better start doing it right.

4625. Re: Atari Word Processor (Before AtariWriter)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980513104655.7966A-100000@moose.erie.net>
Source record: 62988

On Wed, 13 May 1998, Mark Newton-John wrote:

> One feature it had (and at the time, not many IBM or Apple programs had
> this) was a simple way to change upper case to lower case and vice
> versa. Back in the days when I saved BBS transcriptions, I HATED those
> postings from Apple II users WHO KEPT THE CAPS LOCK ON AT ALL TIMES.

That probably wasn't their fault. Apple didn't even have lower
case until the IIe model I believe!

4626. Re: Heartbreak! (+ two 800XLs soon at goodwill/thrift in Rochester, NY)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <355ab665.564549@news.demon.co.uk>
Source record: 62989

The other Day Chris Chiesa <cfchiesa@servtech.com> wrote:

>I deliberately put a LITTLE bit of "spin" on the tale, to enhance
>the intended-humorous effect... it wasn't as much of a "dictation"
>as I made it sound. More of a mutually-arrived at agreement that
>I needed to exert a little more self-control than usual over my ten-
>dency to bring home all kinds of stuff that I then NEVER USE... :-)
>
>Chris
> cfchiesa@servtech.com

Chris, are you man or mouse!!!!

:)

I have the most understanding wife in the world but even I don't fill
the house up with all the stuff I used to.
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4627. ATARI MAGAZINES

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: john gray <jt.gray@btinternet.com>
Message-ID: <01bd7ea4$18041920$LocalHost@a548htb2f896>
Source record: 62990

I have copies of the following magazines
published in the UK . Anyone interested ?
Make me an offer !

Atari User

Vol. 2 No. 2 June 1986
Vol. 2 No. 5 September 1986
Vol. 2 No. 6 October 1986
Vol. 2 No. 10 February 1987
Vol. 3 No.3 July 1987
Vol. 3 No. 5 September 1987
Vol. 3 No. 7 November 1987
Vol. 3 No. 8 December 1987
Vol. 3 No. 11 March 1988
Vol. 4 No. 1 May 1988
Vol. 4 No. 2 June 1988
Vol. 4 No. 3 July 1988
Vol. 4 No. 4 August 1988
Vol. 4 No. 5 September 1988
Vol. 4 No. 7 November 1988

Page 6 Atari Users Magazine

#28 - July/August 1987
#29 - September/October 1987
#30 - November/December 1987
#31 - January/February 1988
#32 - March/April 1988
#33 - May/June 1988

John Gray

4628. Re: Atari Vs. Commodore 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6jcted$qb5@news.acns.nwu.edu>
Source record: 62991

In article <3550EFA0.977@norfolk.infi.net>,
Chuck Swiger <cswiger@norfolk.infi.net> wrote:
>Stephen Judd wrote:
>>
>> In article <354F0BE3.F269CE79@csfb.com>, Curt Vendel <cvendel@aol.com> wrote:
>> >the Commodore's were superb low cost cut down clones of the Atari's
>>
>> Ah, the experts speak!
>>
>> It's amazing what some people will believe, eh? :)
>
>[[Shhhh! Pssst... maybe if we just ignore him he'll go away!!]]

Nonsense. Why should I? I like Ataris and I like c.s.a.8bit. I also
happen to think that this strange Atari jingoism is most unbecoming, if
not downright silly.

So the Atari is outclassed by the 64. Well big deal. Both machines are
totally outclassed by Amigas, Macs, and PCs. The Atari is a fine machine,
capable of doing everything that needs doing (and more), and those
capabilities hardly depend on any other computer. Rather than nursing
ancient grudges on tales of vast conspiracies and weird pseudo-technical
innuendo, I suggest engaging in the far more noble and useful pursuit of
thinking about new and innovative machine applications, writing new
programs, and in general looking to the future.

A strong and healthy Atari community can only benefit all 6502 communities.
Lighten up and enjoy the machine!

>Don't go away mad. Just go away!

As an alternative you might shut your eyes, stick your fingers in your ears,
and say "blah blah blah I can't hear you" over and over.

>...Like I was saying before being so RUDELY INTERRUPTED,

Not in this thread, I think.

-S

4629. Re: Xl-it Joystick problem:

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3561ef9a.5900531@news.demon.co.uk>
Source record: 62992

The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:

>
>Ok I was told that the only way to really run bounty bob on the 800 emus is
>to use xl-it.. only problem is it doesn't "see " my joystick!! it's working
>fine under windows 95, and also with things like mame, and the genecyst emu,
>but it's not seen by xl-it.. any ideas??
>
>(BTW it's a joypad..) and atari800 sees it just fine..but won't play bounty
>bob yet.. 8(

Odd....just double check the Game controllers setting in Control Panel
and silly but true..make sure the joystick box is ticked in Xl-it..

I use a 4 button pad and its fine...
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4630. Re: Xl-it Joystick problem:

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6jddi9$8h4@bgtnsc03.worldnet.att.net>
Source record: 62993

Joystick box?? all I see if a calebrate joystick option, and it detects no joystick.. and control panel settings is fine..

maybe I don't have a current version?

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <3561ef9a.5900531@news.demon.co.uk>...
>The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:
>
>>
>>Ok I was told that the only way to really run bounty bob on the 800 emus is
>>to use xl-it.. only problem is it doesn't "see " my joystick!! it's working
>>fine under windows 95, and also with things like mame, and the genecyst emu,
>>but it's not seen by xl-it.. any ideas??
>>
>>(BTW it's a joypad..) and atari800 sees it just fine..but won't play bounty
>>bob yet.. 8(
>
>Odd....just double check the Game controllers setting in Control Panel
>and silly but true..make sure the joystick box is ticked in Xl-it..
>
>I use a 4 button pad and its fine...
>--
>.... Paul
>
>www.dellos.demon.co.uk
>
>You're only young once - Its all society can stand!

4631. Re: XF551 3.5" upgrade text

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <355A3F0C.9BECC2BE@li.urp.edu.pe>
Source record: 62994

Hmmm... I think some time ago someone also posted the info on how to
upgrade the XF551 to a high-density drive... or was it something else?
I didn't keep that posting, and now I regret it.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

4632. I got an Atari Again!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: Frank Rachel <frachel@webspan.net>
Message-ID: <6jdjnt$rf3@news.webspan.net>
Source record: 62995

Well I bought a 130XE system off of Ebay and it arrived today.. I got my
500+ disks out of storage, and am having a blast once again..

Just thought I'd rejoice on the group..

-Frank

4633. Re: XF551 3.5" upgrade text

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <355A69EC.1ABF@pacbell.net>
Source record: 62996

JTKirk wrote:
>
> Hmmm... I think some time ago someone also posted the info on how to
> upgrade the XF551 to a high-density drive... or was it something else?
> I didn't keep that posting, and now I regret it.
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645

---
actually, I have added to the upgrade a little... the XF551 will only switch density from DD to SD, so if you have a DD disk and the drive has been reading a SD disk, the DD disk will just NAK out on you because the drive will never try DD. If you are reading a DD disk, you can insert a SD disk and the drive will figure it out OK. This trait is annoying at best, so I added a patch to allow the drive to alternately try either density until it gets it right. This works much better for me.

ADDR VALUE
$0528 $00
$0680 $50
$080F $60
$0811 $FA
$053D $03
$057B $1B
$09D1 $0B
$0B15 $1B
$061D $F4
$0621 $F4
$0D0D $A0

and the density switch

$09E0 $09,53,08,C6,F0,9A,CF,8A,10,99,E7,24,B1
$09F0 $8A,30,89,08,99,EF,24,B1
$09AF $24,E0

Bob

4634. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1305982331530001@port138.bitstream.net>
Source record: 62997

In article <355a2335.24293569@news.mci2000.com>,
CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:

> I'm looking for a truetype version of the Atari800 system font. Does
> such a thing exist?

If there isn't (and I don't think there is), I'd be willing to do one and make it availble as PD. Does anyone have any suggestion regarding character layout? In other words, should it map exactly to the original ASCII codes (some of which are not easily usable/accessible on modern PCs and Macs), OR should the characters be remapped in such a way to make it easy to use on modern PCs and Macs?

Note: There is a Mac bitmap font on John Goodman's site (http://www.tiac.net/users/jgoodman/atari/otherresources.html) that is mapped directly to the original ASCII layout, but it is Mac only. I have done several unreleased Atari fonts (also as Mac bitmap fonts) myself. (I don't know how to do bitmap fonts for PCs or if one exists.) A bitmap version of the Atari font is sufficient for most uses since that's all it was to begin with. But a scalable TrueType font (without the "jaggies") would be neat.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4635. Re: Favorite 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <895438034@stackbbs.xs4all.nl>
Source record: 62998

-=> Quoting Onyx@sinistar.idle.com to All <=-

[snip looooon, but very entertaining post...]

On> And *what* is the Protector/Protector II theme
On> song? Many years ago I heard someone playing it in a piano store.
On> Random purchases of CDs of classical piano music have so far proved
On> fruitless.

Wasn't that Beethoven's 5th?

Bo.
___ Blue Wave/386 v2.30

4636. Atari Emulators - informa

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: sysop*txg@stackbbs.xs4all.nl
Message-ID: <895443981@stackbbs.xs4all.nl>
Source record: 62999

Hi Andy,
Emulators are great but feeling a
real 8-bit keyboard and working on a
real 8-bit atari is better...

Sysop*TXG

Ps buy a real Atari they're cheap and
nice to work with

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4637. french ATARI sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: sysop*txg@stackbbs.xs4all.nl
Message-ID: <895443982@stackbbs.xs4all.nl>
Source record: 63000

```
Hi,
How much for the 130XE secam and 840
i mean (830 modem)... ?

Sysop*TXG

P.s. give it in Francs or Dollars
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4638. XF551 3.5" upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: sysop*txg@stackbbs.xs4all.nl
Message-ID: <895443983@stackbbs.xs4all.nl>
Source record: 63001

Hi,
When using the upgrade Bob Wooley
(PD) or the upgrade from Bob PUff use
MyDOS 4.5x and choose option O config
drives set it to 80 tracks 2 heads
and double density. The format and
run this disk...

When using SpartaDOS use XINIT 2.x
and chose 80 tracks / double sided
double density. Then for Bob Wooley
upgrade (sector skew) NO and YES for
the Bob Puff upgrade...

The Bob puff upgrade is much faster
and can read IBM/ST diskettes...

Sysop*TXG

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4639. Hardware.... (help)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-13 00:00:00 UTC
From: sysop*txg@stackbbs.xs4all.nl
Message-ID: <895443984@stackbbs.xs4all.nl>
Source record: 63002

Hi,
Does somebody has a MIO 1 MB and/or a
SpartaDOS X cart for sale...

I also look for a US DOUBLER...

Instead of buying I will swap the MIO
and/or SPARTADOS X against a SPEEDY
1050 DS interface which is a
HAPPY-clone kit for 1050 with a DOS
and a Highspeed sector copier on ROM
which will boot when you're booting
the ATARI without a floppy... The
copier will run at 96000bps !

Sysop*TXG

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4640. Re: Mac Paritition for Shapeshifter

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: "Rated RR." <dpuljiz@zesoi.fer.hr>
Message-ID: <355A341E.MD-0.214.dpuljiz@zesoi.fer.hr>
Source record: 63003
Cross-posted to: comp.sys.amiga,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.cbm

On 12 May 1998 09:32:07 GMT the XDelusion thought deeply about Mac Paritition for Shapeshifter and wrote then:

> I am running shapeshifter with za Hard disk file that I downloaded form my friend, the only thing
> is that this is terribly slow, and I want to be able to use a Partition form my hard drive
> instead. ONly thing is that when I use CrossMAC to format a Mac partitition, Mac OS
> claims not to be able to recognize it, and when I want to Initialize it, it fails!!!
>

If you want to use filedisks, run them on a AFS partition. It is
incredibly fast! =))

--

e-mail: dpuljiz@zesoi.fer.hr Rated RR. aa Dalibor Puljiz
URL: http://islands.zesoi.fer.hr/~dpuljiz WARP - Croatian Amiga Magazine
ICQ UIN: 2463483 Warp 4 Sub, Gate To Eternity

"I asked Jesus, "How much do you love me?"
"This much," He answered.
Then He stretched out his arms, and died.

4641. Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <355a2335.24293569@news.mci2000.com>
Source record: 63004

I'm looking for a truetype version of the Atari800 system font. Does such a thing exist?

Thanks,
Ron

4642. Atari Force

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: look@my.sig
Message-ID: <355a2f9c.74621621@news.wavetech.net>
Source record: 63005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Watch your back Amiga RC5, the Atari Force is on the move! (Nothing wrong with a little friendly competition, eh?) If you love Atari, show your support by joining team #3921 today! That is if the stats server ever recovers from the eternal update it seems to be in today... :P (I hope its because they're upgrading the poor thing... :)

No idea what I'm talking about? Go to www.distributed.net. The official team page is at members.xoom.com/8088/rc5/ but is pretty much a placeholder at the moment...

Now where's that Atari client? :)

--
Email should go to a username of lerwick that belongs to yet another annoyed spam victim at a server who is listed in the DNS as freenet.msp.mn.us
And my homepage URL can be easily figured out from my email address
(bite me spammers)

4643. re: Atari 800XL stuff requested

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6jddmq$5m1@bgtnsc01.worldnet.att.net>
Source record: 63006

Someone recently posted a 'want list' of stuff for an 800XL system. I saw the message but before I could save it and reply, my server went down and seems to have lost all the comp.sys.atari.8bit messages. If the person who posted that message could drop me a copy in Email, I believe I have most of the things he's looking for.

Sheldon
Email: s.winick@worldnet.att.net

4644. Atari Light Pen ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998051401222300.VAA04401@ladder03.news.aol.com>
Source record: 63007

I just picked up a Light Pen it is Red with a black spiral cord like a phone cord ? It has a plug on the end like an Atari ?? It was with a bunch of 2600 stuff ?? Any clue ?

Alan
Atari 2600 - 5200 - 7800 - Jaguar -3DO- Lynx -Playstation-Intellivision
Colecovision -SMS- Odyssey 2 - Pong -NES- Hand Helds
- Table Tops

4645. Re: XL-Search / UMich Update

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6jdhag$e0u$1@hades.csu.net>
Source record: 63008

Bill (kendrick@zippy.sonoma.edu) wrote:
: Thanks to his contribution, nearly 70 files are now "named," and can be
: found using the XL-Search search engine:

oops - that should have been 70 MORE files! :)

Add 30 more to that list, thanks to Michael, since this post was made.

Now... for the best news, the XL Search site has been updated slightly
(0K files are now 1K files, there's a "Submit your FTP site" form on the
Feedback page, and a cool picture of an Atari 800 on the from page), and
it now lists ALL 1100+ FILES on Umich!

All of the files which don't yet have blurbs simply have their filenames
as descriptions, but this will of course change as time goes on
(especially if folks like Michael help out like he's been doing! :))

Come visit, sniff around, and enjoy. And REMEMBER: IF YOU HAVE AN FTP SITE
OR WEBSITE WITH ATARI 8-BIT SOFTWARE (esp. that not found on UMich),
LET ME KNOW!!!!!!!!!!

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4646. Re: Atari Word Processor (Before AtariWriter)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd7edd$6ed64410$64646464@gregm_pc>
Source record: 63009

What about TextWizard? We used it lots- in high school I wrote a sociology paper with it, and my teacher gave me a C because he though the computer wrote it for me. So my dad had a little talk with him and the principal. My teacher regraded my paper and I got a B. At that point I was more interested in DOS 2 internals anyway....

Gregm

--
==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

Mark Newton-John <marknewtonjohn@webtv.net> wrote in article
<6jbjr4$7ks$1@newsd-199.bryant.webtv.net>...
> Whoa, the infamous AWP. I haven't heard that for a long time. The one
> really screwy thing that I thought it had is that it saved each page as
> a separate file. AWP also put returns at the end of each line, and it
> added alot of extra spaces and control characters when it formatted
> pages.
>
> It was a real hard program to deal with, AtariWriter was a breeze when
> it was released!
>
> One feature it had (and at the time, not many IBM or Apple programs had
> this) was a simple way to change upper case to lower case and vice
> versa. Back in the days when I saved BBS transcriptions, I HATED those
> postings from Apple II users WHO KEPT THE CAPS LOCK ON AT ALL TIMES.
>
> AtariWriter still is the BOMB!
>

4647. Auction: Atari 8-Bit - 1 Week Left!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <1998051402331900.WAA13890@ladder03.news.aol.com>
Source record: 63010

May Auction - Update 3

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Wednesday, May 20 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Instructions
Atari 8-Bit Instructions:
I1. BC's Quest for Tires, Sierra -$1.95 min
I2. Blue Max, Synapse -$1.95 min

I3. Centipede, Atari -$1.95 min
I4. Clowns and Balloons, Datasoft -$1.95 min
I5. Demon Attack, Imagic -$1.95 min
I6. Dig Dug, Atari -$1.95 min
I7. Final Legacy, Atari -$1.95 min
I8. Flight Simulator II Reference Chart -$1.95 min
I9. Flip and Flop, First Star -$1.95 min
I10. Gorf, Roklan -$1.95 min
I11. Gruds in Space, Sirius -$1.95 min
I12. Gyruss, Parker Bros. -$1.95 min
I13. H.E.R.O., Activision -$1.95 min
I14. Hard Hat Mack Command Summary Card, Activision -$1.95 min
I15. Joust, Atari -$1.95 min
I16. Jumpman Jr. Epyx -$1.95 min
I17. Keystone Kapers, Activision -$1.95 min
I18. K-razy Antiks -$1.95 min
I19. K-razy Kritters -$1.95 min
I20. K-razy Shootout -$1.95 min
I21. K-Star Patrol -$1.95 min
I22. Master of the Lamps, Activision -$1.95 min
I23. Megamania, Activision -$1.95 min
I24. Miner 2049er, Big Five -$1.95 min
I25. Monster Maze, Epyx -$1.95 min
I26. Mr. Do!, Datasoft -$1.95 min
I27. On-Track Racing, Gamestar -$1.95 min
I28. Pac-Man, Atari -$1.95 min
I29. Pharaoh's Pyramid, Master Control Software -$1.95 min
I30. Pool 400, Innovative Design -$1.95 min
I31. Rainbow Walker, Synapse -$1.95 min
I32. Repton, Sirius (includes iron-on) -$1.95 min
I33. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
I34. Return of Heracles, Quality Software -$1.95 min
I35. Robotron, Atari -$1.95 min
I36. Shooting Arcade, Datasoft -$1.95 min
I37. Silent Service, Microprose -$1.95 min
I38. Snokie, Funsoft -$1.95 min
I39. Super Cobra, Parker -$1.95 min
I40. Track Attack, Broderbund -$1.95 min
I41. Wizard of Wor, Roklan -$1.95 min
I42. Zaxxon, Sega -$1.95 min
I43. Encounter!, Synapse -$1.95 min
I44. APX Ultimate Renumber Utility Insts. -$1.95 min
I45. APX Keyboard Organ Insts. -$1.95 min
I46. APX Sketchpad Insts. -$1.95 min
I47. APX Video Math Flashcards Insts. -$1.95 min
I48. APX Presidents of the United States Insts. -$1.95 min
Atari 5200 Instructions:
I49. Frogger -$1.95 min
I50. Popeye -$1.95 min
Atari 2600 Instructions:

I51. Asteroids, Atari (b&w, 5 languages) -$.50 min
I52. Space Invaders, Atari (small black) -$.50 min
I53. Home Run, Atari (small black) -$1 min
I54. Street Racer, Atari (small black) -$1 min
I55. Super Breakout, Atari (colored) -$1 min
I56. Surround, Atari (small black) -$1 min
I57. Tennis, Activision (colored) -$1 min
I58. Video Olympics, Atari (colored) -$1 min
I59. Video Pinball, Atari (small colored) -$1 min
I60. Congo Bongo, Sega -$1.25 min
I61. Encounter at L-5, Data Age -$1.25 min
I62. Missile Command, Atari (colored) -$.75
I63. Atari Force Comic Book #1 -$1.95 min
I64. Atari Force Comic Book #2 -$1.95 min
I65. Atari Force Comic Book #3 -$1.95 min
Amiga Instructions:
I66. One on One Command Summary Card -$1 min
Super Nintendo Instructions:
I67. Super Nintendo Mortal Kombat II -$1 min

Game Catalogs
1. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.50 min
2. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 min
3. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart.
-$.50 min
4. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 min
5. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 min

Atari Computer Books/Manuals
6. Atari Personal Computer System Operating System User's Manual. CO16555 Nov.
1980. 215 pages. Add $1 to shipping. -$9.95 min
7. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping.
-$9.95 min
8. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
9. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command
Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler
Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
10. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min

Atari 5200 Single Cartridges
11. Pac-man (excellent label) -$1.50 ramfan83
12. Defender (excellent label) -$1 min
13. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
14. Pac-man (pair in excellent condition.) -$1.50 min

Atari 8-Bit Computer
15. Kindercomp cartridge. -$.50 min
16. Print Shop Graphics Library 3 disk with Reference Card. -$1.95 min
17. Atari Word Processor Program Master disk (CX8119) -$1.95 min
18. HomePak (flip side for C64), Batteries Included disk -$1 min

19. Ken Uston's Professional Blackjack disk (flip side C-64) with Operating Inst. manual. -$1 min
20. Party Quiz Game Question disk (General Edition 1), Suncom. Flip side C-64. -$.50 min
21. F-15 Strike Eagle, Micropose disk -$.75 min
22. Track Attack game disk, Broderbund -$.75 min
23. Maxi Golf, Activision 2 disk set -$.75 min

Atari Controllers
24. Atari Standard Joystick (single) -$1.95 min
25. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
26. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4.95 min
27. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
28. Flip and File - Same as above. -$1.95 min
29. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
30. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
31. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$11.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

* Classic Game Magazines*
M1. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Microfun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11 JMouchmino

M2. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$8.95 min

M3. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -$ 9 JMouchmino

M4. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$8.95 min

M5. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$8.95 min

Atari Computer Magazines
A6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$10 cswiger

A7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$10 cswiger

A8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$10 cswiger

A11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$6.95 min

A12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in

programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$6.95 min

A14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$6.95 min

A15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7 cswiger

A16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7 cswiger

A17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$5.95 min

A21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$5.95 min

A24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7 cswiger

A27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$4.95 min

A28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$4.95 min

A29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$4.95 min

A31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$4.95 min

A32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$4.95 min

A33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$4.95 min

A34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$4.95 min

A35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$4.95 min

A36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$4.95 min

A52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

AE1. Atari Explorer Sept./Oct. 1986. -$1.95 min

AE2. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

AE3. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

AA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$6.95 min

AA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$6.95 min

AA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$6.95 min

AA4. Feb./Mar. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$6.95 min

AA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$2.95 min

AA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$2.95 min

AA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$2.95 min

AA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$2.95 min

AA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$2.95 min

AA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$2.95 min

AA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$2.95 min

AA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$2.95 min

AA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$5 cswiger

AA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$2.95 min

AA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$2.95 min

AA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$2.95 min

AA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$2.95 min

AA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$2.95 min

AA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$2.95 min

AA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$2.95 min

AA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$2.95 min

AA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

AA23. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$2.95 min

AA24. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$2.95 min

AA25. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$2.95 min

AA26. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics

Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$2.95 min

AA27. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$2.95 min

AA28. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$2.95 min

AA29. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$2.95 min

AA30. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$2.95 min

AA31. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$2.95 min

AA32. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$2.95 min

4648. Re: I got an Atari Again!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6jdmi2nrg1@pale-rider.INS.CWRU.Edu>
Source record: 63011

'And the angels rejoiced, for the prodigal son had returned.'

4649. 65XE power supply needed.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: suprdave@aol.com
Message-ID: <1998051403440600.XAA27514@ladder01.news.aol.com>
Source record: 63012

email price+shipping please.

D.B. Young. Team OS/2!
-->this message printed on recycled disk space<--
/members.aol.com/suprdave/index.htm Best view with ANY browser!

all opinions expressed are patent pending
permanent member of the "panel of experts"

4650. atari 8-bit ppp anyone ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Jose Moreno <jose_m@internetmci.com>
Message-ID: <355A7187.422B7A2@internetmci.com>
Source record: 63013

hello all !!

does anyone know if anyone has yeat created a ppp for the 8-bit atari
somewhere ??
please reply by e-mail

thanks

Jose

4651. XF551 repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Harry Whitmore <HDWHITMORE@worldnet.att.net>
Message-ID: <6jdsm1$5qf@bgtnsc03.worldnet.att.net>
Source record: 63014

Is there anyone that can check out and repair my XF551 disc drive. It started getting real fussy and cycled constantly. When I took the cover off and looked for a problem something must have shorted because it doesn't work now. Don't use the Atari much anymore but I love it too much to give up on it. I also have 2 Indus GT Atari drives that don't work. One was shorted out when the I/O cable got jammed in upside down. The other one just got fussy and quit reading disks.

Harry Whitmore
HDWHITMORENOSPAM@worldnet.att.net
remove the nospam to reply

4652. Re: Want to Trade 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <1998051405113500.BAA02201@ladder03.news.aol.com>
Source record: 63015

>From: "m.j.beau"

>What a joke... those "hard to find" games of yours are worth about 0.50

Thats funny I never see anyone selling them for that
Price in this newsgroup, No joke!

>cents each. I would say that an Atari 2600 Starpath Supercharger is
>worth a bit more thank $1.50. Have a Nice day!

I always have a nice day

4653. Missing some games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <355A9AEF.5D5C06C0@asw.cz>
Source record: 63016

Hello!

I searched all the sites (hackerz, some mirrors, etc.), but I'm still
missing these games:
Mordon's Quest (adv.), Universal Hero, Space Lobsters, Feud.

Thanks,
--
Jindrich Kubec (kubecj@asw.cz)

4654. Re: Atari Light Pen ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Esxvyt.44q@cix.compulink.co.uk>
Source record: 63017

In article <1998051401222300.VAA04401@ladder03.news.aol.com>,
atari76@aol.com (Atari76) wrote:

> I just picked up a Light Pen it is Red with a black spiral cord like a
> phone cord ? It has a plug on the end like an Atari ?? It was with a
> bunch of 2600 stuff ?? Any clue ?
Yup, sounds like an Atari light pen. ISTR there were a few 3rd party ones
as well as an official Atari one. Easy to program, even in basic. There
were 2 memory adresses you had to read for x/y and that was about it
I think!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4655. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <355ACFBC.D4A9828C@ix.netcom.com>
Source record: 63018

Mark L. Simonson wrote:
>
> In article <355a2335.24293569@news.mci2000.com>,
> CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:
>
> > I'm looking for a truetype version of the Atari800 system font. Does
> > such a thing exist?
>
> If there isn't (and I don't think there is), I'd be willing to do one and
> make it availble as PD. Does anyone have any suggestion regarding
> character layout? In other words, should it map exactly to the original
> ASCII codes (some of which are not easily usable/accessible on modern PCs
> and Macs), OR should the characters be remapped in such a way to make it
> easy to use on modern PCs and Macs?
>
> Note: There is a Mac bitmap font on John Goodman's site
> (http://www.tiac.net/users/jgoodman/atari/otherresources.html) that is
> mapped directly to the original ASCII layout, but it is Mac only. I have
> done several unreleased Atari fonts (also as Mac bitmap fonts) myself. (I
> don't know how to do bitmap fonts for PCs or if one exists.) A bitmap
> version of the Atari font is sufficient for most uses since that's all it
> was to begin with. But a scalable TrueType font (without the "jaggies")
> would be neat.
>
> Mark
>
> ----------
> Mac/Atari Fusion: Atari 8bit Resources for Mac Users
> http://www2.bitstream.net/~marksim/atarimac/
>
> Mark Simonson, Proprietor
> marksim@bitstream.net
>
> Atari user since 1982 -- Mac user since 1984
> ----------

Mark,
If you do this, map it as the full 256 character ATASCII font set.
Scalable would be cool, but not really necessary (at least for me). I'd
love to get a hold of this set!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====

```
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

4656. demos & games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: bh@kki.net.pl
Message-ID: <355a2a4a.3391728@news.tpnet.pl>
Source record: 63019

hello
i search (for years!) for atari xl/xe demos and games
of course i want it in PC-files, to run it under emulators
can you help me?
i esspesialy need Prelimitary Monty game, i still cant forget it....
:-)
i downloaded sometime ago M.U.L.E. and i am happy, becouse it's best
economic game ever (show me better on PC..:-) but i want to back to
this days.. when.. you know..
so if you can - please help me...

Blacky

4657. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd7f30$99aab060$abc2accf@asharkis.erols.com>
Source record: 63020

What a kick if it can be done! I know a guy who was attempting it, but work kind of got in the way (shucks!) I belong to an 8-bit user group that wants to put up a Web page and this would make the page look that much more authentic.

Mark L. Simonson <marksim@bitstream.net> wrote in article
<marksim-1305982331530001@port138.bitstream.net>...
> In article <355a2335.24293569@news.mci2000.com>,
> CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:
>
> > I'm looking for a truetype version of the Atari800 system font. Does
> > such a thing exist?
>
> If there isn't (and I don't think there is), I'd be willing to do one and
> make it availble as PD. Does anyone have any suggestion regarding
> character layout? In other words, should it map exactly to the original
> ASCII codes (some of which are not easily usable/accessible on modern PCs
> and Macs), OR should the characters be remapped in such a way to make it
> easy to use on modern PCs and Macs?
>
> Note: There is a Mac bitmap font on John Goodman's site
> (http://www.tiac.net/users/jgoodman/atari/otherresources.html) that is
> mapped directly to the original ASCII layout, but it is Mac only. I have
> done several unreleased Atari fonts (also as Mac bitmap fonts) myself. (I
> don't know how to do bitmap fonts for PCs or if one exists.) A bitmap
> version of the Atari font is sufficient for most uses since that's all it
> was to begin with. But a scalable TrueType font (without the "jaggies")
> would be neat.
>
> Mark
>
> --
> Mac/Atari Fusion: Atari 8bit Resources for Mac Users
> http://www2.bitstream.net/~marksim/atarimac/
>
> Mark Simonson, Proprietor
> marksim@bitstream.net
>
> Atari user since 1982 -- Mac user since 1984
> --
>

4658. Re: Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd7f3b$99b33ae0$99dbccc3@default>
Source record: 63021

If this game was in Antic, you might want to try and find it at Antic's
internet page:

http://www.atarimagazines.com/

Christian Fowler

Paul Allen Panks <pap@dana.ucc.nau.edu> wrote in article
<6j7hebdlg1@ruby.ucc.nau.edu>...
> Hi-
>
> I remember a while back a game called Atari rogue a friend had on his
> Atari 130xe. He said he typed it in from a magazine. Anyway, it was the
> game Rogue, a D&D style game with ASCII characters but in this case if I
> remember correctly it used a character set. Does anyone know if this game
> is still around? I believe the magazine was called 'Antic'.
>
> Is there anyway I could convert the .bas file into ASCII text?
>
> Regards,
>
> Paul Allen Panks
> ppanks@hotmail.com
>
> --
> --
>
****
****
>
> Few cats act their age, while most just cough up fur balls.
>
>
****
****
>
>

4659. Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Rob Pagano <robpagano@worldnet.att.net>
Message-ID: <6jevpk$9vq@bgtnsc03.worldnet.att.net>
Source record: 63022

SAN JOSE, Calif., May 11 /PR Newswire/--JTS Corporation (Amex: JTS), today announced that it is consenting to the removal of its Common Stock and 5 1/4% Debentures from the American Stock Exchange (AMEX).

This action became necessary because the Company no longer fully satisfies all the guidelines of the AMEX for continued listing. The AMEX has advised that the last day for trading of the Company's securities on the AMEX will be Friday, May 22, 1998.

The Company expects that a market for its securities will develop over the counter following removal from the AMEX.

Anyone care to wager when they'll file for chapter 11?

4660. Re: XF551 3.5" upgrade text

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-NqNQMXp3Ccr7@localhost>
Source record: 63023

On Thu, 14 May 1998 03:50:04, Bob Woolley <rwoolley@pacbell.net>
wrote:

> JTKirk wrote:
> >
> > Hmmm... I think some time ago someone also posted the info on how to
> > upgrade the XF551 to a high-density drive... or was it something else?
> > I didn't keep that posting, and now I regret it.
> >
> > --
> > _____ ____---____ Marco Antonio Checa Funcke
> > _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> > _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> > '-_____|(http://www.GeoCities.com/Hollywood/2645
> ----
> ----
> actually, I have added to the upgrade a little... the XF551 will only
> switch density from DD to SD, so if you have a DD disk and the drive has
> been reading a SD disk, the DD disk will just NAK out on you because the
> drive will never try DD. If you are reading a DD disk, you can insert a
> SD disk and the drive will figure it out OK. This trait is annoying at
> best, so I added a patch to allow the drive to alternately try either
> density until it gets it right. This works much better for me.
>
> ADDR VALUE
> $0528 $00
> $0680 $50
> $080F $60
> $0811 $FA
> $053D $03
> $057B $1B
> $09D1 $0B
> $0B15 $1B
> $061D $F4
> $0621 $F4
> $0D0D $A0
>
> and the density switch
>
> $09E0 $09,53,08,C6,F0,9A,CF,8A,10,99,E7,24,B1
> $09F0 $8A,30,89,08,99,EF,24,B1
> $09AF $24,E0
>
>

> Bob

That is really net Bob, I had that problem and went back to the old 360 mech. Now I am gonna go back to 720 or maybe even 1.44. BTW, I am still waiting for that mio video ROM image you promised me. Hope to see it soon. Also hope you are feeling better and getting caught up on the workload. New AC soon? Can I drop by for a visit next time I am in the bay area? :)

Ken

4661. Help! Atari Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: awill12@sun308.ccs.bbk.ac.uk
Message-ID: <355b5fac.2430892@nntp-server.bbk.ac.uk>
Source record: 63024

Howdy, yall, and a speacial thanks directly to Iain R Laskey (laskey@cix.compulink.co.uk)!! Because, although I might not be able to give specific help on that issue, it's good to see that one brave person's question can open up a world of others (and answers to go with it, of course)...

Reading his post about a light pen made me think - 'GREAT STEAMING CONKERS!' I've got a brilliant Atari device I haven't used in years (Shame on me, my Atarians- head bowed low) and could make use of that amazing invention!

Hmmm...I'll not bore you guys any longer, and get to the point...

Well, my problem is this: I've got an Atari Touch Tablet, and I was wondering...is there anyway I can interface this innovative device to my notebook...so I can draw boring complex chemical structures instead of using my crappy little 'mouse'?

Anyways, great to see you all keeping the Atari light shining in a bitter dark world of pentiums and the like - at least we don't get viruses, hey guys and gals...?

Thanks again, Iain!

Mr. Lover

4662. Re: Missing some games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Wes Hinsley <wes-at-wct@geocities.com>
Message-ID: <355B1094.41C67EA6@geocities.remove.me.com>
Source record: 63025

Jindra Kubec wrote:
>
> Hello!
>
> I searched all the sites (hackerz, some mirrors, etc.), but I'm still
> missing these games:
> Mordon's Quest (adv.), Universal Hero, Space Lobsters, Feud.
>
> Thanks,
> --
> Jindrich Kubec (kubecj@asw.cz)

Universal Hero was released by Mastronic in about 1987, and was really great - a kind of arcade adventure where you had to pick up objects, use them to solve puzzles, in quite a large multi-screen maze. The only thing was, the Atari version was ported from an Amstrad I think, and there's a bit where you have to type in a password for a computer, and the Atari version locks up at this point, and you can't get any further. Very sad, because the game looked to be excellent up until then. That might be why it's not on the archives (?)

There was talk a while back of someone hacking the code and fixing it - anyone know anything about that?

Eventually, I was so keen to play the full game that I did something a bit dodgy.... (BRACE YOURSELVES!) I downloaded a Spectrum emulator, and the spectrum, version of the game. The graphics on the Atari are much nicer, and more colourful, although this one did have the merit of working! Still couldn't complete it though - I got stuck on the planet, where I couldn't find something called 'the orb' which I apparantly needed...

Anyway, enough reminiscing! Anyone happen to know what to do next?

--
%%%%%%%%%%%%
Wes =:-)

4663. Re: Heartbreak! (+ two 800XLs soon at goodwill/thrift in Rochester,...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6jg3pf$5nd$1@newsd-122.bryant.webtv.net>
Source record: 63026

I think you guys are right, and I have a recipe for handling your woman when she tries to take your Atari 8bit away or stop you from buying up new ones:

#1 Scour garage sales until you find two Ataris (one as back-up)

#2 Buy a bunch of other useless computer stuff, like old printers, just because they are cheap and might work, modems for the "classic BBS" you plan to start, atari 850's even though you have no real clue what to use them for.

#3 Also buy any four player game carts you can think of. Simultaneous play is important, so not Breakout. Go with Basketball and Asteroids.

#4 Advise wife you are bringing home a few colleagues, and would she please fix snacks.

#5 Purchase 3 twelve-packs of cheap beer, and 3 of you favorite old metal CD's, like Quiet Riot's Mental Health, that kind of thing.

#6 Find 3 equally stupid male friends. This might be tough for some 3 is a lot but you can always find some homeless men or something.

#7 Load them all in your car and drive down by the river and crack open those beers until about 7 are gone.

#8 Stop by a convenience store for nachos because your wife probably f$@ked up the snacks. Get lots of nachos and chip and stuff.

#9 Barge into your home with 3 tipsy, dirty and sweaty grungy guys and yell for your snacks while struggling to hook up the 8bits to your largest TV.

#10 Shove the coffee table out of the way, pass round the beers, sit on the floor, pass out the joysticks, start the metal music and slip Basketball in the computer.

You know the rest.

vs

4664. R and ER Atari 2600 Games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <355B9761.65A4@pilot.msu.edu>
Source record: 63027
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.games.video.classic,alt.atari,rec.games.video.atari

It seems like I make this post every other month, but my collection gets more and more complete each time, so it it again!

I am looking for the following Atari 2600:

Checkers
Cosmic Commuter
Rampage (NTSC)

Swordquest Waterworld
Crazy Climber
Asterix
Rubik's Cube
Gremlins
Motorodeo
Ikari Warriors
BMX Airmaster

Shootin Gallery
Solar Storm
Subterranea
Wing War

Atari 7800 (lower priority than 2600 games)

Commando
Mean 18 Golf
BasketBrawl
Planet Smashers
Ikari Warriors
Alien Brigade
Summer Games
Water Ski
Tank Command

I have many things to trade at:

http://pilot.msu.edu/user/reicher6/atari.htm

-Tempest

4665. Re: Atari Force

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: "David P. Cole" <avon@ibm.net>
Message-ID: <355B9CBD.53EC@ibm.net>
Source record: 63028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Callum Lerwick wrote:
>
> Watch your back Amiga RC5, the Atari Force is on the move! (Nothing wrong
> with a little friendly competition, eh?) If you love Atari, show your
> support by joining team #3921 today! That is if the stats server ever
> recovers from the eternal update it seems to be in today... :P (I hope its
> because they're upgrading the poor thing... :)
>
> No idea what I'm talking about? Go to www.distributed.net. The official
> team page is at members.xoom.com/8088/rc5/ but is pretty much a placeholder
> at the moment...
>
> Now where's that Atari client? :)
>

All righty then, where's the Atari newsgroup? I want to see Amiga users
posting adverts for Team Amiga.

Nothing wrong with a little friendly competition, eh?

4666. Wanted : 800XL stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Warren R Hull <whull@tiger3.ocs.lsu.edu>
Message-ID: <Pine.A41.3.95.980514223456.41796B-100000@tiger3.ocs.lsu.edu>
Source record: 63029

I am looking for the following for an Atari 800XL
-Memory upgrades. 256k rambo or plans
-13 pin cables
-Joysticks
-Cart/disks programs
-A way for my computer to read 5.25" disks formatted on the 1050
if its possible
-Diagnostic cart or trouble shooting text/wiring diagrams.
-9V power supply for 1050 disc drive
-broken 800XLs
-broken power supplies for the 800 (Brown box,not black)
-monitor cables
Thanks.

Ricci Hull, EE

4667. Burn chips for 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Warren R Hull <whull@tiger3.ocs.lsu.edu>
Message-ID: <Pine.A41.3.95.980514223730.41796C-100000@tiger3.ocs.lsu.edu>
Source record: 63030

What kind of software do I need to burn a chip for a 2600 game from a ROM? does anyone sell a cart with a socket for the 8k chip? How much does a chip that atari used cost?? How big is it? (don't feel like breaking open one of my few games). Thanks!!

Ricci Hull, EE
Lousiana State University

4668. WANTED: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: Nick Carrigan <nickc@redstone.net>
Message-ID: <355bbbba.0@news3.uswest.net>
Source record: 63031

```
Wanted to Buy:

Atari Portfolio (good to excellent condition)
Manuals
Cables
(box if possible)

-Nick
```

4669. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: af332@james.hwcn.org
Message-ID: <6jfqna$fh2@james.hwcn.org>
Source record: 63032

In <355a2335.24293569@news.mci2000.com>, CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:
: I'm looking for a truetype version of the Atari800 system font. Does
: such a thing exist?

: Thanks,
: Ron

A friend of mine did an assembler terminal for the PC similar to Telemate etc......it is called "Genterm" and even runs on a PC jr!

Anyhow, at my request, he added an Atascii font. It is a bit map font, but it IS an Atari font. You can get details by emailing him at d.soft@hwcn.org

His name is Scott.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4670. Re: Atari Force

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-14 00:00:00 UTC
From: pico <pico_nospam@aros.net>
Message-ID: <355B5CE6.MD-0.198.pico_nospam@aros.net>
Source record: 63033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
>
> All righty then, where's the Atari newsgroup? I want to see Amiga users
> posting adverts for Team Amiga.
>
> Nothing wrong with a little friendly competition, eh?
```

actually it would be nice to see the two combine their efforts.

4671. Looking for 8bit Game Site...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051503001500.XAA07596@ladder03.news.aol.com>
Source record: 62835

I was looking around the internet today and came across an Atari website that had LOTS of instruction manuals (converted into text files) for 8bit games. It was an excellent site and the person/s responsible should take great pride in the work they have done!

But before I could bookmark the site, I lost my phone connection and got dropped off line. Now I can't remember the address or even the name of the site I was at.

If someone knows the address of a website that has instruction manuals online, please post it.

Thanks much in advance!

Al

4672. Re: Mac Paritition for Shapeshifter

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Marcel DeVoe <mdevoe@shore.net>
Message-ID: <6jh17i$o6q@fridge.shore.net>
Source record: 62836
Cross-posted to: comp.sys.amiga,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.amiga.hardware XDelusion <XDelusion@wcoil.com> wrote:
> I am running shapeshifter with za Hard disk file that I downloaded form my friend, the only thing
> is that this is terribly slow, and I want to be able to use a Partition form my hard drive
> instead. ONly thing is that when I use CrossMAC to format a Mac partitition, Mac OS
> claims not to be able to recognize it, and when I want to Initialize it, it fails!!!

> What gives??

As far as your filedisk goes, add 1000 buffers the the drive the filedisk
is on and it will help speed that up tremendously.

--
Marcel DeVoe
mdevoe@shore.net 71612.755@compuserve.com
A4000D/060/66 overclocked CSMKII CV64 44megs
Oktagon Emplant/FUSION CDROM M1764 17" monitor

4673. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: "Mr. 8-bit" <erasmus@atari.domain>
Message-ID: <Pine.GSO.3.96.980515054609.6522D-100000@iglou1>
Source record: 62837

On Wed, 13 May 1998, Bob Woolley (rwoolley at pacbell dot net) wrote:
->... the XF551 will only switch density from DD to SD, so if you have
-> a DD disk and the drive has been reading a SD disk, the DD disk will
->just NAK out on you because the drive will never try DD.

Mine does it. It's too bad that yours won't. (In any case, a
rhetorical question: Is it really the drive that's in charge of this
process [as you imply], or is it the software?!)

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

4674. Re: Wanted: 400 & VCS (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EszuqL.850@cix.compulink.co.uk>
Source record: 62838

In article <355B85F2.6DCB@virgin.net>, tony.brown1@virgin.net (Tony Brown) wrote:

> Anyone have an Atari 400 or VCS (the woodgrain model) going cheap (any
> condition) ?
> If so, please e-mail with details,
Try boot fairs - I've seen loads of woody ones, often with original boxes and games for a tenner or so.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4675. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd7fff$276ec200$acc2accf@asharkis.erols.com>
Source record: 62839

It doesn't surprise me. The stock has been sinking all along. JTS was chasing pie in the sky with that small format drive, and now all they can do is compete with the large drive manufacturers (and not very well at that.) We all have 20/20 hindsight, and I guess they could have done something with the Atari property, but they chose not to.

Hasbro will probably do more with the Atari properth (and assumed debt) they have, but probably not as much of the things we, in this ng, would like to see.

Rob Pagano <robpagano@worldnet.att.net> wrote in article <6jevpk$9vq@bgtnsc03.worldnet.att.net>...
> SAN JOSE, Calif., May 11 /PR Newswire/--JTS Corporation (Amex: JTS),
> today announced that it is consenting to the removal of its Common Stock
> and 5 1/4% Debentures from the American Stock Exchange (AMEX).
>
> This action became necessary because the Company no longer fully
> satisfies all the guidelines of the AMEX for continued listing. The AMEX
> has advised that the last day for trading of the Company's securities on
> the AMEX will be Friday, May 22, 1998.
>
> The Company expects that a market for its securities will develop over
> the counter following removal from the AMEX.
> -----
> Anyone care to wager when they'll file for chapter 11?
>

4676. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.980515085233.25595B-100000@moose.erie.net>
Source record: 62840

On 15 May 1998, Alan Sharkis wrote:

> Hasbro will probably do more with the Atari properth (and assumed debt)
> they have, but probably not as much of the things we, in this ng, would
> like to see.
>

What debt did Hasbro assumme? I don't remember reading that.

4677. Re: WANTED: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1505980952420001@128.146.74.157>
Source record: 62841

In article <355bbbba.0@news3.uswest.net>, "Nick Carrigan"
<nickc@redstone.net> wrote:

>Wanted to Buy:
>
>Atari Portfolio (good to excellent condition)
>Manuals
>Cables
>(box if possible)
>
>
>-Nick

Check out this, Nick:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14157247

4678. Re: atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1505980953100001@128.146.74.157>
Source record: 62842

In article <3557A1C3.B9EBE8DB@buffnet.net>, William Honecker
<bjajh@buffnet.net> wrote:

>does anyone have an atari portfolio for sale? andy

Check out

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14157247

4679. FS: Atari Portfolio - the original palmtop!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1505980958470001@128.146.74.157>
Source record: 62843

The world's first palmtop computer! The Atari Portfolio runs MSDOS applications and comes with a suite of built-in software including calendar, addressbook, text editor, Lotus-compatible spreadsheet, and file-transfer utilities. Plus there are plenty of third-party shareware apps, including games and productivity tools, available for download. This package includes the Atari Portfolio, a parallel port adapter so you can hook it to your desktop for file transfers, a 64k storage card, manuals, and AC adapter. This is a real collectible! Buyer pays shipping. For more info on the Portfolio, check out this page:
http://www.ncsc.dni.us/fun/user/tcc/cmuseum/Portfoli.htm

The auction is at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14157247

4680. Re: WANTED: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: georgeh@mail.rlc.net
Message-ID: <355c50ea.0@news.rlc.net>
Source record: 62844

In article <355bbbba.0@news3.uswest.net>, "Nick Carrigan" <nickc@redstone.net> says:
>
>
>Wanted to Buy:
>
>Atari Portfolio (good to excellent condition)
>Manuals
>Cables
>(box if possible)

Be sure to get De Re Atari.

GFH

4681. Re: WANTED: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Et07n3.KMA@cix.compulink.co.uk>
Source record: 62845

In article <355c50ea.0@news.rlc.net>, georgeh@mail.rlc.net (George F. Hardy) wrote:

> In article <355bbbba.0@news3.uswest.net>, "Nick Carrigan" <nickc@redston
> e.net> says:
> >
> >
> >Wanted to Buy:
> >
> >Atari Portfolio (good to excellent condition)
> >Manuals
> >Cables
> >(box if possible)
>
> Be sure to get De Re Atari.

Why, what's that got to do with a Portfolio?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4682. Re: Xl-it Joystick problem:

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Chris Chiesa <cfchiesa@servtech.com>
Message-ID: <355C66AB.18EA@servtech.com>
Source record: 62846

GAREEE! wrote:
>
> Ok I was told that the only way to really run bounty bob on the 800 emus is
> to use xl-it.. only problem is it doesn't "see " my joystick!! it's working
> fine under windows 95, and also with things like mame, and the genecyst emu,
> but it's not seen by xl-it.. any ideas??
>
> (BTW it's a joypad..) and atari800 sees it just fine..but won't play bounty
> bob yet.. 8(

FWIW, the copy of Bounty Bob that *I* downloaded (unfortunately I forget
from
WHERE), doesn't work entirely correctly even on my REAL Atari, let alone
an
emulator. Has anyone downloaded a copy that DOES work correctly on REAL
hard-
ware? I'd like to know that someone can confirm the available file is,
itself,
good!

Chris
cfchiesa@servtech.com

4683. Re: Missing some games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <355c6d07.1415976@207.97.159.250>
Source record: 62847

On Thu, 14 May 1998 09:19:11 +0200, Jindra Kubec <kubecj@asw.cz>
wrote:

>Hello!
>
>I searched all the sites (hackerz, some mirrors, etc.), but I'm still
>missing these games:
>Mordon's Quest (adv.), Universal Hero, Space Lobsters, Feud.
>

That's because when those archives were put togther, those games were
not available to the archivers. Maybe if you get a hold of them you
can add them?

4684. Re: Mapping Joystick to Arrow keys instead of keypad in Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: ziggy29@u1.netgate.net
Message-ID: <6ji04a$r3m@ss.netgate.net>
Source record: 62848

Rohan Langley (rohan@pacific.net.sg) wrote:
: Alas, I have been unable to make MULE work on XL-IT. Got something to
: do with the keyboard not mapping a joystick emu properly. MULE won't
: let you get past the first screen. (oh, if anyone knows how to fix that
: then I would be much obliged)!

I don't know if this is related, but the early copies of M.U.L.E.
(like the one I have) don't work on the *real* 800 XL because of the
joytick mapping. Fix-XL gets around the initial booting problem,
but the program later looks for four joystick ports and bombs.

Later versions (hacks?) of M.U.L.E. boot right up on the XL, no
Fix-XL or four joy ports needed. I believe the recent ATR files
I've seen are the new XL-friendly version, so if that's what you
have, maybe it's not a related problem.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours... Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

4685. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <355C76E8.C9DC68C5@csfb.com>
Source record: 62849

I hope JTS rots in business hell! They deserve it after how they squandered Atari's money, left all of the inventory to sit, did nothing to support the Atari community and then they just have John Skruch walk into their offices and they fire him on the spot. They had absolutely no respect for Atari or its people they deserve whatever hole they fall into and they don't deserve to come out. Right now I need a load of Hard Drives, I could pick up JTS drives from a surplus place for $79 a piece, I'd rather spend $99 and buy Quantums, I tell everyone I know to steer clear of JTS products at all costs.

Curt

4686. FS: Misc Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <Et0E74.MJE.0.bloor@torfree.net>
Source record: 62850

I have the following items for sale:

Software:

Synfile+, database program, box and manual included. $4

Print Shop Companion, box and manuals included. $4

Print Shop, disk only. $3

Print Shop Graphics Library Disk #2. $2

Print Shop Graphics Library Disk #3. $2

Christian Scenes and Symbols, graphics disk for Print Shop. $2

B/Graph, disk only, $3

Letter Perfect, word prcesor for 400/800. This won't run on an XL/XE. $3

F15 Strike Eagle, disk only. $4

The Tax Advantage, 1984 Edition, disk only. $2

AtariBASIC cartridge, Revision A. $2

Books/Magazines:

6502 Assembly Language Subroutines. $4

Machine Language for Beginners, by Richard Mansfield, includes a type-in
assembler, for all 6502-based Commodores, Ataris, and Apple IIs. $4

Motorola M68000 User's Manual. For 68000,68008,68010 & 68HC000 processors.$3

Hardware:

Boca 14.4 faxmodem, no power supply. Since I don't have a power supply
I can't test it, so no guarantees. $5

Prices do not include shipping. I am located in Dayton, Ohio.
Please reply to an422@mvcn.dayton.oh.us.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

4687. Re: 130 XE Keyboard FIX needed..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <355CA757.6E42@pacbell.net>
Source record: 62851

GUY1015 wrote:
>
> >Robert S Ely <rely@ix.netcom.com>
> >wrote:
>
> >There's another problem in that the conductive paint eventually
> >oxidizes from exposure to air. What we need is a circuit board that
> >goes on the back of the keyboard eliminating the mylar (or find an XL
> >with a nice switch-based keyboard).
>
> Thanks for the info.. You would think by now there would be a GOOD
> third party replacement keyboard for the 130XE.. There's nothing like
> the system going down in the middle of test papers.. 8-)
>
> Thanks!

The mylar replacement from Best seemed to work really well....

Bob

4688. Re: XF551 3.5" upgrade text

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <355CA873.59BC@pacbell.net>
Source record: 62852

kames@dxnet.com wrote:

>
> That is really net Bob, I had that problem and went back to the old
> 360 mech. Now I am gonna go back to 720 or maybe even 1.44. BTW, I am
> still waiting for that mio video ROM image you promised me. Hope to
> see it soon. Also hope you are feeling better and getting caught up on
> the workload. New AC soon? Can I drop by for a visit next time I am in
> the bay area? :)
>
> Ken

Absolutely! Any of you Atari guys that get around the Bay Area - stop on
by!

Bob

4689. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <355CA948.7CFA@pacbell.net>
Source record: 62853

Mr. 8-bit wrote:
>
> On Wed, 13 May 1998, Bob Woolley (rwoolley at pacbell dot net) wrote:
> ->... the XF551 will only switch density from DD to SD, so if you have
> -> a DD disk and the drive has been reading a SD disk, the DD disk will
> ->just NAK out on you because the drive will never try DD.
>
> Mine does it. It's too bad that yours won't. (In any case, a
> rhetorical question: Is it really the drive that's in charge of this
> process [as you imply], or is it the software?!)
>
> >>>---<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "All Indus -- All The Time!" *

If you can switch densities either way, it is your DOS that is
controlling it. The drive will not jump to DD on its own. I use DOS 2.0
in DD all the time. Without the patch, there is no way you can swap
disks. Oh, the drive WILL switch density if you are reading the boot
sectors... Once DOS is in, though, you are on your own.

Bob

4690. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6jie60$7l9$1@alexander.INS.CWRU.Edu>
Source record: 62854

(Some comments about JTS.)
I dunno. Corporate laws seem like maybe funny.
I remember 'Batteries Included'. It was 'sold' to some company.
It had some money and program rights. The money was taken,
the rights sold to Activision, I think, and the company folded.
Where did all the money go?
1. Atari had $50 million assets.
2. Tramiels 'merge' Atari with JTS.
3. The money from Atari disappears, Hasbro buys Atari (with debt?)
4. JTS goes out of business or loses lots of money.
Where did all the money go?
My wife. She belonged to a 85 year old hospital with and endowment
that could have run the hospital for YEARS with ZERO income.
1. The hospital 'sells' to Columbia.
2. The hospital is about to close because of no money.
Where did all the money go?
The savings and loan $500 billion bailout.
1. Savings and loan companies, by the hundreds are no solvent.
2. The company execs made 'bad' loans to various people.
3. The US Congress steps in.
4. All investors are re-imbursed for their deposits.
5. Three guys go to jain. Milken still has a billion. Keats wasn't
guilty, his main investment was a huge hotel that would have
made investors twice the value of their stock by now.
6. Hardly anyone went to jail. Lots of 'assets' are sold by US
for distress prices , (to whom?).
7. The money is gone. Where did all the money go?

4691. MAC65

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <355C4E34.4A94FFDD@hotmail.com>
Source record: 62855

I am starting to try and learn assembly language. I downloaded this MAC65 thing and I don't know how to do anything. I figured out how to load files with ENTER and LOAD but I couldn't figure out how to make an executable or run the program. Could someone tell me how or point me to some documentation?

4692. Re: Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <355CDB25.DDB6F6FA@li.urp.edu.pe>
Source record: 62856

If the cable you are looking is the one with a 5-pin DIN connector in one end and 4 RCA connectors in the other, then here in Lima, Peru, I've seen some still available at a TV/video store.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

4693. Re: Looking for 8bit Game Site...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1505982255450001@206.144.237.102>
Source record: 62857

In article <19980515030015000.XAA07596@ladder03.news.aol.com>,
comdungeon@aol.com (ComDungeon) wrote:

> I was looking around the internet today and came across an Atari website that
> had LOTS of instruction manuals (converted into text files) for 8bit games. It
[snipped]
> If someone knows the address of a website that has instruction manuals online,
> please post it.

http://www.crestviewfl.com/~richard/atari-docs.htm

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4694. Re: Worst games!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Matthias L&#65533;dtke <Matthias_Luedtke@public.uni-hamburg.de>
Message-ID: <6k1lss$oh6$1@rzsun02.rrz.uni-hamburg.de>
Source record: 62858

GUY1015 schrieb in Nachricht
<19980501061811100.CAA08429@ladder01.news.aol.com>...
>You forgot Jet set willy :)

Yeah, but it had great (Hubbard) music.

4695. Wanted: 400 & VCS (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-15 00:00:00 UTC
From: Tony Brown <tony.brown1@virgin.net>
Message-ID: <355B85F2.6DCB@virgin.net>
Source record: 63034

Anyone have an Atari 400 or VCS (the woodgrain model) going cheap (any condition) ?
If so, please e-mail with details,

Thanks, Tony Brown

4696. World of Atari Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051600312500.UAA17424@ladder01.news.aol.com>
Source record: 62859

Haven't seen too many postings from people about the upcoming World of Atari show in Las Vegas this August. From everything I'm reading and hearing, this looks like it might be one of the BEST Atari shows ever.

Anyone thinking of or planning on attending the show?

Al

4697. FA: Atari 800 Computer, 7 carts, more - one day left

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6jir44$97p$1@geraldo.cc.utexas.edu>
Source record: 62860
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

Atari 800 computer system with fake leather cover designed specifically for the 800, power supply, RF cable, switchbox, joystick, set of paddles, Atari BASIC reference guide, and the following seven cartridges: Centipede with instructions, Super Breakout with instructions, Star Raiders, BASIC, Pac-Man, Computer Chess, and Defender. Everything has been tested and works. Buyer prepays plus shipping, determined by location.

For more info or to bid, please follow this link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=13634280

--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

4698. Re: MAC65

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6jj304$2gi$1@alexander.INS.CWRU.Edu>
Source record: 62861

(fellow looking for mac65 documentation.)
I got some. You can try http://www.en.com/users/russg
Then pick the docs directory. There should be a mac65doc.arc
in that anonymous ftp directory.
If you get a chance, and you try it, please let me know.

4699. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <sh871.1869$0A3.8697666@news.itd.umich.edu>
Source record: 62862
Cross-posted to: comp.sys.atari.8bit,umich.archives

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-rw-rw-rw- 32766 13611 May 13 20:43 ./8bit/Demos/Mega/taquart.com
-rw-rw-r-- weiner 167473 May 13 20:43 ./8bit/Demos/Mega/top3demo.arc
-rw-rw-r-- weiner 82406 May 13 20:43 ./8bit/Demos/Mega/expo91de.arc
-rw-r--r-- lenn 36992 May 13 20:43 ./8bit/Demos/Mega/nemesis.arc
-rw-r--r-- lenn 44672 May 13 20:43 ./8bit/Demos/Mega/thetop1.arc
-rw-r--r-- kendric 114925 May 13 20:43 ./8bit/Demos/Mega/overmnda.dcm
-rw-r--r-- kendric 107594 May 13 20:43 ./8bit/Demos/Mega/overmndb.dcm
-rw-r--r-- weiner 41989 May 13 20:43 ./8bit/Demos/Mini/raindemo.arc
-rw-r--r-- 32766 11007 May 13 20:43 ./8bit/Demos/Mini/shortcir.com
-rw-r--r-- weiner 23023 May 13 20:43 ./8bit/Demos/Mini/timedemo.arc
-rw-r--r-- lenn 16384 May 13 20:43 ./8bit/Demos/Mini/our5oft.arc
-rw-r--r-- weiner 69411 May 13 20:43 ./8bit/Demos/Mini/das_omen.arc
-rw-r--r-- 32766 7207 May 13 20:43 ./8bit/Demos/Mini/intro1.com
-rw-r--r-- 32766 10087 May 13 20:43 ./8bit/Demos/Mini/intro2.com
-rw-r--r-- 32766 14291 May 13 20:43 ./8bit/Demos/Mini/madintro.com
-rw-r--r-- lenn 7716 May 13 20:43 ./8bit/Diskutils/Test/chkfrag.arc
-rw-r--r-- lenn 2154 May 13 20:43 ./8bit/Diskutils/Copy/copyxe.com
-rw-rw-r-- weiner 4122 May 13 20:43 ./8bit/Diskutils/Transfer/tapedisk.arc
-rw-rw-r-- weiner 12226 May 13 20:43 ./8bit/Diskutils/Fix/secsurg.dcm
-rw-r--r-- lenn 10200 May 13 20:43 ./8bit/Diskutils/Fix/dldoctor.arc
-rw-r--r-- kendric 702 May 13 20:43 ./8bit/00.CHANGES
-rw-rw-r-- weiner 8759 May 13 20:43 ./8bit/Graphics/Editors/bbkartst.arc
-rw-r--r-- lenn 8625 May 13 20:43 ./8bit/Graphics/Converters/psindxer.arc
-rw-r--r-- lenn 20096 May 13 20:43 ./8bit/Graphics/Collections/budgirl9.arc
-rw-rw-r-- weiner 20705 May 13 20:43 ./8bit/Graphics/Collections/spockasp.arc
-rw-rw-r-- weiner 73288 May 13 20:43 ./8bit/Sound/Editors/dms1.dcm
-rw-rw-r-- weiner 74143 May 13 20:43 ./8bit/Sound/Editors/dms2.dcm
-rw-r--r-- lenn 26654 May 13 20:43 ./8bit/Sound/Ams/amsa1.arc
-rw-r--r-- lenn 29945 May 13 20:43 ./8bit/Sound/Ams/amsa2.arc
-rw-r--r-- lenn 17915 May 13 20:43 ./8bit/Sound/Ams/amsa3.arc
-rw-r--r-- lenn 27549 May 13 20:43 ./8bit/Sound/Ams/amsb1.arc
-rw-r--r-- lenn 27911 May 13 20:43 ./8bit/Sound/Ams/amsb2.arc
-rw-r--r-- lenn 27542 May 13 20:43 ./8bit/Sound/Ams/amsb3.arc
-rw-r--r-- lenn 20923 May 13 20:43 ./8bit/Sound/Ams/amsb4.arc
-rw-r--r-- lenn 31613 May 13 20:43 ./8bit/Sound/Ams/amsc1.arc
-rw-r--r-- lenn 30043 May 13 20:43 ./8bit/Sound/Ams/amsc2.arc
-rw-r--r-- lenn 30023 May 13 20:43 ./8bit/Sound/Ams/amsc3.arc
-rw-r--r-- lenn 28946 May 13 20:43 ./8bit/Sound/Ams/amsc4.arc
-rw-rw-rw- lenn 32661 May 13 20:43 ./8bit/Sound/Ams/amsc5.arc
-rw-rw-rw- lenn 30823 May 13 20:43 ./8bit/Sound/Ams/amsd1.arc
-rw-rw-rw- lenn 29824 May 13 20:43 ./8bit/Sound/Ams/amsde.arc
-rw-rw-rw- lenn 30274 May 13 20:43 ./8bit/Sound/Ams/amse2.arc
-rw-rw-rw- lenn 12707 May 13 20:43 ./8bit/Sound/Ams/amse3.arc
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-rw-r--r-- lenn 29025 May 13 20:43 ./8bit/Sound/Ams/amsf1.arc
-rw-r--r-- lenn 37864 May 13 20:43 ./8bit/Sound/Ams/amsf2.arc
-rw-r--r-- lenn 29187 May 13 20:43 ./8bit/Sound/Ams/amsf3.arc
-rw-r--r-- lenn 28440 May 13 20:43 ./8bit/Sound/Ams/amsg.arc
-rw-r--r-- lenn 27670 May 13 20:43 ./8bit/Sound/Ams/amsh1.arc
-rw-r--r-- lenn 27850 May 13 20:43 ./8bit/Sound/Ams/amsh2.arc
-rw-r--r-- lenn 29171 May 13 20:43 ./8bit/Sound/Ams/amsh3i1.arc
-rw-r--r-- lenn 21305 May 13 20:43 ./8bit/Sound/Ams/amsi2.arc
-rw-r--r-- lenn 29625 May 13 20:43 ./8bit/Sound/Ams/amsj.arc
-rw-r--r-- lenn 30513 May 13 20:43 ./8bit/Sound/Ams/amskl1.arc
-rw-r--r-- lenn 30262 May 13 20:43 ./8bit/Sound/Ams/amsl2.arc
-rw-r--r-- lenn 17630 May 13 20:43 ./8bit/Sound/Ams/amsl3.arc
-rw-r--r-- lenn 27939 May 13 20:43 ./8bit/Sound/Ams/amsm1.arc
-rw-r--r-- lenn 30000 May 13 20:43 ./8bit/Sound/Ams/amsm2.arc
-rw-r--r-- lenn 37541 May 13 20:43 ./8bit/Sound/Ams/amsm3.arc
-rw-r--r-- lenn 39784 May 13 20:43 ./8bit/Sound/Ams/amsn.arc
-rw-r--r-- lenn 24135 May 13 20:43 ./8bit/Sound/Ams/amso.arc
-rw-r--r-- lenn 32816 May 13 20:43 ./8bit/Sound/Ams/amsp1.arc
-rw-r--r-- lenn 42485 May 13 20:43 ./8bit/Sound/Ams/amsp2.arc
-rw-r--r-- lenn 29089 May 13 20:43 ./8bit/Sound/Ams/amsr1.arc
-rw-r--r-- lenn 27693 May 13 20:43 ./8bit/Sound/Ams/amsr2.arc
-rw-r--r-- lenn 24172 May 13 20:43 ./8bit/Sound/Ams/amsr3.arc
-rw-r--r-- lenn 27598 May 13 20:43 ./8bit/Sound/Ams/amss1.arc
-rw-r--r-- lenn 27316 May 13 20:43 ./8bit/Sound/Ams/amss2.arc
-rw-rw-rw- lenn 43017 May 13 20:43 ./8bit/Sound/Ams/amss3.arc
-rw-r--r-- lenn 36802 May 13 20:43 ./8bit/Sound/Ams/amss4.arc
-rw-r--r-- lenn 29554 May 13 20:43 ./8bit/Sound/Ams/amss5.arc
-rw-rw-rw- lenn 20739 May 13 20:43 ./8bit/Sound/Ams/amss6.arc
-rw-r--r-- lenn 31152 May 13 20:43 ./8bit/Sound/Ams/amst1.arc
-rw-r--r-- lenn 30767 May 13 20:43 ./8bit/Sound/Ams/amst2.arc
-rw-r--r-- lenn 31796 May 13 20:43 ./8bit/Sound/Ams/amst3.arc
-rw-r--r-- lenn 32786 May 13 20:43 ./8bit/Sound/Ams/amsuw.arc
-rw-r--r-- lenn 30123 May 13 20:43 ./8bit/Sound/Ams/amsw2.arc
-rw-r--r-- lenn 25503 May 13 20:43 ./8bit/Sound/Ams/amsw3.arc
-rw-r--r-- lenn 21005 May 13 20:43 ./8bit/Sound/Ams/amsxyz.arc
-rw-r--r-- lenn 30179 May 13 20:43 ./8bit/Sound/Ams/bestams1.arc
-rw-r--r-- weiner 39603 May 13 20:43 ./8bit/Telecomm/Terminals/k65v37.arc
-rw-r--r-- weiner 36864 May 13 20:43 ./8bit/Telecomm/Terminals/vt850b1.arc
-rw-r--r-- weiner 5203 May 13 20:43 ./8bit/Telecomm/Terminals/aterm.arc
-rw-r--r-- weiner 28480 May 13 20:43 ./8bit/Telecomm/Terminals/kermit.arc
-rw-r--r-- weiner 39377 May 13 20:43 ./8bit/Telecomm/Terminals/gterm.arc
-rw-r--r-- weiner 43713 May 13 20:43 ./8bit/Telecomm/Terminals/gtpix.arc
-rw-r--r-- weiner 22419 May 13 20:43 ./8bit/Telecomm/Terminals/gtxxxpix.arc
-rw-r--r-- weiner 47011 May 13 20:43 ./8bit/Telecomm/Terminals/tspe1030.arc
-rw-r--r-- lenn 28538 May 13 20:43 ./8bit/Telecomm/Qwk/qwk8sdos.com
-rw-r--r-- lenn 24614 May 13 20:43 ./8bit/Telecomm/Qwk/qwk8src.arc
-rw-r--r-- lenn 24686 May 13 20:43 ./8bit/Telecomm/Qwk/qwk8v3.arc
-rw-r--r-- lenn 25219 May 13 20:43 ./8bit/Telecomm/Qwk/znetnj.qwk
-rw-r--r-- kendric 4600 May 13 20:43 ./8bit/00.USING.THIS.SITE
-rw-r--r-- kendric 880 May 13 20:43 ./8bit/00.WHERE.IS.IT
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-rw-r--r-- lenn 57949 May 13 20:43 ./8bit/Os/machdos.arc
-rw-r--r-- lenn 2048 May 13 20:43 ./8bit/Os/xep80bxe.arc
-rw-r--r-- lenn 2048 May 13 20:43 ./8bit/Os/xep80han.arc
-rw-r--r-- lenn 15362 May 13 20:43 ./8bit/Os/gos.arc
-rw-r--r-- lenn 2089 May 13 20:43 ./8bit/Os/gosblurb.arc
-rw-r--r-- entropy 1094762 May 13 20:43 ./8bit/Vcs/2600_doc.zip
-rw-r--r-- entropy 16325 May 13 20:43 ./8bit/Vcs/tech2600.arc
-rw-r--r-- entropy 36939 May 13 20:43 ./8bit/Vcs/2600_txt.arc
-rw-r--r-- entropy 252 May 13 20:43 ./8bit/Vcs/00.8bit.vcs
-rw-r--r-- kendric 772 May 13 20:43 ./8bit/00.CHANGES.98.02.27
-rw-r--r-- kendric 942 May 13 20:43 ./8bit/00.WEB.USERS.README
-rw-r--r-- kendric 3954 May 13 20:43 ./8bit/00.EXTENSIONS
-rw-r--r-- weiner 9698 May 13 20:43 ./8bit/Magazines/Zmag/indices.arc
-rw-r--r-- weiner 15232 May 13 20:43 ./8bit/Magazines/Zmag/zmag033.arc
-rw-r--r-- weiner 12832 May 13 20:43 ./8bit/Magazines/Zmag/zmag034.arc
-rw-r--r-- weiner 13866 May 13 20:43 ./8bit/Magazines/Zmag/zmag035.arc
-rw-r--r-- weiner 14460 May 13 20:43 ./8bit/Magazines/Zmag/zmag036.arc
-rw-r--r-- weiner 14002 May 13 20:43 ./8bit/Magazines/Zmag/zmag037.arc
-rw-r--r-- weiner 15332 May 13 20:43 ./8bit/Magazines/Zmag/zmag038.arc
-rw-r--r-- weiner 13591 May 13 20:43 ./8bit/Magazines/Zmag/zmag039.arc
-rw-r--r-- weiner 16776 May 13 20:43 ./8bit/Magazines/Zmag/zmag040.arc
-rw-r--r-- weiner 12529 May 13 20:43 ./8bit/Magazines/Zmag/zmag041.arc
-rw-r--r-- weiner 12925 May 13 20:43 ./8bit/Magazines/Zmag/zmag042.arc
-rw-r--r-- weiner 18158 May 13 20:43 ./8bit/Magazines/Zmag/zmag043.arc
-rw-r--r-- weiner 20284 May 13 20:43 ./8bit/Magazines/Zmag/zmag044.arc
-rw-r--r-- weiner 12261 May 13 20:43 ./8bit/Magazines/Zmag/zmag049.arc
-rw-r--r-- weiner 11673 May 13 20:43 ./8bit/Magazines/Zmag/zmag050.arc
-rw-r--r-- weiner 11101 May 13 20:43 ./8bit/Magazines/Zmag/zmag051.arc
-rw-r--r-- weiner 17904 May 13 20:43 ./8bit/Magazines/Zmag/zmag052.arc
-rw-r--r-- weiner 12528 May 13 20:43 ./8bit/Magazines/Zmag/zmag053.arc
-rw-r--r-- weiner 18255 May 13 20:43 ./8bit/Magazines/Zmag/zmag054.arc
-rw-r--r-- weiner 16314 May 13 20:43 ./8bit/Magazines/Zmag/zmag055.arc
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-rw-r--r-- weiner 18820 May 13 20:43 ./8bit/Magazines/Zmag/zmag066.arc
-rw-r--r-- weiner 11957 May 13 20:43 ./8bit/Magazines/Zmag/zmag068.arc
-rw-r--r-- weiner 16304 May 13 20:43 ./8bit/Magazines/Zmag/zmag069.arc
-rw-r--r-- weiner 13287 May 13 20:43 ./8bit/Magazines/Zmag/zmag070.arc
-rw-r--r-- weiner 11880 May 13 20:43 ./8bit/Magazines/Zmag/zmag071.arc
-rw-r--r-- weiner 13435 May 13 20:43 ./8bit/Magazines/Zmag/zmag072.arc
-rw-r--r-- weiner 11314 May 13 20:43 ./8bit/Magazines/Zmag/zmag073.arc
-rw-r--r-- weiner 11542 May 13 20:43 ./8bit/Magazines/Zmag/zmag081.arc
-rw-r--r-- weiner 9780 May 13 20:43 ./8bit/Magazines/Zmag/zmag082.arc
-rw-r--r-- weiner 18286 May 13 20:43 ./8bit/Magazines/Zmag/zmag083.arc
-rw-r--r-- weiner 15538 May 13 20:43 ./8bit/Magazines/Zmag/zmag084.arc
-rw-r--r-- weiner 19500 May 13 20:43 ./8bit/Magazines/Zmag/zmag085.arc
-rw-r--r-- weiner 28260 May 13 20:43 ./8bit/Magazines/Zmag/zmag086.arc
-rw-r--r-- weiner 16261 May 13 20:43 ./8bit/Magazines/Zmag/zmag087.arc
-rw-r--r-- weiner 20599 May 13 20:43 ./8bit/Magazines/Zmag/zmag088.arc
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-rw-r--r-- weiner 22524 May 13 20:43 ./8bit/Magazines/Zmag/zmag089.arc
-rw-r--r-- weiner 18214 May 13 20:43 ./8bit/Magazines/Zmag/zmag090.arc
-rw-r--r-- weiner 19077 May 13 20:43 ./8bit/Magazines/Zmag/zmag091.arc
-rw-r--r-- weiner 19182 May 13 20:43 ./8bit/Magazines/Zmag/zmag092.arc
-rw-r--r-- weiner 20801 May 13 20:43 ./8bit/Magazines/Zmag/zmag093.arc
-rw-r--r-- weiner 17218 May 13 20:43 ./8bit/Magazines/Zmag/zmag094.arc
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-rw-r--r-- weiner 22450 May 13 20:43 ./8bit/Magazines/Zmag/zmag102.arc
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-rw-r--r-- weiner 26124 May 13 20:43 ./8bit/Magazines/Zmag/zmag107.arc
-rw-r--r-- weiner 16780 May 13 20:43 ./8bit/Magazines/Zmag/zmag108.arc
-rw-r--r-- weiner 14195 May 13 20:43 ./8bit/Magazines/Zmag/zmag109.arc
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-rw-r--r-- weiner 30975 May 13 20:43 ./8bit/Magazines/Zmag/zmag121.arc
-rw-r--r-- weiner 29184 May 13 20:43 ./8bit/Magazines/Zmag/zmag122.arc
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-rw-r--r-- weiner 24576 May 13 20:43 ./8bit/Magazines/Zmag/zmag125.arc
-rw-r--r-- weiner 22528 May 13 20:43 ./8bit/Magazines/Zmag/zmag126.arc
-rw-r--r-- weiner 32768 May 13 20:43 ./8bit/Magazines/Zmag/zmag128.arc
-rw-r--r-- weiner 16896 May 13 20:43 ./8bit/Magazines/Zmag/zmag129.arc
-rw-r--r-- weiner 17711 May 13 20:43 ./8bit/Magazines/Zmag/zmag130.arc
-rw-r--r-- weiner 18914 May 13 20:43 ./8bit/Magazines/Zmag/zmag131.arc
-rw-r--r-- weiner 20056 May 13 20:43 ./8bit/Magazines/Zmag/zmag132.arc
-rw-r--r-- weiner 20320 May 13 20:43 ./8bit/Magazines/Zmag/zmag133.arc
-rw-r--r-- weiner 26166 May 13 20:43 ./8bit/Magazines/Zmag/zmag134.arc
-rw-r--r-- weiner 33211 May 13 20:43 ./8bit/Magazines/Zmag/zmag135.arc
-rw-r--r-- weiner 39766 May 13 20:43 ./8bit/Magazines/Zmag/zmag136.arc
-rw-r--r-- weiner 28336 May 13 20:43 ./8bit/Magazines/Zmag/zmag137.arc
-rw-r--r-- weiner 17670 May 13 20:43 ./8bit/Magazines/Zmag/zmag138.arc
-rw-r--r-- weiner 14483 May 13 20:43 ./8bit/Magazines/Zmag/zmag140.arc
-rw-r--r-- weiner 18059 May 13 20:43 ./8bit/Magazines/Zmag/zmag141.arc
-rw-r--r-- weiner 15301 May 13 20:43 ./8bit/Magazines/Zmag/zmag142.arc
-rw-r--r-- weiner 19773 May 13 20:43 ./8bit/Magazines/Zmag/zmag143.arc
-rw-r--r-- weiner 19669 May 13 20:43 ./8bit/Magazines/Zmag/zmag144.arc
-rw-r--r-- weiner 16749 May 13 20:43 ./8bit/Magazines/Zmag/zmag145.arc
-rw-r--r-- weiner 18267 May 13 20:43 ./8bit/Magazines/Zmag/zmag146.arc
-rw-r--r-- weiner 19577 May 13 20:43 ./8bit/Magazines/Zmag/zmag147.arc
-rw-r--r-- weiner 23097 May 13 20:43 ./8bit/Magazines/Zmag/zmag148.arc
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-rw-r--r-- weiner 13212 May 13 20:43 ./8bit/Magazines/Zmag/zmag150.arc
-rw-r--r-- weiner 15801 May 13 20:43 ./8bit/Magazines/Zmag/zmag151.arc
-rw-r--r-- weiner 16676 May 13 20:43 ./8bit/Magazines/Zmag/zmag152.arc
-rw-r--r-- weiner 12895 May 13 20:43 ./8bit/Magazines/Zmag/zmag153.arc
-rw-r--r-- weiner 14845 May 13 20:43 ./8bit/Magazines/Zmag/zmag154.arc
-rw-r--r-- weiner 17111 May 13 20:43 ./8bit/Magazines/Zmag/zmag155.arc
-rw-r--r-- weiner 15636 May 13 20:43 ./8bit/Magazines/Zmag/zmag156.arc
-rw-r--r-- weiner 15975 May 13 20:43 ./8bit/Magazines/Zmag/zmag157.arc
-rw-r--r-- weiner 15654 May 13 20:43 ./8bit/Magazines/Zmag/zmag158.arc
-rw-r--r-- weiner 10393 May 13 20:43 ./8bit/Magazines/Zmag/zmag159.arc
-rw-r--r-- weiner 15379 May 13 20:43 ./8bit/Magazines/Zmag/zmag160.arc
-rw-r--r-- weiner 14076 May 13 20:43 ./8bit/Magazines/Zmag/zmag161.arc
-rw-r--r-- weiner 15189 May 13 20:43 ./8bit/Magazines/Zmag/zmag162.arc
-rw-r--r-- weiner 12082 May 13 20:43 ./8bit/Magazines/Zmag/zmag163.arc
-rw-r--r-- weiner 13114 May 13 20:43 ./8bit/Magazines/Zmag/zmag164.arc
-rw-r--r-- weiner 14541 May 13 20:43 ./8bit/Magazines/Zmag/zmag165.arc
-rw-r--r-- weiner 14040 May 13 20:43 ./8bit/Magazines/Zmag/zmag166.arc
-rw-r--r-- weiner 14562 May 13 20:43 ./8bit/Magazines/Zmag/zmag167.arc
-rw-r--r-- weiner 9484 May 13 20:43 ./8bit/Magazines/Zmag/zmag168.arc
-rw-r--r-- weiner 19823 May 13 20:43 ./8bit/Magazines/Zmag/zmag169.arc
-rw-r--r-- weiner 19230 May 13 20:43 ./8bit/Magazines/Zmag/zmag170.arc
-rw-r--r-- weiner 15361 May 13 20:43 ./8bit/Magazines/Zmag/zmag171.arc
-rw-r--r-- weiner 13542 May 13 20:43 ./8bit/Magazines/Zmag/zmag172.arc
-rw-r--r-- weiner 14200 May 13 20:43 ./8bit/Magazines/Zmag/zmag173.arc
-rw-r--r-- weiner 13281 May 13 20:43 ./8bit/Magazines/Zmag/zmag174.arc
-rw-r--r-- weiner 15074 May 13 20:43 ./8bit/Magazines/Zmag/zmag175.arc
-rw-r--r-- weiner 16357 May 13 20:43 ./8bit/Magazines/Zmag/zmag176.arc
-rw-r--r-- weiner 25984 May 13 20:43 ./8bit/Magazines/Zmag/zmag177.arc
-rw-r--r-- weiner 18438 May 13 20:43 ./8bit/Magazines/Zmag/zmag178.arc
-rw-r--r-- weiner 32718 May 13 20:43 ./8bit/Magazines/Zmag/zmag179.arc
-rw-r--r-- weiner 17824 May 13 20:43 ./8bit/Magazines/Zmag/zmag180.arc
-rw-r--r-- weiner 17512 May 13 20:43 ./8bit/Magazines/Zmag/zmag181.arc
-rw-r--r-- weiner 19056 May 13 20:43 ./8bit/Magazines/Zmag/zmag182.arc
-rw-r--r-- weiner 22498 May 13 20:43 ./8bit/Magazines/Zmag/zmag183.arc
-rw-r--r-- weiner 17956 May 13 20:43 ./8bit/Magazines/Zmag/zmag184.arc
-rw-r--r-- weiner 18791 May 13 20:43 ./8bit/Magazines/Zmag/zmag185.arc
-rw-r--r-- weiner 26889 May 13 20:43 ./8bit/Magazines/Zmag/zmag186.arc
-rw-r--r-- weiner 24188 May 13 20:43 ./8bit/Magazines/Zmag/zmag187.arc
-rw-r--r-- weiner 24484 May 13 20:43 ./8bit/Magazines/Zmag/zmag188.arc
-rw-r--r-- weiner 46080 May 13 20:43 ./8bit/Magazines/Zmag/zmag189.arc
-rw-r--r-- weiner 19914 May 13 20:43 ./8bit/Magazines/Zmag/zmag192.arc
-rw-r--r-- weiner 29176 May 13 20:43 ./8bit/Magazines/Zmag/zmag196.arc
-rw-r--r-- weiner 23818 May 13 20:43 ./8bit/Magazines/Zmag/zmag197.arc
-rw-r--r-- weiner 30306 May 13 20:43 ./8bit/Magazines/Zmag/zmag198.arc
-rw-r--r-- weiner 37915 May 13 20:43 ./8bit/Magazines/Zmag/zmag199.arc
-rw-r--r-- weiner 25768 May 13 20:43 ./8bit/Magazines/Zmag/zmag200.arc
-rw-r--r-- weiner 30450 May 13 20:43 ./8bit/Magazines/Zmag/zmag201.arc
-rw-r--r-- weiner 24831 May 13 20:43 ./8bit/Magazines/Zmag/zmag202.arc
-rw-r--r-- weiner 39027 May 13 20:43 ./8bit/Magazines/Zmag/zmag203.arc
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-rw-r--r-- weiner 32265 May 13 20:43 ./8bit/Magazines/Zmag/zmag204.arc
-rw-r--r-- weiner 30901 May 13 20:43 ./8bit/Magazines/Zmag/zmag205.arc
-rw-r--r-- weiner 23936 May 13 20:43 ./8bit/Magazines/Zmag/zmag206.arc
-rw-r--r-- weiner 41342 May 13 20:43 ./8bit/Magazines/Zmag/zmag207.arc
-rw-r--r-- weiner 93592 May 13 20:43 ./8bit/Magazines/Zmag/zmag208.arc
-rw-r--r-- weiner 39349 May 13 20:43 ./8bit/Magazines/Zmag/zmag209.arc
-rw-r--r-- weiner 57628 May 13 20:43 ./8bit/Magazines/Zmag/zmag210.arc
-rw-r--r-- 23673 10327 May 13 20:43 ./8bit/Magazines/Zmag/z860927.arc
-rw-r--r-- 23673 14743 May 13 20:43 ./8bit/Magazines/Zmag/z861025.arc
-rw-r--r-- 23673 15958 May 13 20:43 ./8bit/Magazines/Zmag/z861101.arc
-rw-r--r-- 23673 16745 May 13 20:43 ./8bit/Magazines/Zmag/z861111.arc
-rw-r--r-- 23673 18240 May 13 20:43 ./8bit/Magazines/Zmag/z861115.arc
-rw-r--r-- 23673 16098 May 13 20:43 ./8bit/Magazines/Zmag/z861122.arc
-rw-r--r-- 23673 17128 May 13 20:43 ./8bit/Magazines/Zmag/z861129.arc
-rw-r--r-- 23673 19460 May 13 20:43 ./8bit/Magazines/Zmag/z861206.arc
-rw-r--r-- 23673 7950 May 13 20:43 ./8bit/Magazines/Zmag/z861209.arc
-rw-r--r-- 23673 9855 May 13 20:43 ./8bit/Magazines/Zmag/z861215.arc
-rw-r--r-- 23673 16233 May 13 20:43 ./8bit/Magazines/Zmag/zmag057.arc
-rw-r--r-- 23673 12208 May 13 20:43 ./8bit/Magazines/Zmag/zmag058.arc
-rw-r--r-- 23673 20931 May 13 20:43 ./8bit/Magazines/Zmag/zmag059.arc
-rw-r--r-- 23673 13951 May 13 20:43 ./8bit/Magazines/Zmag/zmag074.arc
-rw-r--r-- 23673 17661 May 13 20:43 ./8bit/Magazines/Zmag/zmag075.arc
-rw-r--r-- 23673 16986 May 13 20:43 ./8bit/Magazines/Zmag/zmag076.arc
-rw-r--r-- 23673 16129 May 13 20:43 ./8bit/Magazines/Zmag/zmag077.arc
-rw-r--r-- 23673 19004 May 13 20:43 ./8bit/Magazines/Zmag/zmag078.arc
-rw-r--r-- 23673 20854 May 13 20:43 ./8bit/Magazines/Zmag/zmag079.arc
-rw-r--r-- 23673 14928 May 13 20:43 ./8bit/Magazines/Zmag/zmag080.arc
-rw-r--r-- 23673 31875 May 13 20:43 ./8bit/Magazines/Zmag/zmag110.arc
-rw-r--r-- 23673 37167 May 13 20:43 ./8bit/Magazines/Zmag/zmag112.arc
-rw-r--r-- 23673 26574 May 13 20:43 ./8bit/Magazines/Zmag/zmag116.arc
-rw-r--r-- 23673 22900 May 13 20:43 ./8bit/Magazines/Zmag/zmag117.arc
-rw-r--r-- 23673 21864 May 13 20:43 ./8bit/Magazines/Zmag/zmag118.arc
-rw-r--r-- 23673 20887 May 13 20:43 ./8bit/Magazines/Zmag/zmag119.arc
-rw-r--r-- 23673 31553 May 13 20:43 ./8bit/Magazines/Zmag/zmag195.arc
-rw-r--r-- lenn 14024 May 13 20:43 ./8bit/Magazines/Zmag/860611.arc
-rw-r--r-- lenn 12103 May 13 20:43 ./8bit/Magazines/Zmag/z860527.arc
-rw-r--r-- lenn 10111 May 13 20:43 ./8bit/Magazines/Zmag/z860615.arc
-rw-r--r-- lenn 9334 May 13 20:43 ./8bit/Magazines/Zmag/z860618.arc
-rw-r--r-- lenn 16751 May 13 20:43 ./8bit/Magazines/Zmag/z860625.arc
-rw-r--r-- lenn 8016 May 13 20:43 ./8bit/Magazines/Zmag/z860627.arc
-rw-r--r-- lenn 12058 May 13 20:43 ./8bit/Magazines/Zmag/z860802.arc
-rw-r--r-- lenn 19104 May 13 20:43 ./8bit/Magazines/Zmag/zmag139.arc
-rw-r--r-- lenn 29640 May 13 20:43 ./8bit/Magazines/Zmag/zmag190.arc
-rw-r--r-- lenn 20377 May 13 20:43 ./8bit/Magazines/Zmag/zmag191.arc
-rw-r--r-- lenn 19583 May 13 20:43 ./8bit/Magazines/Zmag/zmag193.arc
-rw-r--r-- lenn 14653 May 13 20:43 ./8bit/Magazines/Zmag/zmag194.arc
-rw-rw-rw- lenn 10524 May 13 20:43 ./8bit/Magazines/Zmag/z860304.arc
-rw-rw-rw- lenn 12253 May 13 20:43 ./8bit/Magazines/Zmag/zmag045.arc
-rw-rw-rw- lenn 11400 May 13 20:43 ./8bit/Magazines/Zmag/zmag046.arc
-rw-rw-rw- lenn 12307 May 13 20:43 ./8bit/Magazines/Zmag/zmag047.arc
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-rw-rw-rw- lenn 10681 May 13 20:43 ./8bit/Magazines/Zmag/zmag048.arc
-rw-rw-rw- lenn 14365 May 13 20:43 ./8bit/Magazines/Zmag/z890209.arc
-rw-rw-rw- lenn 12941 May 13 20:43 ./8bit/Magazines/Zmag/zmag056.arc
-rw-rw-rw- lenn 13419 May 13 20:43 ./8bit/Magazines/Zmag/z860816.arc
-rw-rw-rw- lenn 11696 May 13 20:43 ./8bit/Magazines/Zmag/zmag063.arc
-rw-rw-rw- lenn 16940 May 13 20:43 ./8bit/Magazines/Zmag/zmag064.arc
-rw-rw-rw- lenn 14949 May 13 20:43 ./8bit/Magazines/Zmag/zmag065.arc
-rw-rw-rw- lenn 16245 May 13 20:43 ./8bit/Magazines/Zmag/zmag067.arc
-rw-r--r-- lenn 15503 May 13 20:43 ./8bit/Magazines/Zmag/z860715.arc
-rw-r--r-- lenn 15639 May 13 20:43 ./8bit/Magazines/Zmag/z860722.arc
-rw-r--r-- lenn 26093 May 13 20:43 ./8bit/Magazines/Zmag/zmag111.arc
-rw-r--r-- lenn 13473 May 13 20:43 ./8bit/Magazines/Zmag/z860702.arc
-rw-r--r-- lenn 11931 May 13 20:43 ./8bit/Magazines/Zmag/z860711.arc
-rw-r--r-- lenn 13466 May 13 20:43 ./8bit/Magazines/Zmag/z861011.arc
-rw-r--r-- lenn 12020 May 13 20:43 ./8bit/Magazines/Zmag/z860319.arc
-rw-r--r-- lenn 25087 May 13 20:43 ./8bit/Magazines/Zmag/z860719.arc
-rw-r--r-- lenn 13996 May 13 20:43 ./8bit/Magazines/Zmag/z860726.arc
-rw-r--r-- lenn 14468 May 13 20:43 ./8bit/Magazines/Zmag/z860819.arc
-rw-r--r-- lenn 16506 May 13 20:43 ./8bit/Magazines/Zmag/z860830.arc
-rw-r--r-- lenn 10238 May 13 20:43 ./8bit/Magazines/Zmag/z870602.arc
-rw-r--r-- lenn 29839 May 13 20:43 ./8bit/Magazines/Zmag/zmag113.arc
-rw-r--r-- lenn 21680 May 13 20:43 ./8bit/Magazines/Zmag/zmag127.arc
-rw-rw-rw- 32766 113981 May 13 20:43 ./8bit/Magazines/Topmagazin/top9204a_new.dcm
-rw-rw-rw- 32766 111445 May 13 20:43 ./8bit/Magazines/Topmagazin/top9204b.dcm
-rw-rw-rw- 32766 114887 May 13 20:43 ./8bit/Magazines/Topmagazin/top9205a.dcm
-rw-rw-rw- 32766 126517 May 13 20:43 ./8bit/Magazines/Topmagazin/top9205b.dcm
-rw-rw-rw- 32766 128699 May 13 20:43 ./8bit/Magazines/Topmagazin/top9206a.dcm
-rw-rw-rw- 32766 102506 May 13 20:43 ./8bit/Magazines/Topmagazin/top9206b.dcm
-rw-rw-rw- 32766 122011 May 13 20:43 ./8bit/Magazines/Topmagazin/top9207a.dcm
-rw-rw-rw- 32766 129052 May 13 20:43 ./8bit/Magazines/Topmagazin/top9207b.dcm
-rw-rw-rw- 32766 124625 May 13 20:43 ./8bit/Magazines/Topmagazin/top9208a.dcm
-rw-rw-rw- 32766 95125 May 13 20:43 ./8bit/Magazines/Topmagazin/top9208b.dcm
-rw-rw-rw- 32766 105318 May 13 20:43 ./8bit/Magazines/Topmagazin/top9209a.dcm
-rw-rw-rw- 32766 67347 May 13 20:43 ./8bit/Magazines/Topmagazin/top9209b.dcm
-rw-rw-rw- 32766 117918 May 13 20:43 ./8bit/Magazines/Topmagazin/top9210a.dcm
-rw-rw-rw- 32766 69792 May 13 20:43 ./8bit/Magazines/Topmagazin/top9210b.dcm
-rw-rw-rw- 32766 124202 May 13 20:43 ./8bit/Magazines/Topmagazin/top9211a.dcm
-rw-rw-rw- 32766 115401 May 13 20:43 ./8bit/Magazines/Topmagazin/top9211b.dcm
-rw-rw-rw- 32766 127311 May 13 20:43 ./8bit/Magazines/Topmagazin/top9212a.dcm
-rw-rw-rw- 32766 74203 May 13 20:43 ./8bit/Magazines/Topmagazin/top9212b.dcm
-rw-rw-rw- 32766 107562 May 13 20:43 ./8bit/Magazines/Topmagazin/top9301a.dcm
-rw-rw-rw- 32766 114517 May 13 20:43 ./8bit/Magazines/Topmagazin/top9301b.dcm
-rw-r--r-- lenn 124288 May 13 20:43 ./8bit/Magazines/Topmagazin/top9302a.dcm
-rw-r--r-- lenn 119936 May 13 20:44 ./8bit/Magazines/Topmagazin/top9302b.dcm
-rw-rw-rw- 32766 116913 May 13 20:44 ./8bit/Magazines/Topmagazin/top9303a.dcm
-rw-rw-rw- 32766 89687 May 13 20:44 ./8bit/Magazines/Topmagazin/top9303b.dcm
-rw-r--r-- lenn 117360 May 13 20:44 ./8bit/Magazines/Topmagazin/top9304a.dcm
-rw-r--r-- lenn 122000 May 13 20:44 ./8bit/Magazines/Topmagazin/top9304b.dcm
-rw-rw-rw- 32766 114645 May 13 20:44 ./8bit/Magazines/Topmagazin/top9305a.dcm
-rw-rw-rw- 32766 100873 May 13 20:44 ./8bit/Magazines/Topmagazin/top9305b.dcm
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-rw-rw-rw- 32766 129321 May 13 20:44 ./8bit/Magazines/Topmagazin/top9306a.dcm
-rw-rw-rw- 32766 118224 May 13 20:44 ./8bit/Magazines/Topmagazin/top9306b.dcm
-rw-r--r-- lenn 115401 May 13 20:44 ./8bit/Magazines/Topmagazin/top9307a.dcm
-rw-r--r-- lenn 118528 May 13 20:44 ./8bit/Magazines/Topmagazin/top9307b.dcm
-rw-r--r-- lenn 119990 May 13 20:44 ./8bit/Magazines/Topmagazin/top9308a.dcm
-rw-r--r-- lenn 95376 May 13 20:44 ./8bit/Magazines/Topmagazin/top9308b.dcm
-rw-rw-r-- 32766 108931 May 13 20:44 ./8bit/Magazines/Topmagazin/top9309a.arc
-rw-r--r-- lenn 113841 May 13 20:44 ./8bit/Magazines/Topmagazin/top9309b.arc
-rw-r--r-- lenn 105263 May 13 20:44 ./8bit/Magazines/Topmagazin/top9310a.arc
-rw-r--r-- lenn 100407 May 13 20:44 ./8bit/Magazines/Topmagazin/top9310b.arc
-rw-r--r-- lenn 115486 May 13 20:44 ./8bit/Magazines/Topmagazin/top9311a.arc
-rw-r--r-- lenn 93562 May 13 20:44 ./8bit/Magazines/Topmagazin/top9311b.arc
-rw-r--r-- lenn 123414 May 13 20:44 ./8bit/Magazines/Topmagazin/top9312a.arc
-rw-rw-r-- 32766 128481 May 13 20:44 ./8bit/Magazines/Topmagazin/top9312b.arc
-rw-r--r-- lenn 78094 May 13 20:44 ./8bit/Magazines/Topmagazin/top9402a.arc
-rw-r--r-- lenn 77034 May 13 20:44 ./8bit/Magazines/Topmagazin/top9402b.arc
-rw-r--r-- lenn 113363 May 13 20:44 ./8bit/Magazines/Topmagazin/top9404a.arc
-rw-r--r-- lenn 120961 May 13 20:44 ./8bit/Magazines/Topmagazin/top9404b.dcm
-rw-r--r-- lenn 102740 May 13 20:44 ./8bit/Magazines/Topmagazin/top9405a.arc
-rw-r--r-- lenn 106676 May 13 20:44 ./8bit/Magazines/Topmagazin/top9405b.arc
-rw-r--r-- lenn 120488 May 13 20:44 ./8bit/Magazines/Topmagazin/top9409a.arc
-rw-r--r-- lenn 87739 May 13 20:44 ./8bit/Magazines/Topmagazin/top9409b.arc
-rw-r--r-- lenn 117128 May 13 20:44 ./8bit/Magazines/Topmagazin/top9410a.arc
-rw-r--r-- lenn 113068 May 13 20:44 ./8bit/Magazines/Topmagazin/top9410b.dcm
-rw-r--r-- lenn 98495 May 13 20:44 ./8bit/Magazines/Topmagazin/top9412a.arc
-rw-r--r-- lenn 99447 May 13 20:44 ./8bit/Magazines/Topmagazin/top9412b.dcm
-rw-rw-rw- 32766 127294 May 13 20:44 ./8bit/Magazines/Topmagazin/top9501a.arc
-rw-rw-rw- 32766 68648 May 13 20:44 ./8bit/Magazines/Topmagazin/top9501b.arc
-rw-rw-rw- 32766 125648 May 13 20:44 ./8bit/Magazines/Topmagazin/top9502a.arc
-rw-rw-rw- 32766 98725 May 13 20:44 ./8bit/Magazines/Topmagazin/top9502b.arc
-rw-rw-rw- 32766 125590 May 13 20:44 ./8bit/Magazines/Topmagazin/top9503a.arc
-rw-rw-rw- 32766 120143 May 13 20:44 ./8bit/Magazines/Topmagazin/top9503b.dcm
-rw-rw-rw- 32766 121316 May 13 20:44 ./8bit/Magazines/Topmagazin/top9505a.arc
-rw-rw-rw- 32766 69588 May 13 20:44 ./8bit/Magazines/Topmagazin/top9505b.arc
-rw-r--r-- lenn 71703 May 13 20:44 ./8bit/Magazines/Si/si9310a.arc
-rw-r--r-- lenn 69820 May 13 20:44 ./8bit/Magazines/Si/si9310b.arc
-rw-r--r-- lenn 70814 May 13 20:44 ./8bit/Magazines/Si/si9401a.arc
-rw-r--r-- lenn 56452 May 13 20:44 ./8bit/Magazines/Si/si9401b.arc
-rw-r--r-- lenn 70878 May 13 20:44 ./8bit/Magazines/Si/si9401c.arc
-rw-r--r-- lenn 77433 May 13 20:44 ./8bit/Magazines/Si/si9401d.arc
-rw-rw-rw- 32766 79358 May 13 20:44 ./8bit/Magazines/Si/si9501a.arc
-rw-rw-rw- 32766 66364 May 13 20:44 ./8bit/Magazines/Si/si9501b.arc
-rw-r--r-- lenn 100136 May 13 20:44 ./8bit/Magazines/Compyshop/csm8802a.dcm
-rw-r--r-- lenn 66789 May 13 20:44 ./8bit/Magazines/Compyshop/csm8802b.dcm
-rw-r--r-- lenn 59872 May 13 20:44 ./8bit/Magazines/Analog/analogs1.arc
-rw-r--r-- kendric 46 May 13 20:08 ./8bit/Magazines/Analog/analogs2.blurb
-rw-r--r-- lenn 43162 May 13 20:44 ./8bit/Magazines/filemdb1.arc
-rw-r--r-- lenn 34498 May 13 20:44 ./8bit/Magazines/filemdb2.arc
-rw-r--r-- kendric 599 May 13 20:10 ./8bit/Magazines/campaign.blurb
-rw-r--r-- kendric 193143 May 13 20:44 ./8bit/atari8.qif
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-rw-r--r-- kendric 2346 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.96.07.01
-rw-r--r-- kendric 669 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.96.07.06
-rw-r--r-- kendric 2240 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.96.09.13
-rw-r--r-- kendric 1942 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.96.09.16
-rw-r--r-- kendric 627 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.96.09.20
-rw-r--r-- kendric 537 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.96.10.14
-rw-r--r-- kendric 1252 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.96.12.01
-rw-r--r-- kendric 653 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.97.02.12
-rw-r--r-- kendric 591 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.97.03.22
-rw-r--r-- kendric 1228 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.97.07.07
-rw-r--r-- kendric 637 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.97.06.04
-rw-r--r-- kendric 1630 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.97.10.01
-rw-r--r-- kendric 664 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.97.11.27
-rw-r--r-- kendric 814 May 13 20:44 ./8bit/00.oldchanges/00.CHANGES.97.12.17
-rw-r--r-- lenn 62 May 13 20:44 ./8bit/Spartados/shell.des
-rw-r--r-- lenn 7090 May 13 20:44 ./8bit/Spartados/shell.sfx
-rw-r--r-- lenn 8377 May 13 20:44 ./8bit/Spartados/whatis.arc
-rw-r--r-- lenn 115 May 13 20:44 ./8bit/Spartados/whatis.des
-rw-r--r-- lenn 5110 May 13 20:44 ./8bit/Spartados/ca2001.arc
-rw-r--r-- lenn 7182 May 13 20:44 ./8bit/Spartados/shellgx.sfx
-rw-r--r-- lenn 210 May 13 20:44 ./8bit/Spartados/shellgx.txt
-rw-r--r-- lenn 5796 May 13 20:44 ./8bit/Spartados/filenote.arc
-rw-r--r-- lenn 75 May 13 20:44 ./8bit/Spartados/filenote.txt
-rwxr-xr-x lenn 36640 May 13 20:44 ./8bit/Spartados/sdxpack.arc
-rw-r--r-- lenn 27 May 13 20:44 ./8bit/Spartados/sdxpack.txt
-rw-r--r-- lenn 162 May 13 20:44 ./8bit/Spartados/cx85d.txt
-rw-r--r-- lenn 2144 May 13 20:44 ./8bit/Spartados/cx85d.arc
-rw-r--r-- lenn 5399 May 13 20:44 ./8bit/Spartados/cx85.m65
-rw-r--r-- kendric 94 May 13 20:44 ./8bit/Spartados/ca2001.burb
-rw-r--r-- lenn 23537 May 13 20:44 ./8bit/Applications/spdcalc.arc
-rw-r--r-- lenn 56500 May 13 20:44 ./8bit/Applications/microche.arc
-rw-r--r-- lenn 54745 May 13 20:44 ./8bit/Applications/microck2.arc
-rw-r--r-- kendric 204 May 13 20:12 ./8bit/Applications/finance.blurb
-rw-r--r-- kendric 70 May 13 20:13 ./8bit/Applications/scgrades.blurb
-rw-r--r-- kendric 242 May 13 20:14 ./8bit/Languages/Pascal/pascal.blurb
-rw-r--r-- kendric 242 May 13 20:14 ./8bit/Languages/Pascal/pasdoc.blurb
-rw-r--r-- kendric 267 May 13 20:18 ./8bit/Languages/C/cc8.blurb
-rw-r--r-- kendric 371 May 13 20:15 ./8bit/Languages/C/acec.blurb
-rw-r--r-- kendric 17 May 13 20:15 ./8bit/Languages/C/aceclib.blurb
-rw-r--r-- kendric 82 May 13 20:18 ./8bit/Languages/C/almlib.blurb
-rw-r--r-- lenn 45029 May 13 20:44 ./8bit/Languages/Forth/fortha.arc
-rw-r--r-- lenn 44939 May 13 20:44 ./8bit/Languages/Forth/forthb.arc
-rw-r--r-- kendric 109 May 13 20:20 ./8bit/Languages/Quick/qikdemo1.blurb
-rw-r--r-- kendric 105 May 13 20:21 ./8bit/Languages/Quick/qikdemo2.blurb
-rw-r--r-- kendric 97 May 13 20:21 ./8bit/Languages/Quick/qikdemo3.blurb
-rw-r--r-- kendric 96 May 13 20:21 ./8bit/Languages/Quick/qikdemo4.blurb
-rw-r--r-- kendric 90 May 13 20:21 ./8bit/Languages/Quick/qikdemo5.blurb
-rw-r--r-- kendric 52 May 13 20:22 ./8bit/Languages/Cc65/libdoc.blurb
-rw-r--r-- lenn 328 May 13 20:44 ./8bit/Languages/Cc65/cc65ra65-UNIX.readme2
-rw-r--r-- lenn 173 May 13 20:44 ./8bit/Languages/Cc65/cc65ra65-UNIX.readme
```

```
-rw-r--r-- kendric 313 May 13 20:23 ./8bit/Languages/Cc65/libsrc-a.blurb
-rw-r--r-- kendric 313 May 13 20:23 ./8bit/Languages/Cc65/libsrc.blurb
-rw-r--r-- kendric 94 May 13 20:23 ./8bit/Languages/Cc65/ra65-etc.blurb
-rw-r--r-- kendric 63 May 13 20:23 ./8bit/Languages/Cc65/runtime.blurb
-rw-r--r-- kendric 168 May 13 20:24 ./8bit/Languages/Cc65/utils.blurb
-rw-r--r-- kendric 47 May 13 20:24 ./8bit/Languages/Assembly/kconvert.blurb
-rw-r--r-- kendric 296 May 13 20:25 ./8bit/Languages/Assembly/kedit.blurb
-rw-r--r-- kendric 626 May 13 20:27 ./8bit/Languages/Assembly/klink.blurb
-rw-r--r-- lenn 37888 May 13 20:44 ./8bit/Languages/Action/atutor.alf
-rw-r--r-- kendric 186 May 13 20:17 ./8bit/Languages/Action/cstrings.blurb
-rw-r--r-- kendric 800 May 13 20:26 ./8bit/Languages/Action/actrtl.blurb
-rw-r--r-- kendric 74 May 13 20:27 ./8bit/Languages/Action/actrun.blurb
-rw-r--r-- kendric 360 May 13 20:27 ./8bit/Languages/Action/actutor1.blurb
-rw-r--r-- kendric 360 May 13 20:28 ./8bit/Languages/Action/actutor2.blurb
-rw-r--r-- kendric 1187 May 13 20:28 ./8bit/Languages/Action/actstreo.blurb
-rw-r--r-- lenn 1664 May 13 20:44 ./8bit/Games/Cheats/hints.arc
-rw-r--r-- lenn 27574 May 13 20:44 ./8bit/Games/Cheats/altreal.arc
-rw-r--r-- lenn 16614 May 13 20:44 ./8bit/Games/Misc/games1.arc
-rw-r--r-- lenn 23105 May 13 20:44 ./8bit/Games/Misc/games2.arc
-rw-r--r-- lenn 11392 May 13 20:44 ./8bit/Games/Misc/euchre.arc
-rw-r--r-- lenn 83968 May 13 20:44 ./8bit/Games/Misc/supgames.arc
-rw-r--r-- lenn 81376 May 13 20:44 ./8bit/Games/Misc/bingames.dcm
-rw-r--r-- lenn 21528 May 13 20:44 ./8bit/Games/Misc/bombdown.com
-rw-r--r-- lenn 43290 May 13 20:44 ./8bit/Games/Misc/illumina.arc
-rw-r--r-- lenn 26677 May 13 20:44 ./8bit/Games/Misc/illuminb.dcm
-rw-r--r-- lenn 5632 May 13 20:44 ./8bit/Games/Action/mazewar.com
-rw-r--r-- lenn 4352 May 13 20:44 ./8bit/Games/Adventure/devcav.arc
-rw-r--r-- lenn 14208 May 13 20:44 ./8bit/Games/Adventure/kidnap.arc
-rw-r--r-- lenn 8960 May 13 20:44 ./8bit/Games/Adventure/harry.arc
-rw-r--r-- lenn 8192 May 13 20:44 ./8bit/Games/Adventure/lost.arc
-rw-r--r-- lenn 13824 May 13 20:44 ./8bit/Games/Adventure/titanic.arc
-rw-r--r-- lenn 15744 May 13 20:44 ./8bit/Games/Adventure/blckhole.arc
-rw-r--r-- lenn 14336 May 13 20:44 ./8bit/Games/Adventure/danger.arc
-rw-r--r-- lenn 6656 May 13 20:44 ./8bit/Games/Adventure/pharoah.arc
-rw-r--r-- lenn 9344 May 13 20:44 ./8bit/Games/Adventure/night.arc
-rw-r--r-- lenn 15360 May 13 20:44 ./8bit/Games/Adventure/barboz.arc
-rw-r--r-- lenn 13184 May 13 20:44 ./8bit/Games/Adventure/livngstn.arc
-rw-r--r-- lenn 2752 May 13 20:44 ./8bit/Games/Adventure/advent.idx
-rw-r--r-- lenn 7296 May 13 20:44 ./8bit/Games/Adventure/castlhex.arc
-rw-r--r-- lenn 3712 May 13 20:44 ./8bit/Games/Adventure/blkbeard.arc
-rw-r--r-- lenn 3027 May 13 20:44 ./8bit/Games/Adventure/advent2.idx
-rw-r--r-- lenn 18048 May 13 20:44 ./8bit/Games/Adventure/goldrush.arc
-rw-r--r-- lenn 12800 May 13 20:44 ./8bit/Games/Adventure/advenkit.arc
-rw-r--r-- lenn 14848 May 13 20:44 ./8bit/Games/Adventure/menageri.arc
-rw-r--r-- lenn 7936 May 13 20:44 ./8bit/Games/Adventure/atariadv.arc
-rw-r--r-- lenn 15104 May 13 20:44 ./8bit/Games/Adventure/kismet.arc
-rw-r--r-- lenn 18176 May 13 20:44 ./8bit/Games/Adventure/timeadv.arc
-rw-r--r-- lenn 10368 May 13 20:44 ./8bit/Games/Adventure/vandafb.arc
-rw-rw-rw- 32766 76303 May 13 20:44 ./8bit/Games/Adventure/free1.dcm
-rw-rw-rw- 32766 24406 May 13 20:44 ./8bit/Games/Adventure/free2p1.dcm
```

```
-rw-rw-rw- 32766 24406 May 13 20:44 ./8bit/Games/Adventure/free2p2.dcm
-rw-rw-rw- 32766 24406 May 13 20:44 ./8bit/Games/Adventure/free2p3.dcm
-rw-rw-rw- 32766 19735 May 13 20:44 ./8bit/Games/Adventure/free2p4.dcm
-rw-r--r-- lenn 74605 May 13 20:44 ./8bit/Games/Adventure/gizmocst.arc
-rw-r--r-- lenn 77883 May 13 20:44 ./8bit/Games/Adventure/gizmoram.arc
-rw-r--r-- lenn 17408 May 13 20:44 ./8bit/Games/Space/earth2500.arc
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

4700. Atari 810 disk drives - ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: right.back@you.com
Message-ID: <6jj5ef$9hn$1@supernews.com>
Source record: 62863

Hi

I've got a couple of 800s and a gaggle of software.
But alas! None of my three disks work.

It's been a long time since I did this, so I have a
question or two. One of my drives is a double density
drive from a third party. It's problem is that the
heads scrape the disk.

Niether of the 800s work right. One could NEVER keep
up a constant rate of rotation. The other...well
It just does not work.

1) anyone know how to fix these things?
2) which if any of the later disk drives are
compatible with the 800?
3) is there a good source for used drives?
4) are there modern drives that can be easily
converted to work on the arari 800?

thanks in advance!

4701. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: right.back@you.com
Message-ID: <6jj5jc$9hn$2@supernews.com>
Source record: 62864

In article <01bd79d0$34c33a10$f0ffc2d0@bsears>, bsears@physix.com
says...
>
>I remember reading in a long ago review of Star Raiders II that "by
now
>everyone has achieved a rank of Star Commander and is totally bored
with
>Star Raiders".
>
>My best rank ever is something along the lines of "Warrior Class 5"
-- SR
>is a fairly difficult game.

Well, I played this game forever. I don;t think
I ever got above Warrior.

Mostly I achieved the rank of Chump, Class nothing.

I suppose that was better than wasting my time shooting pool,
but somehow I doubt it.

4702. table of ASCII values

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: "Mr. 8-bit" <erasmus@Atari.domain>
Message-ID: <Pine.GSO.3.96.980516041712.25445B-100000@iglou1>
Source record: 62865

After finding a table of ASCII characters on another newsgroup,
I decided to combine it with similar information for Atari 8-bits
(ATASCII) and produce one chart for reference purposes. (This
might already be in the FAQ files somewhere, but I didn't feel like
searching thru thousands of lines of text in order to find it!)

```
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
======================================================

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ====================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
```

24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \

```
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

4703. Atari Conversion Data

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <355D4A18.506D0C0F@sisna.com>
Source record: 62866

The evil person that I am, once in a life time I come across someone in the Atari 8-bit world that need help? I have a LADY, 80+ that has used her Atari to do all her personal, biography, ect files. Now those are out dated and her family has purchased her an IBM compatable computer.

I volunteered to convert the files for the lady, little did I know then I would run into Inverse charaters ect...Big deal I am an evil person and diserve this to make amends. I will have the project done within a reasonable amount of time as I do realize I have more time left than does she.

Once this prodject is completed it anyone needs Atari Writer files converted to IBM Ascii format the service is available for a reasonable cost as the setup it in place with the donated space.

If interested contact me e_mail

bob

4704. Re: Atari 810 disk drives - ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <355D4868.F565A2E2@sisna.com>
Source record: 62867

You say the drives scrape he disk? Have you checked out the pressure pad on the drives? You may have a drive that the pressure pad has been worn down so much that it needs replaced?

I have used 1050 disk drives in good working conditon that can be obtined for $20.00 shipping included.

bob

4705. I go or It Goes!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <355D4D71.453A2521@sisna.com>
Source record: 62868

Down hill slide on life and my spouse says I have to eliminate most of my collection.

I have RGb Monitors with cables to Atari Computers, XM301 Modem older acustical modem for the Atari and a lot of spare parts, anywhere from custom chips, to total units. IE: I have an old 400 upgrade keyboard black raised up keys to modern rahter than marlar keyboad. PRC; 2 each Printer cables have at least 2 or 3 each, Nice stuff!

Can put together at least 3 or 4 Atari 8-bit Hard Drive systems for the 800XL or the 130XE anywhere from 20mg to 90mgs or more..open to offers on these.

Upgrade parts have many used 256k Rams, cheap with docs to upgrade you 800XL or 130XE.

Have a couple Atari 8-Bit direct connect printers good working conditon open to offers.

Have several hundred used custom Atari 8-bit chips cheap..ask may have what you need..?

Documentation: have a bunch have to dig it out ask for what you need cheap?

Sorry Wife can't go so this stuff must! Your gain my loss?

bob

4706. Atari Executive???

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: Oz Good <robbh@flash.net>
Message-ID: <6jjntoqia1@excalibur.flash.net>
Source record: 62869
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

Anybody know who the former textile executive was (is?) who headed
the Warner Entertainment Conglomerate and drove Atari into the
toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
he refered to the hackers who designed and wrote Atari's games as
'towel designers'. Mr. Levy chose not name him, as there wasn't much
good to be said of him, but I'd like to know his name, if he is still
breathing, and what he has screwed up since.

Thanx in advance.

4707. The 9th Adventurer`s Convention

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: Larry Horsfield <Alaric@larryhorsfield.demon.co.uk>
Message-ID: <3Zccf8Ay9UX1Ewzg@larryhorsfield.demon.co.uk>
Source record: 62870

Hello all subscribers to C.S.A.8bit.

If you haven`t already heard about it, you may be interested to hear about the 1998 Adventurers Convention, which is being held in Birmingham (UK) this coming October, as it has been for the last 8 years.

The Convention is being held on Saturday, 24th October 1998, in the Ariel Suite of the Royal Angus Thistle Hotel, St. Chad`s, Birmingham B4, which is at the end of the A38M and easy to get to from all parts of the country.

The Convention runs from 9am to around 6pm and covers all formats from Spectrums to PC`s, including Atari`s. Tables are available if you wish to bring along your own computer(s) and we actively encourage this as we depend on those attending to bring their computers, so the more the merrier! If you wish to bring hardware and/or software to sell you are more than welcome to, but no pirated software please!

The event attracts adventure enthusiasts from all over the UK, including Northern Ireland, and the atmosphere is very friendly and informal. Many of us stay overnight at the hotel and the evenings can be just as lively and interesting as the convention itself! We have yet to welcome anyone from outside the UK to the Convention, but we live hope!

During the day we have the popular "Megapoints" competition running. In this the contestants get 20 minutes playing time at a specially written Spectrum text adventure, with the object of scoring as many points as possible in the alloted time. There are usually cash prizes and special certificates for the 3 highest scores. The adventure this year is being written by Ulsterman Jon Scott, author of various Spectrum text adventures published by Zenobi Software.

Tickets are available now and cost 6 ukp per person if you buy yours before 31st July, 1998. Thereafter, or if you pay on the door on the day, the price will be 7 ukp per person. Tickets may be purchased from:

Vicky Jackson, 128 Merton Hall Road, Wimbledon, London, SW19 3PZ

Please make cheques/PO`s payable to V. Jackson

* * * * * * * *

HOTEL ACCOMMODATION:

The Royal Angus Thistle Hotel has special room rates for those attending the Convention. These include full English breakfast and are as follows:

Single Room: 37.50 ukp per night.

Double/Twin: 32.50 per person, per night.

Please contact the hotel to book your accommodation, NOT the convention organisers. The address and phone number are:

Royal Angus Thistle Hotel, St.Chad`s, Queensway, Birmingham, B4 6HY

Telephone: 0121-236-4211

Don`t forget to inform the hotel you are attending the Adventurers Convention, otherwise you will be charged the normal room rates!

NOTE: The Convention is on the weekend before the start of the Birmingham Motor Show at the NEC. Whilst the hotel have promised to reserve a number of rooms for us, you are strongly advised to book your accommodation AS EARLY AS POSSIBLE to avoid disappointment.

If you have any queries about the Convention, or would like to reserve tables for your hard/software, please contact me at the email address below.

Hope to see you in Brum in October!

Larry Horsfield

alaric@larryhorsfield.demon.co.uk

4708. Auction: Atari OS User's Manual, Hardware Manual, ANALOG, Antic

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <1998051612085800.IAA04857@ladder01.news.aol.com>
Source record: 62871

May Auction - Update 4

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Wednesday, May 20 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Instructions
Atari 8-Bit Instructions:
I1. BC's Quest for Tires, Sierra -$1.95 min
I2. Blue Max, Synapse -$1.95 min

I3. Centipede, Atari -$1.95 min
I4. Clowns and Balloons, Datasoft -$1.95 min
I5. Demon Attack, Imagic -$1.95 min
I6. Dig Dug, Atari -$1.95 min
I7. Final Legacy, Atari -$1.95 min
I8. Flight Simulator II Reference Chart -$1.95 min
I9. Flip and Flop, First Star -$1.95 min
I10. Gorf, Roklan -$1.95 min
I11. Gruds in Space, Sirius -$1.95 min
I12. Gyruss, Parker Bros. -$1.95 min
I13. H.E.R.O., Activision -$1.95 min
I14. Hard Hat Mack Command Summary Card, Activision -$1.95 min
I15. Joust, Atari -$1.95 min
I16. Jumpman Jr. Epyx -$1.95 min
I17. Keystone Kapers, Activision -$1.95 min
I18. K-razy Antiks -$1.95 min
I19. K-razy Kritters -$1.95 min
I20. K-razy Shootout -$1.95 min
I21. K-Star Patrol -$1.95 min
I22. Master of the Lamps, Activision -$1.95 min
I23. Megamania, Activision -$1.95 min
I24. Miner 2049er, Big Five -$1.95 min
I25. Monster Maze, Epyx -$1.95 min
I26. Mr. Do!, Datasoft -$1.95 min
I27. On-Track Racing, Gamestar -$1.95 min
I28. Pac-Man, Atari -$1.95 min
I29. Pharaoh's Pyramid, Master Control Software -$1.95 min
I30. Pool 400, Innovative Design -$1.95 min
I31. Rainbow Walker, Synapse -$1.95 min
I32. Repton, Sirius (includes iron-on) -$1.95 min
I33. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
I34. Return of Heracles, Quality Software -$1.95 min
I35. Robotron, Atari -$1.95 min
I36. Shooting Arcade, Datasoft -$1.95 min
I37. Silent Service, Microprose -$1.95 min
I38. Snokie, Funsoft -$1.95 min
I39. Super Cobra, Parker -$1.95 min
I40. Track Attack, Broderbund -$1.95 min
I41. Wizard of Wor, Roklan -$1.95 min
I42. Zaxxon, Sega -$1.95 min
I43. Encounter!, Synapse -$1.95 min
I44. APX Ultimate Renumber Utility Insts. -$1.95 min
I45. APX Keyboard Organ Insts. -$1.95 min
I46. APX Sketchpad Insts. -$1.95 min
I47. APX Video Math Flashcards Insts. -$1.95 min
I48. APX Presidents of the United States Insts. -$1.95 min
Atari 5200 Instructions:
I49. Frogger -$1.95 min
I50. Popeye -$1.95 min
Atari 2600 Instructions:

I51. Asteroids, Atari (b&w, 5 languages) -$.50 min
I52. Space Invaders, Atari (small black) -$.50 min
I53. Home Run, Atari (small black) -$1 min
I54. Street Racer, Atari (small black) -$1 min
I55. Super Breakout, Atari (colored) -$1 min
I56. Surround, Atari (small black) -$1 min
I57. Tennis, Activision (colored) -$1 min
I58. Video Olympics, Atari (colored) -$1 min
I59. Video Pinball, Atari (small colored) -$1 min
I60. Congo Bongo, Sega -$1.25 min
I61. Encounter at L-5, Data Age -$1.25 min
I62. Missile Command, Atari (colored) -$.75
I63. Atari Force Comic Book #1 -$1.95 min
I64. Atari Force Comic Book #2 -$1.95 min
I65. Atari Force Comic Book #3 -$1.95 min
Amiga Instructions:
I66. One on One Command Summary Card -$1 min
Super Nintendo Instructions:
I67. Super Nintendo Mortal Kombat II -$1 min

Game Catalogs
1. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.50 min
2. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 min
3. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart.
-$.50 min
4. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 min
5. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 min

Atari Computer Books/Manuals
6. Atari Personal Computer System Operating System User's Manual. CO16555 Nov.
1980. 215 pages. Add $1 to shipping. -$9.95 min
7. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping.
-$9.95 min
8. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
9. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command
Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler
Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
10. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min

Atari 5200 Single Cartridges
11. Pac-man (excellent label) -$1.50 ramfan83
12. Defender (excellent label) -$1 min
13. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
14. Pac-man (pair in excellent condition.) -$1.50 min

Atari 8-Bit Computer
15. Kindercomp cartridge. -$.50 min
16. Print Shop Graphics Library 3 disk with Reference Card. -$1.95 min
17. Atari Word Processor Program Master disk (CX8119) -$1.95 min
18. HomePak (flip side for C64), Batteries Included disk -$1 min

19. Ken Uston's Professional Blackjack disk (flip side C-64) with Operating Inst. manual. -$1 min
20. Party Quiz Game Question disk (General Edition 1), Suncom. Flip side C-64. -$.50 min
21. F-15 Strike Eagle, Micropose disk -$.75 min
22. Track Attack game disk, Broderbund -$.75 min
23. Maxi Golf, Activision 2 disk set -$.75 min

Atari Controllers
24. Atari Standard Joystick (single) -$1.95 min
25. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
26. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4.95 min
27. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
28. Flip and File - Same as above. -$1.95 min
29. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
30. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
31. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$11.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

* Classic Game Magazines*
M1. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Microfun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11 JMouchmino

M2. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$8.95 min

M3. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -$ 9 JMouchmino

M4. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$8.95 min

M5. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$8.95 min

Atari Computer Magazines
A6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$10 cswiger

A7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$10 cswiger

A8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$10 cswiger

A11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$6.95 min

A12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in

programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$6.95 min

A14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$6.95 min

A15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7 cswiger

A16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7 cswiger

A17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$5.95 min

A21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$5.95 min

A24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7 cswiger

A27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$4.95 min

A28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$4.95 min

A29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$4.95 min

A31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$4.95 min

A32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$4.95 min

A33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$4.95 min

A34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$4.95 min

A35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$4.95 min

A36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$4.95 min

A52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

AE1. Atari Explorer Sept./Oct. 1986. -$1.95 min

AE2. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

AE3. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

AA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$6.95 min

AA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$6.95 min

AA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$6.95 min

AA4. Feb./Mar. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$6.95 min

AA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$2.95 min

AA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$2.95 min

AA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$2.95 min

AA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$2.95 min

AA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$2.95 min

AA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$2.95 min

AA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$2.95 min

AA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$2.95 min

AA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$5 cswiger

AA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$2.95 min

AA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$2.95 min

AA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$2.95 min

AA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$2.95 min

AA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$2.95 min

AA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$2.95 min

AA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$2.95 min

AA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$2.95 min

AA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

AA23. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$2.95 min

AA24. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$2.95 min

AA25. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$2.95 min

AA26. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics

Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$2.95 min

AA27. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$2.95 min

AA28. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$2.95 min

AA29. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$2.95 min

AA30. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$2.95 min

AA31. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$2.95 min

AA32. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$2.95 min

4709. Re: FS: Misc Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: georgeh@mail.rlc.net
Message-ID: <355d9da7.0@news.rlc.net>
Source record: 62872

In article <Et0E74.MJE.0.bloor@torfree.net>, bx557@torfree.net (Justin R. Smith) says:

>Letter Perfect, word prcesor for 400/800. This won't run on an XL/XE. $3

An absolutely first quality word processor program. I used
it as the company's word processor in the early 80s.

GFH

4710. Re: Atari Executive???

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: Landon Dyer <landon@shell9.ba.best.com>
Message-ID: <6jk9cfqbh2@nntp1.ba.best.com>
Source record: 62873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,rec.games.video.arcade.collecting

In comp.sys.atari.programmer Oz Good <robbh@flash.net> wrote:
:>Anybody know who the former textile executive was (is?) who headed
:>the Warner Entertainment Conglomerate and drove Atari into the
:>toilet. As described on pages 324-325 of Steven Levy's 'Hackers',
:>he refered to the hackers who designed and wrote Atari's games as
:>'towel designers'. Mr. Levy chose not name him, as there wasn't much
:>good to be said of him, but I'd like to know his name, if he is still
:>breathing, and what he has screwed up since.

Ray Kassar, used to sell Egyption cotton [underwear, i think]

[i just deleted a bunch of stuff about his rumored personal
habits. dunno if he's still alive. don't care, except that i
don't want to get sued. not my favorite exec...]

then there was the exec from the tobacco company phillip-morris. he
was basically a one-person smoke filled room. hoo boy. then warner
bros. brought in the headsmen (spring/summer '84)

--

landon@best.com

"Sundial with a great hand, sweeping dust across the floor,
Puts a strain on a sane man, 'til he knows what he's looking for."
-- Kim Carnes

4711. ATARI 8BIT computer equipment forsale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6jkgk6$3c$1@nnrp1.dejanews.com>
Source record: 62874
Cross-posted to: comp.sys.atari.8bit,austin.forsale

ATARI STUFF:

First offer over $325.00 takes this stuff. Otherwise I think
the salvation army will take it =O

Either way it is going at the end of May.

I have the following Atari items for sale AS A LOT. If you are interested in
just pieces, make it worthwhile for me to ship it =). Give me your best offer
quickly.

I am located near Austin, Texas.

Buyer Pays shipping.

References available upon request.

reply to: slycy@geocities.com

Hardware:

Atari 800 {omnimon + omniview + ram upgrade (160k?)}
Atari 800XL stock

XF551 (3.5" Upgrade) 720k drive (still have 5.25 mech also)
INDUS DD Disk Drive
US Doubled 1050 Disk Drive
1050 Disk Drive (Regular, non-working, for parts)

MIO 256K + Manual, null modem cable
XEP 80 Column adaptor

Microport XL PBI expansion/experimenter's kit
Cartridge experimenter's kit
850 Interface + 2 printer cables
Ape face printer interface
Star SG10 Dot Matrix Printer
Monochrome Monitor
Syquest 88meg removable drive + 1 cartridge

Bag of joysticks
Trackball (wico?)
CX85 Keypad

Animation Station Drawing Tablet

MISC: Maxim parts (for sio2pc cable)
TV Adaptors (2 pieces)
Split A/V cable (4 pieces)
Standard Atari <-> Tv-box cables (3 pieces)

Software:

Cartridges:
Action! (no label)
Action! (neon label) (includes manual)
MAC/65 (includes manual)
Basic Cart (3 copies)
Assembler Editor (includes manual)
AtariWriter (2 copies) (includes manuals)
MonkeyWrench 2
Computer Chess
Fraction Fever

Disks:
F15 Strike Eagle (New - seal unbroken)
Drol
MicroLeague Baseball
Hardball!
TouchDown Football
Lords of Conquest
One on one
My first Alphabet
Juggles Rainbow
Macro Assembler

Lots of other disk-based software, including Antic, Analog and Compute! disks.

Documentation:

Several Binders of documentation (games, utilities, schematics, original
glossies)
Atari Operating System Listing
Atari Technical Reference Notes
Copy of De Re Atari
Assembler Editor Manual
850 Manual
400/800 Basic Reference Manual
Mac/65 Toolkit
SpartaDos Construction Set (2 copies)
SpartaDos Toolkit
UsDoubler Book
130XE owners manual
DOSXE: XF551 Book + Disk
DOS3 book + disk
Tricky Tutorials

Atari Writer Plus
Rtime8 supplement manual

Books:

Mapping the Atari Revised Edition
Mapping the Atari
Inside Atari Dos
Machine Language for Beginners
Second book of Machine Language
Programming the 6502 (zaks)
6502 Software Design (rockwell)
Programmer's Reference Guide for Atari 400/800
The Atari Assembler (inman)
Atari Hackerbook
The Creative Atari
Understanding Atari Graphics
Atari Basic Source Book (2 copies)
Computes 1st book of Atari
Computes 2nd book of Atari
Computes 3rd book of Atari
Computes 1st book of Atari Graphics
Computes Atari Collection Volume 1
Computes Atari Collection Volume 2
XL Users Handbook
Atari Basic (thick book)
Your Atari Computer
Games for your atari Computer
Electronic computer projects for Atari/Commie

Periodicals:

Analog Magazine

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18 3 48 1 78 2
19 49 1 79 1

20 1 50 1
21 1 51 1

22 52 1
23 1 53 1
24 1 54 1
25 1 55 2
26 1 56 1
27 1 57 1
28 58 1
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33 2 63 1
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ANTIC MAGAZINES

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HIRES MAGAZINE: Premiere Issue (Vol1,#1), and (Vol1,#2)

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4712. Russ Gilbert's Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6jkqnu$bl3$1@alexander.INS.CWRU.Edu>
Source record: 62875

I put up a www site. Contains an ftp archive, mostly.
http://www.en.com/users/russg.
It has a JAVA midi tune, so if it crashes you, dis-enable JAVA.
Russ

4713. Re: Atari 600XL questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <355E0747.F7AF7024@total.net>
Source record: 62876

Bostone1 wrote:
>
> In article <6ivlh3$3br@ss.netgate.net>, ziggy29@u1.netgate.net (Tim Irvin)
> writes:
>
> >Wait. I always thought the 1064 was vapor except for a few prototypes
> >(like the 1400/1450XL, 1090 et al). How easy is it to "purchase" a
> >1064, and how much do they cost when you can find them? I'd imagine
> >they have more "collectors item" value to Atariphiles than they
> >value in enhancing the system.
> >
> >
>
> B&C sells these Atari 600 memory expansions that fit in the back. Listed not as
> the 1064, but simply as "ACA022 Memory 64K 600XL Atari 19.95" on their web
> page, I remember seeing them in the store when they were in Santa Clara. The
> case matches the color and style of the 600XL main unit and simply plugs in the
> back.
>
> Bostone1@aol.com

Of course, it's much more sensible to do the internal 64k upgrade mod (2
or 3 chips and a few wires) and keep the PBI free for an MIO or BB.

4714. Re: F A V O R I T E 8 B I T G A M E S

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: i.koelling@postoffice.worldnet.att.net
Message-ID: <6jlen1$2a4@bgtnsc03.worldnet.att.net>
Source record: 62877

Man... you guys bring back the memories. I haven't uses my 800's in last few yrs, but I have 4 of 'em. 2 1450's w/ THE CHIP, latest version. Can copy the 'Fuzzy" sectors. Couple 810's, one, no , make that 2 Rana drives. Still have every one of those games you guys have mentioned, plus I guess, over 300 games. Many 'busted' and put into files on disks. I'm gonna go play on that thing tonite! Thanks for the memories! Terry

4715. Re: I go or It Goes!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.fc8176afee54272989682@news.microserve.net>
Source record: 62878

In article <355D4D71.453A2521@sisna.com>, bobkla19@sisna.com says...
> Down hill slide on life and my spouse says I have to eliminate most of
> my collection.
>
> I have RGb Monitors with cables to Atari Computers, XM301 Modem older
> acustical modem for the Atari and a lot of spare parts, anywhere from
> custom chips, to total units. IE: I have an old 400 upgrade keyboard
> black raised up keys to modern rahter than marlar keyboad. PRC; 2 each
> Printer cables have at least 2 or 3 each, Nice stuff!
>
> Can put together at least 3 or 4 Atari 8-bit Hard Drive systems for the
> 800XL or the 130XE anywhere from 20mg to 90mgs or more..open to offers
> on these.
>
> Upgrade parts have many used 256k Rams, cheap with docs to upgrade you
> 800XL or 130XE.
>
> Have a couple Atari 8-Bit direct connect printers good working conditon
> open to offers.
>
> Have several hundred used custom Atari 8-bit chips cheap..ask may have
> what you need..?
>
> Documentation: have a bunch have to dig it out ask for what you need
> cheap?
>
> Sorry Wife can't go so this stuff must! Your gain my loss?
>
> bob
>
I hope that dosen't mean you will be leaving the newsgroup, does it? I
have enjoyed reading your contributions.

4716. PM Graphics again

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <355E5564.659C@wwa.com>
Source record: 62879

Okay, I've been reading Your Atari Computer and COMPUTE!'s First Book of Atari over and over and I almost
understand player missle graphics....

Okay, so I don't REALLY understand how to find the start address of the PM table but both authors use the
following

```
A = PEEK(106)-8
START = A*256+512 (for player 0)
```

Is that about right?

Anyway, they clear player ram by poking all of the bytes between 512 and 640 with 0. I think I can grasp that.

But, I cannot figure out how to fill it. I understand the concept of getting the image from data statements
and using a loop to fill them, but why are both authors adding the vertical position of the player to the start
of player 0? Why is there 128 (or 256) bytes set aside for each player? Is that because they can be very
tall? I understand 8bits wide - but I don't get how tall....

What are the addresses I need to fill for a simple double resolution player 0 whos ram starts at START
(START=(PEEK(106)-8)*256+512)?

Bear with me, I'm almost there....

Eric

4717. Re: Help! Atari Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: i.koelling@postoffice.worldnet.att.net
Message-ID: <6jll36$g99@bgtnsc03.worldnet.att.net>
Source record: 62880

Ya know? I had one of those things too. Don't know what happened to it.
But I still have the Koala Pad, and the Wico Command Control Track Ball.
And the Memory Maker Eprom Burner, and Votrox. Wonderful good things for
the Atari 800's. Terry K

4718. Printer Purchase

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JrYpFpw.tandrews16@delphi.com>
Source record: 62881

I picked up a printer at a garage sale today--an Epson LX-800. I had one once before, and I really liked it--until the lightning strike took it out.
I saw this one at a neighborhood sale last year for $20, and left it there,
since I had a good printer (a Star NX-1001) and a good backup printer (a Gemini 10X) and I didn't really need another one. This year, the same printer was out there for $5. I couldn't resist any longer. I offered $3;
they took $4. A thorough test when I got home showed it to be working perfectly. Now all I have to do is figure out why I bought it and what to do with it.

Sometimes I can be so weak...

TJ

4719. Re: PM Graphics again

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-16 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <355E6802.2A5E@wwa.com>
Source record: 62882

Please forgive my stupidity. I figured it out...as soon as I pressed
send naturally :)

Eric

4720. Re: Atari Farce

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: HenryK <henryk@auscape.net.au>
Message-ID: <6jlt46$sa1$1@floyd.ideal.net.au>
Source record: 62685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

What's an Atari ?

4721. Re: Atari 810 disk drives - ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19980517101100001.GAA16423@ladder01.news.aol.com>
Source record: 62686

Have you checked inside of the 810 that doesn't work at all. My Atari 1050 once had a problem with the belt coming off. It was cured by installing a new drive belt. I assume that the 810 uses a belt drive as well.

Gail

4722. Re: ST Mouse, Flash 8, Mouse OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: LarryWhite <larrywhite@delphi.com>
Message-ID: <RDZJ9F1.larrywhite@delphi.com>
Source record: 62687

What state did he last live in?

4723. Re: PM Graphics again

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <6jmek3$e5t$1@roch.zetnet.co.uk>
Source record: 62688

On 16 May 1998 23:30:58, Eric Cron wrote:
> I figured it out...as soon as I pressed send naturally :)

Good! It's a long time since I've used PMG, but the basic principle is that there are 4 "players" and 4 smaller "missiles" (all equating to hardware sprites). You position them horizontally with a poke to their horizontal registers, BUT they actually stretch all the way from the top of the screen to the bottom. To get vertical movement you have to animate the shape yourself by moving it up and down the 256-byte block of memory reserved for each one.

Just a quick summary to keep you on the straight and narrow!

--
Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
osian@zetnet.co.uk "Lurker at the threshold" ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4724. Re: Atari Farce

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <356abcf6.2700587@news.demon.co.uk>
Source record: 62689

The other Day "HenryK" <henryk@auscape.net.au> wrote:

>What's an Atari ?
>
A large furry animal that comes out at night...

This is that game where three people give different answers and you
pick what you think the right one is ;)
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4725. Urgent...need top ten list of Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <3560c3c2.7103877@news.zetnet.co.uk>
Source record: 62690

I am writing a page on emulating the Atari 800 and I need a list of the top ten games on the Atari 800 along with a screenshot in Gif or Bmp format of the top game on the list. I need it today to beat the deadline, can anyone help?

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

4726. Grafix The Art Tutor For The Atari ST/STE/Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Deano@zetnet.co.uk
Message-ID: <3561c45e.7260053@news.zetnet.co.uk>
Source record: 62691

For more details on the number one computer art and animation tutorial
package for the Atari ST/STE and Falcon, visit
http:\\www.users.zetnet.co.uk\sillysoftware\grafix.htm

Yours Faithfully (In a very Silly way)
Deano (Silly Software Programmer)
Email Deano@zetnet.co.uk
http://www.users.zetnet.co.uk/sillysoftware/

4727. Looking for hard drive.....maybe.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <355EF781.3DB8@midamer.net>
Source record: 62692

My 486 machine is still a wonderful computer but the hard drive is just too small @ 420 meg. If anyone has a hard drive for sale at a good price please e-mail me. I want at least 2.??? gig min.

Thanks
Tony
Lmartin@midamer.net

4728. Re: Looking for 8bit Game Site...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <6jn1ou$v6j$1@nnrp1.dejanews.com>
Source record: 62693

Al:

I know exactly what site you are looking for. It is called "Atari 8-bit Docs, Hints, and Solutions."

I don't know the URL off the top of my head, but you can access it via my Atari & Emulation page called "Back In Time." It can be reached at: http://www.geocities.com/SiliconValley/Horizon/7574

Select the Links option on the index page, then scroll down to the Atari 8-bit links. You will find it there, along with a TON of Atari links, including Computer Dungeon.

By the way, thanks for the great service you provided for the items I recently purchased from you. The Lynx II works great, and Neodesk 4 makes a big difference on my Mega4. I haven't gotten to Geneva yet.

In article <1998051503001500.XAA07596@ladder03.news.aol.com>, comdungeon@aol.com (ComDungeon) wrote:
>
> I was looking around the internet today and came across an Atari website that
> had LOTS of instruction manuals (converted into text files) for 8bit games. It
> was an excellent site and the person/s responsible should take great pride in
> the work they have done!
>
> But before I could bookmark the site, I lost my phone connection and got
> dropped off line. Now I can't remember the address or even the name of the site
> I was at.
>
> If someone knows the address of a website that has instruction manuals online,
> please post it.
>
> Thanks much in advance!
>
> Al
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4729. Dig Dug XE compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd81ac$00eafc80$820e8ea7@login.netins.net>
Source record: 62694

I have Dig Dug for my Atari 400 and it works - but it won't work on my 130XE. Can anybody tell me if a specific translator will do the job, or am I out of luck? Thanks for whatever help anyone can give on this one.

4730. Available: Indus GT disk drive and power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd81ac$caf2a6e0$820e8ea7@login.netins.net>
Source record: 62695

I have an Indus GT disk drive and power supply. I can't get them to work. When I turn it on, I think it gives a number 14, or a combination of mixed LED lights that makes no sense. One of these statements is probably true:

The drive works but the power supply does not.
The power supply works but the drive does not.
Neither unit works.
A dread possibility is that one of them burnt out the other.

I don't have the time to try another drive/power supply, and I just would like these to go to someone who may be able to determine if the drive or supply works, and then they could use it or keep for spare. I'm interested in giving them away for free. Please e-mail me at delitene@netins.net if you are interested. If you post to the group instead of e-mailing me, you will not get first-come, first-serve status as to who gets this if more than one party is interested. Thanks!

4731. Re: Atari Light Pen ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6jn1sf$q1l@bgtnsc02.worldnet.att.net>
Source record: 62696

the atari one I had was black, not red.. maybe it's a third party pen?/ I liked mine, but your arm gets quite worn out while using them.. I liked it better at first, but then ended up prefferring the graphics tablet..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Brother Grimm wrote in message <6jlo8c$97t$1@supernews.com>...
>In article <19980514012223000.VAA04401@ladder03.news.aol.com>,
>atari76@aol.com says...
>>
>>I just picked up a Light Pen it is Red with a black spiral cord like
>a phone
>>cord ? It has a plug on the end like an Atari ?? It was with a bunch
>of 2600
>>stuff ?? Any clue ?
>>
>
>
>Yes. An atari light pen, by the sound of it. I have one.
>bought years ago. Never really used it, though.
>
>good luck.
>

4732. Re: Atari 810 disk drives - ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: right.back@you.com
Message-ID: <6jn752alu1@supernews.com>
Source record: 62697

I haven't. I will. Thanks.

In article <19980517101100001.GAA16423@ladder01.news.aol.com>,
gwestndrf@aol.com says...
>
>Have you checked inside of the 810 that doesn't work at all. My
Atari 1050
>once had a problem with the belt coming off. It was cured by
installing a new
>drive belt. I assume that the 810 uses a belt drive as well.
>
>Gail

4733. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: atari400@ehrich.com
Message-ID: <vQH71.234$e76.1111804@news2.voicenet.com>
Source record: 62698

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

http://www.voicenet.com/~generic

4734. Re: Atari Farce

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: "David P. Cole" <avon@ibm.net>
Message-ID: <355F4A61.5283@ibm.net>
Source record: 62699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

HenryK wrote:
>
> What's an Atari ?

Out of seriousness or out of sarcasm does that remark originate?

Most Amiga owners know that most of those who worked on the old 8-bit
Atari line developed the Amiga after quitting (or being fired) from
Commodore when Jack Tramiel bought the company in 1984(?).

4735. FS: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NO_SPAM!*.org>
Message-ID: <Pine.UW2.3.95.980517165027.20794C-100000@reality>
Source record: 62700
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Here is a list of 8-bit carts I'm selling off for $5 each.

Atariwriter
Defender
Dig Dug
Eastern Front (1941)
Joust
Miner 2049'er
Ms. Pac-Man
Pac-Man
Q-bert
Space Invaders
Spy Hunter
Video Easel

If interested, e-mail me at mrmaddog(at)microserve(dot)com

Spammers can send their crap to ' abuse@localhost '

Eric Noss
a.k.a
Mr. Maddog

4736. Re: Available: Indus GT disk drive and power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd81e5$cd8b6340$600c8ea7@login.netins.net>
Source record: 62701

I have had two replies - that's probably all I'll need. Thanks everyone!

Carl & Delinda Tenney <delitene@netins.net> wrote in article
> I have an Indus GT disk drive and power supply. I can't get them to
work.
> I don't have the time to try another drive/power supply, and I just would
> like these to go to someone who may be able to determine if the drive or
> supply works, and then they could use it or keep for spare. I'm
interested
> in giving them away for free.

4737. Re: Atari 810 disk drives - ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Et4KHv.EwM@iglou.com>
Source record: 62702

On 1998-05-16 right.back@you.com(BrotherGrimm) said:
>Hi
>I've got a couple of 800s and a gaggle of software.
>But alas! None of my three disks work.
>It's been a long time since I did this, so I have a
>question or two. One of my drives is a double density
>drive from a third party. It's problem is that the
>heads scrape the disk.
>Niether of the 800s work right. One could NEVER keep
>up a constant rate of rotation. The other...well
>It just does not work.
>1) anyone know how to fix these things?
>2) which if any of the later disk drives are
>compatible with the 800?
Any floppy drive made for an 8-bit Atari (with the Atari 13-pin
connector) will work with the 800. A third-party disk drive might work
with a standard IBM-compatible 360k drive mechanism (you didn't say which
third party made your drive. Was it Percom? Indus? Or is it a modified
Atari 1050?)
>3) is there a good source for used drives?
>4) are there modern drives that can be easily
>converted to work on the arari 800?
You could buy or build an SIO2PC cable and connect your Atari to a PC,
using the PC's drives. (Does anyone know if SIO2PC works with DR-DOS
multitasking?)

Net-Tamer V 1.08X - Test Drive

4738. Re: I go or It Goes!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Evan Lowry <evanl@flash.net>
Message-ID: <6jnstqejq1@excalibur.flash.net>
Source record: 62703

Just found a 800xl

I want to write some software for it and can't find any books or ways to save it.

Let me know what you can do on the prices

Thanks

Evan
BobKlaas wrote in message <355D4D71.453A2521@sisna.com>...
>Down hill slide on life and my spouse says I have to eliminate most of
>my collection.
>
>I have RGb Monitors with cables to Atari Computers, XM301 Modem older
>acustical modem for the Atari and a lot of spare parts, anywhere from
>custom chips, to total units. IE: I have an old 400 upgrade keyboard
>black raised up keys to modern rahter than marlar keyboad. PRC; 2 each
>Printer cables have at least 2 or 3 each, Nice stuff!
>
>Can put together at least 3 or 4 Atari 8-bit Hard Drive systems for the
>800XL or the 130XE anywhere from 20mg to 90mgs or more..open to offers
>on these.
>
>Upgrade parts have many used 256k Rams, cheap with docs to upgrade you
>800XL or 130XE.
>
>Have a couple Atari 8-Bit direct connect printers good working conditon
>open to offers.
>
>Have several hundred used custom Atari 8-bit chips cheap..ask may have
>what you need..?
>
>Documentation: have a bunch have to dig it out ask for what you need
>cheap?
>
>Sorry Wife can't go so this stuff must! Your gain my loss?
>
>bob

4739. Re: Atari Farce

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <355F96BD.1CFB@gte.antispam.net>
Source record: 62704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

David P. Cole wrote:
>
> HenryK wrote:
> >
> > What's an Atari ?
>
> Out of seriousness or out of sarcasm does that remark originate?
>
> Most Amiga owners know that most of those who worked on the old 8-bit
> Atari line developed the Amiga after quitting (or being fired) from
> Commodore when Jack Tramiel bought the company in 1984(?).

Umm... I think you're a bit off here. Jay Miner left Atari while Warner was still running the show because they refused to give him funding to develop a 68000 based computer. I don't know how he ended up at Amiga, but they developed Atari 2600 games & peripherals to fund the design of their computer.

When Jack was ousted from Commodore, he started a new company called Tramiel Technologies Ltd. He hired away many of Commodore's engineers, and they began work on what eventually became the Atari ST.

Meanwhile, Atari Inc signed a deal with Amiga for use of the chipset. The first year would only be for video game use (arcade machines? home consoles?) then after that they could use it in computers.

Then along comes Jack - he buys the consumer products side of Atari, kills all the video game projects and most of the 8-bit stuff, and goes full speed ahead to get the ST ready for market. Thousands of people lost their jobs, but hey are not the ones who designed the Amiga - the Amiga was pretty much done from a hardware standpoint.

At this point, Commodore was stuck with a decimated engineering staff and no next-gen computer design, and Amiga was stuck with an Atari deal that was looking less attractive everyday. So Commodore buys Amiga and the Atari deal goes out the window.

I probably got some of the details wrong, but that's how I understand it.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

4740. Re: Dig Dug XE compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <355F9EE1.220CD757@AMERITECH.NET>
Source record: 62705

Try using FIXXL. That solved a lot of problems for me.

Carl & Delinda Tenney wrote:
>
> I have Dig Dug for my Atari 400 and it works - but it won't work on my
> 130XE. Can anybody tell me if a specific translator will do the job, or am
> I out of luck? Thanks for whatever help anyone can give on this one.

4741. video easel rom image?? where?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <6jo9o6$eqc@bgtnsc02.worldnet.att.net>
Source record: 62706

I'm looking for atari's video easel cartridge in a binary file for use
with xl-it .. help!

Keith

--
Remove the extra "h" if you wish to reply.

4742. Re: Atari Light Pen ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: right.back@you.com
Message-ID: <6jlo8c$97t$1@supernews.com>
Source record: 62883

In article <1998051401222300.VAA04401@ladder03.news.aol.com>,
atari76@aol.com says...
>
>I just picked up a Light Pen it is Red with a black spiral cord like
a phone
>cord ? It has a plug on the end like an Atari ?? It was with a bunch
of 2600
>stuff ?? Any clue ?
>

Yes. An atari light pen, by the sound of it. I have one.
bought years ago. Never really used it, though.

good luck.

4743. Re: Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-17 00:00:00 UTC
From: right.back@you.com
Message-ID: <6jlond$97t$2@supernews.com>
Source record: 62884

Man, it's been a long time, but I think I remember that you
could print all the lines to a file. or lprint all the lines
to a file to obtain an ascii listing. If you just save it, you
get the "tokenized" version, and that's not worth much if you
want to edit. Sorry about not being specific enough. Good luck.

In article <6j7hebdlg1@ruby.ucc.nau.edu>, pap@dana.ucc.nau.edu
says...
>
>Hi-
>
>I remember a while back a game called Atari rogue a friend had on his
>Atari 130xe. He said he typed it in from a magazine. Anyway, it was
the
>game Rogue, a D&D style game with ASCII characters but in this case
if I
>remember correctly it used a character set. Does anyone know if this
game
>is still around? I believe the magazine was called 'Antic'.
>
>Is there anyway I could convert the .bas file into ASCII text?
>
>Regards,
>
>Paul Allen Panks
>ppanks@hotmail.com
>
>--
>--
>**********
****
>
> Few cats act their age, while most just cough up fur balls.
>
>**********
****
>

4744. Re: Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <35600F9B.E64E5830@nh.ultranet.com>
Source record: 62707

Was it called A-Rogue?

Brother Grimm wrote:

> Man, it's been a long time, but I think I remember that you
> could print all the lines to a file. or lprint all the lines
> to a file to obtain an ascii listing. If you just save it, you
> get the "tokenized" version, and that's not worth much if you
> want to edit. Sorry about not being specific enough. Good luck.
>
> In article <6j7hebdlg1@ruby.ucc.nau.edu>, pap@dana.ucc.nau.edu
> says...
> >
> >Hi-
> >
> >I remember a while back a game called Atari rogue a friend had on his
> >Atari 130xe. He said he typed it in from a magazine. Anyway, it was
> the
> >game Rogue, a D&D style game with ASCII characters but in this case
> if I
> >remember correctly it used a character set. Does anyone know if this
> game
> >is still around? I believe the magazine was called 'Antic'.
> >
> >Is there anyway I could convert the .bas file into ASCII text?
> >
> >Regards,
> >
> >Paul Allen Panks
> >ppanks@hotmail.com
> >
> >--
> >--
> >**********
> **********
> >
> > Few cats act their age, while most just cough up fur balls.
> >
> >**********
> **********
> >

--
Curator of the Unofficial Homepage for Borland C++ Builder
http://www.nh.ultranet.com/~bsturk

"HOL" The Hardware Obstruction Layer The NTChrist
Whatever happened to Pong??? Frank Black

4745. Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051802033600.WAA06438@ladder01.news.aol.com>
Source record: 62708

Just bought the 8bit game "Food Fight" from a garage sale today; came home and decided to try it out. I was very surprised when I started to play it as it didn't seem to be as good as the 7800 version I remembered playing not too long ago.

So, I pulled out my 7800 and plugged in Food Fight and looked at the two games running side-by-side and was amazed at how much better the 7800 version looked and played than the XE version. Much cleaner graphics, much smoother control and movement, and gameplay was much better.

I haven't had a chance to check any other games yet, but has anyone else noticed that a 7800 version of a particular game is better than the XL/XE version?
Or are there any XL/XE games that you've played that you feel are better than the
7800 version of the game?

Al

4746. Atari monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: Randy Buss <trask1@home.com>
Message-ID: <355FA97E.EDF9C029@home.com>
Source record: 62709

If anyone has a video cable for the old Sega Master System it
works great with the Atari computers. I've been using mine for years.
They might still be easier to get than the original cable.
By the way, anyone out there have a Donkey Kong Cartridge for
sale or trade (I collect everything retro-game related)
let me know.

Randy Buss
trask1@home.com

4747. Re: Atari Farce

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <6jp8oe$vh1$1@wombat.cs.monash.edu.au>
Source record: 62710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

"David P. Cole" <avon@ibm.net> writes:

>HenryK wrote:
>>
>> What's an Atari ?

>Out of seriousness or out of sarcasm does that remark originate?

>Most Amiga owners know that most of those who worked on the old 8-bit
>Atari line developed the Amiga after quitting (or being fired) from
>Commodore when Jack Tramiel bought the company in 1984(?).
^^^^^^^^^

Atari?

Bernie
--
==========
"It's a magical world, Hobbes ol' buddy...
...let's go exploring"
Calvin's final words, on December 31st, 1995

4748. FA: More atari books and magazines! (ebay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6joca2$n9s@freenet-news.carleton.ca>
Source record: 62711

Digging around I found even more Atari books and magazines :) There are
alot of good books here, like Mapping, and some complete year sets
of ANTIC.

Check soon for Analog and Atari Classics magazines as well. To see a current
list of all my auctions, go to any listed below and click on the
'other auctions' link in the shipping terms section :)

Book - Mapping the Atari XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14331551

Book - Mapping the Atari 400/800
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14332400

Book - Your Atari 400 / 800 Computer!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14333254

Book - Basic Atari BASIC (for 8bit computers)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14333618

Book - Original Atari 65XE Users Manual
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14333832

Atari 7800 - FROGGO Water Ski (ER) New SW!!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14334975

Atari - ANTIC 3 Magazine Package (1985)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14390676

Atari - ANTIC Magazine Feburary 1989 Issue
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14391534

Atari - ANTIC 5 Magazine Pack (1987)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14392392

Atari - ANTIC 11 Magazine Pack (1988)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14393543

Atari - ANTIC 3 Magazine Pack (1989)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14413435

Atari - ANTIC Magazine August 1983.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14415480

Atari - ANTIC 12 Magazines (Complete 1987!)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14417009

Atari - ANTIC 7 Magazine Pack (1986)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14418173

Sega SMS 2 Pack - Alien Syndrome / C-Sandiego
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14420854

Sega SMS 2 Pack - Double Dragon / Govellius
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14421568

Sega SMS RPG - Lord of the Sword
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14422534

SMS Sega RPG - Miracle Warriors MIB
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14425378

Sega SMS 3 Pack!!! - Ninja / Shinobi / Rastan
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14427205

Sega SMS RPG - Spellcaster!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14430906

Sega SMS RPG - Y's Adventure!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14431244

Atari Lynx - Ms. Pac-Man New in Box
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14330334

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4749. atari800xl plus plus

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: David Blumenthal <daveyduk@yoyo.cc.monash.edu.au>
Message-ID: <355FE886.5407@yoyo.cc.monash.edu.au>
Source record: 62712

need to find a good home for ATARI800XL plus books plus printers + tape drives+ disk drives + drawing pad + software + games. Located in Melbourne Australia.

4750. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Et58rB.MK9@cix.compulink.co.uk>
Source record: 62713

In article <6jie60$7l9$1@alexander.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
> (Some comments about JTS.)
> I dunno. Corporate laws seem like maybe funny.
> I remember 'Batteries Included'. It was 'sold' to some company.
> It had some money and program rights. The money was taken,
> the rights sold to Activision, I think, and the company folded.
> Where did all the money go?
> 1. Atari had $50 million assets.
> 2. Tramiels 'merge' Atari with JTS.
> 3. The money from Atari disappears, Hasbro buys Atari (with debt?)
> 4. JTS goes out of business or loses lots of money.
> Where did all the money go?
See 4. JTS didn't make any money. When firms run at a loss, they survive
by eating into their assets i.e. $50m of the T's cash. When that is all
gone and they still haven't managed to turn it around, no more JTS.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4751. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Et58rA.MJM@cix.compulink.co.uk>
Source record: 62714

In article <355C76E8.C9DC68C5@csfb.com>, curt.vendel.2@csfb.com (Curt Vendel) wrote:

> I hope JTS rots in business hell! They deserve it after how they
> squandered Atari's money, left all of the inventory to sit, did nothing
> to support the Atari community and then they just have John Skruch walk
> into their offices and they fire him on the spot. They had absolutely
> no respect for Atari or its people they deserve whatever hole they fall
> into and they don't deserve to come out.

Get a grip. The Tramials shut down Atari and handed the remaining cash over to JTS hoping to get a better return on the money. JTS didn't have any intention of doing anything with the hardware and why should they? Any inventory they got lumbered with was of no interest to them. They make disk drives. What do they care about a dead console and an even deader set of 80's computer technology? They've sold off the patents and rights which was a semi-smart move as that was the only way they'd get anything out of them, cash wise.

> Right now I need a load of
> Hard Drives, I could pick up JTS drives from a surplus place for $79 a
> piece, I'd rather spend $99 and buy Quantums, I tell everyone I know to
> steer clear of JTS products at all costs.

So do I but because JTS don't make particularly good disk drives, not because of some childish 'ooh, you messed with my beloved Atari so I'm not buying from you' crap.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4752. Re: Looking for 8bit Game Site...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <355fff6c.8333432@news.pressenter.com>
Source record: 62715

On 15 May 1998 03:00:15 GMT, comdungeon@aol.com (ComDungeon) wrote:

> I was looking around the internet today and came across an Atari website that
>had LOTS of instruction manuals (converted into text files) for 8bit games. It
>was an excellent site and the person/s responsible should take great pride in
>the work they have done!
>
>But before I could bookmark the site, I lost my phone connection and got
>dropped off line. Now I can't remember the address or even the name of the site
>I was at.
>
>If someone knows the address of a website that has instruction manuals online,
>please post it.
>
>Thanks much in advance!

Well, I know Microsoft Internet Explorer has a "history" folder which
keeps track of the last x number of sites visited etc. Does Netscape
have this? If so you are in luck. I assume you use Netscape because
you did say "bookmark."

*** Please make sure responses are also sent via email.

4753. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35620895.10679003@news.pressenter.com>
Source record: 62716

On Mon, 18 May 1998 08:25:58 GMT, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <355C76E8.C9DC68C5@csfb.com>, curt.vendel.2@csfb.com (Curt >Vendel) wrote:
>
>> I hope JTS rots in business hell! They deserve it after how they >> squandered Atari's money, left all of the inventory to sit, did nothing >> to support the Atari community and then they just have John Skruch walk >> into their offices and they fire him on the spot. They had absolutely >> no respect for Atari or its people they deserve whatever hole they fall >> into and they don't deserve to come out.
>Get a grip. The Tramials shut down Atari and handed the remaining cash >over to JTS hoping to get a better return on the money. JTS didn't have >any intention of doing anything with the hardware and why should they? Any >inventory they got lumbered with was of no interest to them. They make >disk drives. What do they care about a dead console and an even deader set >of 80's computer technology? They've sold off the patents and rights which >was a semi-smart move as that was the only way they'd get anything out of >them, cash wise.
>
>> Right now I need a load of >> Hard Drives, I could pick up JTS drives from a surplus place for $79 a >> piece, I'd rather spend $99 and buy Quantums, I tell everyone I know to >> steer clear of JTS products at all costs.
>So do I but because JTS don't make particularly good disk drives, not >because of some childish 'ooh, you messed with my beloved Atari so I'm not >buying from you' crap.
>
>**
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>**
>* Analyst Programmer/ Freelance IT writer *
>**

Has anyone stopped to consider what "JTS" stands for? It just jumps out to me as Jack Tramiel Systems. Just a weird thought that cropped up in my head.

*** Please make sure responses are also sent via email.

4754. Len Stys

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: russg@en.com
Message-ID: <6jp00o$938$1@antares.en.com>
Source record: 62717

Things are weird. I post an announcement about my web page.
(http://www.en.com/users/russg. I see it a CFN, I see my
post at dejanews, but I don't see it here on en.com.
So, I decide the mail servers are screwed up and will
take the spam and maybe other consequences of posting
from en.com.
I hit post on tin and up comes Len Stys name.
I never heard of Len Stys. (Well actually I have).
Where in hell did his name come from?
Len Stys is some ST guy at CFN. He also works for
my old employer.
Russ Gilbert

4755. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6jp4leoof1@alexander.INS.CWRU.Edu>
Source record: 62718

(Somebody wants to know what JTS stands/stood for.)
JTS is Tandon and Shugart, the J part I dunno.
Tandon and Shugart are two of the biggest names in disk
drives in history. Tandon made the first floppies I think
and Shugart founded and ran Seagate for a long time.
These two guys, like the Tramiels, are no dummies.
That's why I find it hard to believe they 'lost' Atari's
50 million in less than a year.

4756. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2n2cf3hc1.fsf@caligula.srv.net>
Source record: 62719

comdungeon@aol.com (ComDungeon) writes:

> I haven't had a chance to check any other games yet, but has anyone
> else noticed that a 7800 version of a particular game is better than
> the XL/XE version? Or are there any XL/XE games that you've played
> that you feel are better than the 7800 version of the game?

Um, offhand, the 7800 is generally the superior platform.

Brent

4757. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd825b$15b8a860$54374382@vidar>
Source record: 62720

But, the sound in the XL/XE's are far superior to the stinking sound of the 7800. But, graphics are generally better on the 7800 and a console combining the strengths of both would have rocked. Still the Ballblazer cart has a sound chip in the cart, if I have understood correctly, but it still sounds better on the XL/XE's. Take Atarian care

Brent Buescher <buesch@srv.net> wrote in article
<m2n2cf3hc1.fsf@caligula.srv.net>...
> comdungeon@aol.com (ComDungeon) writes:
>
> > I haven't had a chance to check any other games yet, but has anyone
> > else noticed that a 7800 version of a particular game is better than
> > the XL/XE version? Or are there any XL/XE games that you've played
> > that you feel are better than the 7800 version of the game?
>
> Um, offhand, the 7800 is generally the superior platform.
>
> Brent
>

4758. Re: Remember JTS? Read this...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Et5KuC.Dx0@cix.compulink.co.uk>
Source record: 62721

In article <35620895.10679003@news.pressenter.com>, jmelbo@pressenter.com
(Jon D. Melbo) wrote:

> Has anyone stopped to consider what "JTS" stands for? It just jumps
> out to me as Jack Tramiel Systems. Just a weird thought that cropped
> up in my head.
Don't know (or care) what JTS stands for but they were around long before
the Tramiels started to look at them. The phrases 'straws' and 'clutching
at' spring to mind.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4759. author seeking my game from long ago

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <35603971.0@nexus.comcen.com.au>
Source record: 62722

About 1984 I wrote an Atari 800 game called Qb, or Cubie.
I released it as freeware to MACE, was delighted to receive a standing ovation for it at one of their meets (ahem... *blush* .. thanks guys). But soon thereafter my system was stolen and I've not seen my game for something like 12 years.
I'm hoping some kind soul could find me a copy of my game, if only that I may lovingly remember the incredible suffering writing it :) Please, please please... anyone who knows of this one, drop me a line.
It was a sort of puzzle game, involving sliding cubes around a board. You had to move the cubes to match a pattern generated for the level. Assorted enemies tried to kill you, and move the cubes away. Sounds dumb, but actually it was a rather neat example of totally inlined graphics, in order that it would run quickly. All viewed in isometric 3D. I'd love to see it again.
Cheers
A

4760. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35603743.CCC6524F@iwaynet.net>
Source record: 62723

Mark L. Simonson wrote:
>
> In article <355a2335.24293569@news.mci2000.com>,
> CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:
>
> > I'm looking for a truetype version of the Atari800 system font. Does
> > such a thing exist?
>
> If there isn't (and I don't think there is), I'd be willing to do one and
> make it availble as PD. Does anyone have any suggestion regarding
> character layout? In other words, should it map exactly to the original
> ASCII codes (some of which are not easily usable/accessible on modern PCs
> and Macs), OR should the characters be remapped in such a way to make it
> easy to use on modern PCs and Macs?
>
> Note: There is a Mac bitmap font on John Goodman's site
> (http://www.tiac.net/users/jgoodman/atari/otherresources.html) that is
> mapped directly to the original ASCII layout, but it is Mac only. I have
> done several unreleased Atari fonts (also as Mac bitmap fonts) myself. (I
> don't know how to do bitmap fonts for PCs or if one exists.) A bitmap
> version of the Atari font is sufficient for most uses since that's all it
> was to begin with. But a scalable TrueType font (without the "jaggies")
> would be neat.

I don't know about that but it should be easy to convert the Atari
character set to ATASCII (it's stored in the Atari in a unique format of
it's own) using the 192 byte table stored in the Atari.Since it's only
128 characters (1k) you'll have to create a second bit-inverted copy and
append that to the first to make a 256 (2k) character set.Then you'll
need a programme that will configure the VGA/EGA card for 8x8 character
display.
(EGA is normally 8x14,VGA 9x16)
Or else double each line to make it a 8x16 (4k) character set.
You could load that with DEBUG.
(VGA character sets are 8x16,not 9x16)

4761. Re: Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <356039E2.E4F38C3F@iwaynet.net>
Source record: 62724

Christian Fowler wrote:
>
> If this game was in Antic, you might want to try and find it at Antic's
> internet page:
>
> http://www.atarimagazines.com/
>
> Christian Fowler
>
> Paul Allen Panks <pap@dana.ucc.nau.edu> wrote in article
> <6j7hebdlg1@ruby.ucc.nau.edu>...
> > Hi-
> >
> > I remember a while back a game called Atari rogue a friend had on his
> > Atari 130xe. He said he typed it in from a magazine. Anyway, it was the
> > game Rogue, a D&D style game with ASCII characters but in this case if I
> > remember correctly it used a character set. Does anyone know if this game
> > is still around? I believe the magazine was called 'Antic'.
> >
> > Is there anyway I could convert the .bas file into ASCII text?

Load the game with
LOAD "D:AROGUE.BAS"
then you list it to a file with
LIST "D:AROGUE.LST"
.You can load a LISTed BASIC programme with
ENTER "D:AROGUE.LST"
.

I played this a lot.I hacked it so that it beeps when you get hungry
since I kept missing the "Getting hungry" messages.
You should try Nethack for the IBM and UNIX computers if you like Rogue
games.And ADOM if you like Rogue AND Ultima.
Other Rogue-like games include Moria,Larn,Hack.
They all come from UNIX,the source of many a great game.

This game also causes problems with SpartaDOS X since it uses a save
game file and SpartaDOS X has a bug where when programmes that try to
read & write to a file cause the file to keep getting bigger until it
fills the entire disk.I assume that ALL SpartaDOS versions have this
bug.Could someone try out AROGUE with other SpartaDOSes?

4762. Thanks for 8bit manuals page

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051814164200.KAA17360@ladder01.news.aol.com>
Source record: 62725

I just wanted to say Thanks to everyone who responded in the newsgroup and
to me via Email for the address of the 8bit page that had manuals in text form.
Much appreciated.

In case anyone else wants to visit the page (and a good one it is!):

http://www.crestviewfl.com/~richard/atari-docs.htm

Thanks again!

Al

4763. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051814200700.KAA13333@ladder03.news.aol.com>
Source record: 62726

>Um, offhand, the 7800 is generally the superior platform.

I really wasn't aware of this. Though I've been an Atari user since the 2600 came out, I've never really compared the games before on the various Atari platforms. Food Fight just jumped out at me because I had played it just a week or so before on the 7800 and the XE cart just seemed like a bad version of the game.

In general, what made the 7800 a superior platform to the XE; i.e. graphic chips, sound chips, more time spend developing the games.....

Al

4764. Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: right.back@you.com
Message-ID: <6jpg9vofi1@supernews.com>
Source record: 62727

Hi

Sorry about this, but I seem to recall that other disk drives had problems reading 810 disks. I have a couple of old disks. 810 and Indus SD/DD. They work fine together (when they worked). But didn't Atari make a disk drive that would not read 810 formatted disks? If so, which one.

Maybe I should just ask which drives are mutually compatible and which are not?

My real problem is that I have tons of software on 810 formatted floppies. I'd like to access it and I need to know what drive(s) to buy.

Of course how to fix an 810 would be cool too.

thanks in advance

4765. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <356043F4.A5B3E808@iwaynet.net>
Source record: 62728

ComDungeon wrote:
>
> Just bought the 8bit game "Food Fight" from a garage sale today; came home
> and decided to try it out. I was very surprised when I started to play it as it
> didn't seem to be as good as the 7800 version I remembered playing not too
> long ago.
>
> So, I pulled out my 7800 and plugged in Food Fight and looked at the two games
> running side-by-side and was amazed at how much better the 7800 version
> looked and played than the XE version. Much cleaner graphics, much smoother
> control and movement, and gameplay was much better.
>
> I haven't had a chance to check any other games yet, but has anyone else
> noticed that a 7800 version of a particular game is better than the XL/XE
> version?
> Or are there any XL/XE games that you've played that you feel are better than
> the
> 7800 version of the game?

The 7800 comes with the "Maria" chip which gives better graphics than
the GTIA in the Atari home computer system.But it's still shackled with
the 2600's TIA chip for sound so the Atari home computer (with POKEY
chip) has better sound.
(except with Ballblazer,which has a POKEY chip in the cartridge)

4766. Re: Wanted : 800XL stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: Evan Lowry <evanl@flash.net>
Message-ID: <6jpq31$m59$1@excalibur.flash.net>
Source record: 62729

Let me know what you have also,

thanks in advance,

Evan
Warren R Hull wrote in message ...
>
> I am looking for the following for an Atari 800XL
> -Memory upgrades. 256k rambo or plans
> -13 pin cables
> -Joysticks
> -Cart/disks programs
> -A way for my computer to read 5.25" disks formatted on the 1050
> if its possible
> -Diagnostic cart or trouble shooting text/wiring diagrams.
> -9V power supply for 1050 disc drive
> -broken 800XLs
> -broken power supplies for the 800 (Brown box,not black)
> -monitor cables
>Thanks.
>
> Ricci Hull, EE
>

4767. FS: Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: "Marlin Bates, IV" <mbates@s3.sonnet.com>
Message-ID: <35607D39.1D2486C9@s3.sonnet.com>
Source record: 62730
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

Okay, I am sorry this is so long. I have tried to do this as neatly as possible. All of the following is for sale. In fact, all of my stuff is for sale. I am selling most of my video game stuff so if you are interested in more check out my web site at:

http://www.sonnet.com/Fujidom/

Send me e-mail. It all must go. Take advantage of it. Some rare stuff here.

Also, if there is something for the Atari 8-bit that you have been looking for ASK ME, I may have it and just did not list it! Youï¿½ll be sorry if you do not.

My Atari 8-bit cartridges are on another post. Thanks

FEEL Free to make an offer on any or all.

Price do NOT include shipping

-Marlin

mbates@s3.sonnet.com

AT8B BOOK Almost Complete Antic Magazine Collection with Disks $ 50
AT8B BOOK Almost Complete ANALOG Magazine Collection w/ some disks $ 50
AT8B ACCS Dust cover, brown, has Atari, fuji and "1010 Recorder" on it $ 5
AT8B ACCS Dust cover, brown, has Atari, fuji and "1050 Disk Drive" on it $ 5
AT8B BOOK 400/800 Technical Ref. Notes / Atari $ 3
AT8B BOOK 400/800 Technical Ref. Notes / Atari $ 3
AT8B BOOK Atari BASIC / Albrecht, Finkel & Brown $ 2
AT8B BOOK Atari BASIC / Albrecht, Finkel & Brown $ 2
AT8B BOOK Atari BASIC Reference Manual / Atari $ 1
AT8B BOOK Atari BASIC Reference Manual / Atari $ 1
AT8B BOOK Atari BASIC Source Book / Compute! $ 3
AT8B BOOK Atari Games & Recreations / Kohl, Kahn, & Lindsay $ 3
AT8B BOOK Atari LOGO Introduction to Programming $ 1
AT8B BOOK Atari LOGO Reference Manual $ 1
AT8B BOOK Atari Sound and Graphics / Moore, Lower & Albrecht $ 1
AT8B BOOK Atari Sound and Graphics / Moore, Lower & Albrecht $ 1
AT8B BOOK BASIC Exercises for the ATARI / Lamoitier $ 2
AT8B BOOK De Re Atari (sealed) / Atari $ 4
AT8B BOOK De Re Atari / Atari $ 2
AT8B BOOK De Re Atari / Atari $ 2
AT8B BOOK DOS II Reference Manual $ 1
AT8B BOOK DOS II Reference Manual $ 1
AT8B BOOK Free Software for your Atari / Enrich-Ohaus $ 1
AT8B BOOK Inside Atari DOS / Compute! $ 1

AT8B BOOK Machine Language for Beginners / Compute! $ 1
AT8B BOOK Machine Language for Beginners / Compute $ 1
AT8B BOOK Mapping the Atari / Chadwick $ 2
AT8B BOOK Mapping the Atari / Chadwick $ 2
AT8B BOOK Mapping the Atari / Chadwick $ 2
AT8B BOOK Your Atari Computer / Poole $ 1
AT8B BOOK Your Atari Computer / Poole $ 1
AT8B BOOK Your Atari Computer / Poole $ 1
AT8B CASS Touch Typing complete in box $ 2
AT8B HARD Amdek 13" Color Composite Monitor $ 15
AT8B HARD Amdek 13" Color Composite Monitor $ 15
AT8B HARD Amdek Amdisk III 3" Disk drive w/ docs & DOS XL disk $100
AT8B HARD Astra 1620 Dual Disk Drive $ 15
AT8B HARD Astra 1620 Dual Disk Drive AS-IS $ 5
AT8B HARD Atari 1010 Program Recorder complete in box $ 15
AT8B HARD Atari 1010 Recorder no p/s AS-IS $ 5
AT8B HARD Atari 1010 Recorder w/ manual no p/s AS-IS $ 5
AT8B HARD Atari 1020 Color Plotter , manual & p/s $ 10
AT8B HARD Atari 1025 Printer w/ manual p/s $ 15
AT8B HARD Atari 1027 printer w/ p/s AS_IS $ 5
AT8B HARD Atari 1027 printer w/ p/s AS_IS $ 5
AT8B HARD Atari 1027 printer w/ p/s AS_IS $ 5
AT8B HARD Atari 1027 Printer, complete in box $ 15
AT8B HARD Atari 1030 Modem, manual & p/s $ 10
AT8B HARD Atari 1050 HAPPY Disk Drive, p/s, & Happy Software $ 25
AT8B HARD Atari 1050 US Doubled Disk Drive & p/s $ 20
AT8B HARD Atari 130XE Computer, complete in box $ 25
AT8B HARD Atari 130XE Computer, w/ manual, no p/s "AS-IS" $ 15
AT8B HARD Atari 400 w/o p/s $ 5
AT8B HARD Atari 400 w/o p/s $ 5
AT8B HARD Atari 400 w/o p/s $ 5
AT8B HARD Atari 400 w/o p/s $ 5
AT8B HARD Atari 410 Program Recorder w/ 400/800 manual AS-IS $ 6
AT8B HARD Atari 410 Program Recorder w/ XL manual AS-IS $ 6
AT8B HARD Atari 410 Program Recorder AS-IS $ 4
AT8B HARD Atari 410 Program Recorder AS-IS $ 4
AT8B HARD Atari 410 Program Recorder, complete in box $ 8
AT8B HARD Atari 600XL Computer AS_IS $ 5
AT8B HARD Atari 600XL Computer AS_IS $ 5
AT8B HARD Atari 65XE w/ p/s $ 17
AT8B HARD Atari 800 AS IS w/o p/s $ 5
AT8B HARD Atari 800 AS IS w/o p/s $ 5
AT8B HARD Atari 800 AS IS w/o p/s $ 5
AT8B HARD Atari 800 AS IS w/ p/s $ 7
AT8B HARD Atari 800, complete in box $ 10
AT8B HARD Atari 800XL w/ manual, p/s AS-IS $ 10
AT8B HARD Atari 800XL w/ manual, p/s AS-IS $ 10
AT8B HARD Atari 800XL, 256k w/ manual, p/s AS-IS $ 15
AT8B HARD Atari 800XL, 512k w/ manual, p/s $ 45
AT8B HARD Atari 820 Printer, complete in box $ 20

AT8B HARD Atari 822 40 col. Thermal printer RARE $ 25
AT8B HARD Atari 825 Printer with manual, cable $ 15
AT8B HARD Atari 830 Acoustic Modem $ 5
AT8B HARD Atari 850 Interface, w/ p/s & manual $ 20
AT8B HARD Atari CX-70 Light Pen - XL version $ 5
AT8B HARD Atari CX-70 Light Pen - XL version $ 5
AT8B HARD Atari CX-70 Light Pen ORIGINAL VERSION RARE $ 20
AT8B HARD Atari CX853 16k Memory Module $ 1
AT8B HARD Atari CX853 16k Memory Module (in box) $ 3
AT8B HARD Atari SX212 1200 baud modem, complete in box $ 15
AT8B HARD Atari Touch Tablet $ 30
AT8B HARD Atari XC12 Program Recorder complete in box RARE $ 30
AT8B HARD Atari XC1411 Color COmposite Monitor NEVER RELEASED $125
AT8B HARD Atari XDM121 Printer (Daisy Wheel) $ 15
AT8B HARD Atari XEGS Comp. w/ keybd, lght gun, joystk & manuals $ 45
AT8B HARD Atari XEP80 80 col interface, complete in box $ 20
AT8B HARD Atari XF551 Disk Drive & p/s $ 35
AT8B HARD Atari XF551 Disk drive AS-IS $ 15
AT8B HARD Atari XF551 Disk Drive UPGRADED to 3.5" drive $ 45
AT8B HARD Atari XF551 Disk Drive, complete in box $ 40
AT8B HARD Atari XM301 300 baud modem "AS IS" $ 3
AT8B HARD Atari XM301 300 baud modem w/docs "AS IS $ 5
AT8B HARD Atari XM301 300 baud modem, complete in box $ 10
AT8B HARD Atari XMM801 Printer (Dot Matrix) $ 15
AT8B HARD ATR8000 Interface w/ copied docs $ 35
AT8B HARD Bit3 80 Col board for Atari 800 w/ manual $ 25
AT8B HARD CSS Black Box w/ manual power supply and cables $125
AT8B HARD 20 MB Harddrive Sub system with Adaptec Controller $ 50
AT8B HARD Commodore 1801 Color COmposite Monitor $ 20
AT8B HARD ICD P:R: Connection, complete in box $ 20
AT8B HARD MPP 1000C 300 baud modem, w/ manual AS-IS $ 1
AT8B HARD MPP 1000E modem & p/s AS-IS $ 1
AT8B HARD MPP MicroStuffer 64k Printer buffer complete in box $ 1
AT8B HARD Okimate 10 color printer w/ manual & p/s $ 10
AT8B HARD Percom Disk Drive $ 10
AT8B HARD Rana Disk Drive, p/s/, manual $ 15
AT8B HARD SyQuest 306R 5MB Hard Drive w/cart (goes in HD system above $ 15
AT8B HARD SyQuest removeable 5MB Hard Drive cartridge (have 50) $ 1 ea
AT8B HARD The Bookeeper Kit complete in box (CX87 keypad and progs) $ 10
AT8B HARD The Communicator complete in box (850, 830, & manuals) $ 35
AT8B SOFT "The Programmer" complete in box $ 5
AT8B SOFT Aerobics (disk) complete in box $ 1
AT8B SOFT Amdek 3" blank disks (9 of them, 3 unopened) $ 15

4768. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35607bf0.277548072@news.ioa.com>
Source record: 62731

On 18 May 1998 14:23:59 GMT, right.back@you.com (Brother Grimm) wrote:

>Hi
>
>Sorry about this, but I seem to recall that other
>disk drives had problems reading 810 disks. I have
>a couple of old disks. 810 and Indus SD/DD. They
>work fine together (when they worked). But didn't
>Atari make a disk drive that would not read 810
>formatted disks? If so, which one.
>
>Maybe I should just ask which drives are mutually
>compatible and which are not?

I don't know if this will help, but Atari made 2 versions of the 810. Prior to December, 1981, all
810's were made with standard track timings (I'm assuming for accuracy purposes). After December,
1981, all 810's used a new ROM (revision C) that used optimized track timings for efficiency. This
was called "Fast Formatted." A disk formatted on a "newer" 810 couldn't be read on the original
drive (at least, that's how I understand it), and any other brands of drives that relied on the
original 810 spec would (should?) have the same problem.

I, personally, have 3 1050 drives, and have never had any problems reading ANY disks that anyone
else has formatted, no matter what drive they used, so I'd recommend finding a 1050. The only
downside to a 1050, however, is that it's only single-density, but I don't know of any OEM disks
that weren't also single-density, and I'm sure most double-d drives could format to single-d.

I guess the best answer is that there's no one perfect answer :-(

Good Luck!
Steven

4769. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <35608E71.E0E6521A@factor5.com>
Source record: 62732

The 7800 has the 2600s sound chip - so compared to the 8-Bits and 5200s Pokey it is far worse. BallBlazer has a Pokey in it and it is exactly the 8-bit BallBlazer sound (there is the same sound source-code running). If you hear a difference it is your setup.

Graphically, the 7800 is far more powerful than an 8-Bit and 5200 since both are severly limited in the amount, resolution and color of possible "Sprites" on-screen. The 7800 has a far better approach to that limitation.

Julian

Vidar "Hawk" Olavesen wrote:

> But, the sound in the XL/XE's are far superior to the stinking sound of the
> 7800. But, graphics are generally better on the 7800 and a console
> combining the strengths of both would have rocked. Still the Ballblazer
> cart has a sound chip in the cart, if I have understood correctly, but it
> still sounds better on the XL/XE's. Take Atarian care
>
> Brent Buescher <buesch@srv.net> wrote in article
> <m2n2cf3hc1.fsf@caligula.srv.net>...
> > comdungeon@aol.com (ComDungeon) writes:
> >
> > > I haven't had a chance to check any other games yet, but has anyone
> > > else noticed that a 7800 version of a particular game is better than
> > > the XL/XE version? Or are there any XL/XE games that you've played
> > > that you feel are better than the 7800 version of the game?
> >
> > Um, offhand, the 7800 is generally the superior platform.
> >
> > Brent
> >

4770. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd829b$82382020$5f374382@vidar>
Source record: 62733

I tested the Ballblazer again, and you're right. Same sound, different speed. This is probably my setup, as NTSC and PAL don't update the same amount of times in a VBL. The jazzy 8-bit in the right tempo is great, but I don't know how the 7800 sound in the same speed.

Julian Eggebrecht <julian@factor5.com> wrote in article
<35608E71.E0E6521A@factor5.com>...
> The 7800 has the 2600s sound chip - so compared to the 8-Bits and 5200s Pokey
> it is far worse. BallBlazer has a Pokey in it and it is exactly the 8-bit
> BallBlazer sound (there is the same sound source-code running). If you hear a
> difference it is your setup.
>
> Graphically, the 7800 is far more powerful than an 8-Bit and 5200 since both
> are severly limited in the amount, resolution and color of possible "Sprites"
> on-screen. The 7800 has a far better approach to that limitation.
>
> Julian
>
> Vidar "Hawk" Olavesen wrote:
>
> > But, the sound in the XL/XE's are far superior to the stinking sound of the
> > 7800. But, graphics are generally better on the 7800 and a console
> > combining the strengths of both would have rocked. Still the Ballblazer
> > cart has a sound chip in the cart, if I have understood correctly, but it
> > still sounds better on the XL/XE's. Take Atarian care
> >
> > Brent Buescher <buesch@srv.net> wrote in article
> > <m2n2cf3hc1.fsf@caligula.srv.net>...
> > > comdungeon@aol.com (ComDungeon) writes:
> > >
> > > > I haven't had a chance to check any other games yet, but has anyone
> > > > else noticed that a 7800 version of a particular game is better than
> > > > the XL/XE version? Or are there any XL/XE games that you've played
> > > > that you feel are better than the 7800 version of the game?
> > >
> > > Um, offhand, the 7800 is generally the superior platform.
> > >

> > > Brent
> > >
>
>
>
>

4771. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: right.back@you.com
Message-ID: <6jq830$3j2$1@supernews.com>
Source record: 62734

In article <35607bf0.277548072@news.ioa.com>, stevenposey@usa.net says...
>
>On 18 May 1998 14:23:59 GMT, right.back@you.com (Brother Grimm) wrote:
>
>>Hi
>>
>
>I don't know if this will help, but Atari made 2 versions of the 810.
Prior to December, 1981, all
>810's were made with standard track timings (I'm assuming for accuracy
purposes). After December,
>1981, all 810's used a new ROM (revision C) that used optimized track
timings for efficiency. This
>was called "Fast Formatted." A disk formatted on a "newer" 810 couldn't be
read on the original
>drive (at least, that's how I understand it), and any other brands of
drives that relied on the
>original 810 spec would (should?) have the same problem.

I remember this. Both my 810s have C roms. Was there a "D rom"?

>
>I, personally, have 3 1050 drives, and have never had any problems reading
ANY disks that anyone
>else has formatted, no matter what drive they used, so I'd recommend
finding a 1050. The only
>downside to a 1050, however, is that it's only single-density, but I don't
know of any OEM disks
>that weren't also single-density, and I'm sure most double-d drives could
format to single-d.
>
>I guess the best answer is that there's no one perfect answer :-(

If I came across a perfect answer, I'd probably not recognize it, anyway.
So what you are saying is that your 1050 can read disks someone else
formatted on their 810. Good.

Thanks.

4772. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <6jqgg1$h87$1@maya.ece.ufl.edu>
Source record: 62785

Does anybody know why a Pokey wasn't included in the 7800 in addition to
the 2600 sound chip? I assume cost was the issue but I can't believe it
would have made that big of a difference.

Homepage: http://www.afn.org/~afn04314 | "And though they think that they
e-mail: afn04314@afn.org | will find you,
| They are slave to what you know..."
_____-----------_____ ___{----_____ ____--->Matthew Sweet
-------- | -----

4773. Re: Heartbreak! (+ two 80

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <895533527@stackbbs.xs4all.nl>
Source record: 62786

-=> Quoting Ilaskey@cix.compulink.co. to All <=-

> You have to get a grip! I'm not trying to brag or put you down, but
> it would be a frosty day you know where before my wife dictates to me
> what I can and can't do.
Il> Hmm, I thought that kind of knuckel dragging mentality had long since
Il> died out. What is your wife to you? Someone to keep the house clean
Il> and cook dinner? What ever happened to it being a partnership with
Il> equal respect for each other?

Well, to me it seems she didn't respect his wish to buy stuff he likes.
But then again, they decided on a rule not to do it.
So why go to sych a garage sale then anyway. Pure masochism probably :)
Wasn't someone who said that one in a while every rule is meant
to be broken? You probably would have to talk like a maniac to convince
your wife that this was really the last time, but he, it was Atari you know.

> If she did, I would have smashed the 800 over her head and took the
> rest home.
Il> Are you for real or just a wind up?

Well, he probably was just joking here.
Anyway, luckily I'm not married and I will probably never will.

Just plain ol' me.
___ Blue Wave/386 v2.30

4774. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-18 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6jqgf9kia1@newsd-123.bryant.webtv.net>
Source record: 62787

Steven Skaggs was asking why a Pokey sound chip wasn't included in the Atari 7800 videogame system...

Maybe the issue was 2600 compatibility. Since the 7800 was to be backwards-compatible with the ancient 2600, they had to include the 2600 (TIA?) sound chip.

So to also include the Pokey would have been additional expense when they already had a sound chip, and besides sound effects and music weren't considered so important.

FWIW, the Atari 2600 Pitfall II cart had a sound chip in it to play the music.

vs

4775. Re: Atari Farce

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: {PW}@pwomar.demon.co.uk
Message-ID: <1d98t6d.1glipz610cr2ikN@pwomar.demon.co.uk>
Source record: 62788
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

HenryK <henryk@auscape.net.au> wrote:

> What's an Atari ?

What's a Troll?

FU set.
--
-> The email address in this message *IS* Valid <-

4776. 800 monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Randy Buss <trask1@home.com>
Message-ID: <3560D466.1AC8C6FA@home.com>
Source record: 62789

A few days ago someone wanted info on monitor cable replacements
for the Atari 800, I've been using the monitor cable from a
Sega Master System for some time now and it works great.
Their still available from Sega (I've heard) or some video game
stores.

4777. Re: Atari Rogue?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Denis Hayner <dhayner@seacoast.com>
Message-ID: <01bd82c1$2bbabfc0$0544b2cc@worx.net.seacoast.com>
Source record: 62790

When you have the BASIC program on the screen, "LIST "D:ROGUE.TXT" will put it on the disk in ASCII.

> > >Is there anyway I could convert the .bas file into ASCII text?

4778. Atari 8-Bit Auction: 2 More Days!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <1998051901181600.VAA14804@ladder03.news.aol.com>
Source record: 62791

May Auction - Update 4

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Wednesday, May 20 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges or manuals; $6.95 if package includes systems, modules, hardware, or more than 2 books. Shipping for packages with magazines: $3.95/up to 3, $4.95/4, $5.95/5, $6.95/6 or more. I'll pay any difference. Some items require actual or additional shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Instructions
Atari 8-Bit Instructions:
I1. BC's Quest for Tires, Sierra -$1.95 min
I2. Blue Max, Synapse -$1.95 min

I3. Centipede, Atari -$1.95 min
I4. Clowns and Balloons, Datasoft -$1.95 min
I5. Demon Attack, Imagic -$1.95 min
I6. Dig Dug, Atari -$1.95 min
I7. Final Legacy, Atari -$1.95 min
I8. Flight Simulator II Reference Chart -$1.95 min
I9. Flip and Flop, First Star -$1.95 min
I10. Gorf, Roklan -$1.95 min
I11. Gruds in Space, Sirius -$1.95 min
I12. Gyruss, Parker Bros. -$1.95 min
I13. H.E.R.O., Activision -$1.95 min
I14. Hard Hat Mack Command Summary Card, Activision -$1.95 min
I15. Joust, Atari -$1.95 min
I16. Jumpman Jr. Epyx -$1.95 min
I17. Keystone Kapers, Activision -$1.95 min
I18. K-razy Antiks -$1.95 min
I19. K-razy Kritters -$1.95 min
I20. K-razy Shootout -$1.95 min
I21. K-Star Patrol -$1.95 min
I22. Master of the Lamps, Activision -$1.95 min
I23. Megamania, Activision -$1.95 min
I24. Miner 2049er, Big Five -$1.95 min
I25. Monster Maze, Epyx -$1.95 min
I26. Mr. Do!, Datasoft -$1.95 min
I27. On-Track Racing, Gamestar -$1.95 min
I28. Pac-Man, Atari -$1.95 min
I29. Pharaoh's Pyramid, Master Control Software -$1.95 min
I30. Pool 400, Innovative Design -$1.95 min
I31. Rainbow Walker, Synapse -$1.95 min
I32. Repton, Sirius (includes iron-on) -$1.95 min
I33. Rescue at Rigel, Reference Card and Loading Insts. -$1.95 min
I34. Return of Heracles, Quality Software -$1.95 min
I35. Robotron, Atari -$1.95 min
I36. Shooting Arcade, Datasoft -$1.95 min
I37. Silent Service, Microprose -$1.95 min
I38. Snokie, Funsoft -$1.95 min
I39. Super Cobra, Parker -$1.95 min
I40. Track Attack, Broderbund -$1.95 min
I41. Wizard of Wor, Roklan -$1.95 min
I42. Zaxxon, Sega -$1.95 min
I43. Encounter!, Synapse -$1.95 min
I44. APX Ultimate Renumber Utility Insts. -$1.95 min
I45. APX Keyboard Organ Insts. -$1.95 min
I46. APX Sketchpad Insts. -$1.95 min
I47. APX Video Math Flashcards Insts. -$1.95 min
I48. APX Presidents of the United States Insts. -$1.95 min
Atari 5200 Instructions:
I49. Frogger -$1.95 min
I50. Popeye -$1.95 min
Atari 2600 Instructions:

I51. Asteroids, Atari (b&w, 5 languages) -$.50 min
I52. Space Invaders, Atari (small black) -$.50 min
I53. Home Run, Atari (small black) -$1 min
I54. Street Racer, Atari (small black) -$1 min
I55. Super Breakout, Atari (colored) -$1 min
I56. Surround, Atari (small black) -$1 min
I57. Tennis, Activision (colored) -$1 min
I58. Video Olympics, Atari (colored) -$1 min
I59. Video Pinball, Atari (small colored) -$1 min
I60. Congo Bongo, Sega -$1.25 min
I61. Encounter at L-5, Data Age -$1.25 min
I62. Missile Command, Atari (colored) -$.75
I63. Atari Force Comic Book #1 -$1.95 min
I64. Atari Force Comic Book #2 -$1.95 min
I65. Atari Force Comic Book #3 -$1.95 min
Amiga Instructions:
I66. One on One Command Summary Card -$1 min
Super Nintendo Instructions:
I67. Super Nintendo Mortal Kombat II -$1 min

Game Catalogs
1. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$.50 min
2. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.50 min
3. Atari 2600 Yellow CO14356-Rev. C. 1979(some writing). 32 Games on chart.
-$.50 min
4. Atari 2600 Blue CO14356-Rev. D 1980. -$.50 min
5. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.50 min

Atari Computer Books/Manuals
6. Atari Personal Computer System Operating System User's Manual. CO16555 Nov.
1980. 215 pages. Add $1 to shipping. -$9.95 min
7. Atari Personal Computer System Hardware Manual. 10/1980. Add $1 to shipping.
-$9.95 min
8. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1 min
9. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command
Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler
Mnemonics, Error Messages, Code Translation Table, More. -$2.95 min
10. Teach and Talk Cassette Courseware Catalog. CO14732. Rev. 4 -$1 min

Atari 5200 Single Cartridges
11. Pac-man (excellent label) -$1.50 ramfan83
12. Defender (excellent label) -$1 min
13. Super Breakout (very good label) -$1 min

Atari 5200 Overlays
14. Pac-man (pair in excellent condition.) -$1.50 min

Atari 8-Bit Computer
15. Kindercomp cartridge. -$.50 min
16. Print Shop Graphics Library 3 disk with Reference Card. -$1.95 min
17. Atari Word Processor Program Master disk (CX8119) -$1.95 min
18. HomePak (flip side for C64), Batteries Included disk -$1 min

19. Ken Uston's Professional Blackjack disk (flip side C-64) with Operating Inst. manual. -$1 min
20. Party Quiz Game Question disk (General Edition 1), Suncom. Flip side C-64. -$.50 min
21. F-15 Strike Eagle, Micropose disk -$.75 min
22. Track Attack game disk, Broderbund -$.75 min
23. Maxi Golf, Activision 2 disk set -$.75 min

Atari Controllers
24. Atari Standard Joystick (single) -$1.95 min
25. Atari Standard Joystick (single) -$1.95 min

Miscellaneous
26. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4.95 min
27. Flip and File - Clear smoke colored plastic. Holds over 40 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
28. Flip and File - Same as above. -$1.95 min
29. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
30. Media Mate. Holds approximately 35 3.5" disks. -$1.95 min
31. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min

IBM PC
IBM1. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$11.95 min
IBM2. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM3. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min
IBM4. Peak Net.Jet - Real-time web accelerator. Increases modem utilization up to 9 times. Add-on for Netscape or Explorer. CD. Complete in original box. -$6.95 min

VHS Movies
(Excellent like-new condition)
VHS1. Bill and Teds Excellent Adventure -$3.95 min

* Classic Game Magazines*
M1. Electronic Games Oct. 1983. EG's Third Annual Videogame (and Gaming System) Preview: Miner 2049er, Necromancer, Jungle Hunt, Vanguard, Mountain King, Satan's Hollow, Omega Race, Blueprint, pages and pages... Benji promotes the Benji Discovery Series. Insert Coin Here: Bump n Jump, Zoo Keeper. Superman III: Atari Promotes the Man of Steel. 2 page Microfun ad with pictures of Time Runner, Miner 2049er, Globe Grabber, and Scraper Caper. -$11 JMouchmino

M2. Electronic Games May 1983 (2 very small pieces cut from pp. 29, 107, loose cover). EG 1983 Videogame Proview. Confessions of an Arcade Technician. Players Guide to Cute Games. Second Hand Games. Arcading on the Mississippi. Insert Coin Here: Q*Bert. Xevious ad. Very nice Colecovision centerfold, includes picture of Super Game Module, Skiing cartridge. Games Hotline: Pac-man Walkman. -$8.95 min

M3. Electronic Games Jan. 1984 (cover loose/wrinked on edge.) The Year's Top Games: 1984 Arcade Awards (Miner 2049er, Ms. Pac-man, Lady Bug, Vanguard, Dolphin... several pages). The Ultimate Computer Gaming Station. Meet Pac-Man's Video Godfather. Games on Disc-What's Next for Games on Videodisc? Ads: Joust, Suncom Joy-Sensor, Space Shuttle, Astron Belt, more! Breaking the Game Barrier. -$ 9 JMouchmino

M4. Electronic Games Nov. 1984. (missing cover). Hotline: One in Four Homes Has a Computer User, Three Stooges Coin-op. The Great Game Designer Talent Hunt. Touch Down! EG's Annual Guide to Football Games. 2 page Sega ad. Strategy Session: Time Pilot, Popeye, Burgertime. Players Guide to Programmable Videogame Systems: Atari 2600 Strength in Numbers, Controlling the Colecovision, The (5200) Supersystem Bows Out. Introducing the 7800.Reviews: 5200 and 2600 Gremlins, Quick Step, Pitstop, Robotron, more. Test Lab: Atari 800XL. -$8.95 min

M5. Electronic Games March 1984 (small piece cut from back cover, p. 33). Colecovision vs. Atari 5200. Can Electronic Gaming Survive the Big Shake-Out? The Challenge of Zork. Hotline: TI Dumps 99/4A, Welcome Back Nolan Bushnell, PCjr. Computer Wargames: Computers Go to War. Reviews: War Room, Spike, Safecracker, Crash Dive, Fathom, Nightmare, Joust. -$8.95 min

Atari Computer Magazines
A6. A.N.A.L.O.G. No. 6 Using Display List Interrupts. Run BASIC Automatically. Assembler Code Subroutine Adder. Pirating! Speeding Up BASIC. Variable Lister. A Low Bucks Memory Upgrade. Reviews: Pool 1.5, Pacman & Centipede, Intec 48K Board, Caverns of Mars, Dodge Racer, Crush, Crumble & Chomp, Graphics Composer, House of Usher. Type-in programs: Maniac, Typing Trainer, Disk Menu. -$10 cswiger

A7. A.N.A.L.O.G. No. 7. Atari: 2019 (Atari in Blade Runner). Zork, Pacific Coast Highway, Ulysses, Deadline, K-DOS, Raster Blaster, Percom Double Density Disk Drive, APX Stereo Graphics Package. VCS Update. Atari BASIC Meets Comples Data Structures. Budget Worksheet, Soundlab, Faster Character Dumps, Dino Battle (type-in programs). -$10 cswiger

A8. A.N.A.L.O.G. No. 8. New Products: K-razy Shootout, My First Alphabet, Astrochase, Airstrike, Track Attack, Preppie, Pool 400, Poker Tourney, Player Piano Scott Adams Pirate Adventure (Color version). Bug Alert (DOS Clobbers Page 6 RAM). Type-in programs: Utility #3 Disk Tool, Stuntman!,Budget Worksheet II, Graphic Violence!, Dungeons and Dragons Character Generator. Mixing CTIA and GTIA Graphics, Beginner's BASIC, Missing Capabilities in Atari BASIC. -$10 cswiger

A11. A.N.A.L.O.G. No. 11. The West Coast Computer Faire. D:CHECK and C:CHECK and Control Characters, Strings in Atari BASIC. Copyright Basics. Reviews: Atari Pascal, BASIC Compilers, Disk Backup Programs, New Atariwriter Cartridge. Program Listings: C:CHECK, BASIC Programming Techniques, Moving Missiles in BASIC, Adventure in the Fifth Dimension. Graphics 7+ Handler. EPSET. -$6.95 min

A12. A.N.A.L.O.G. No. 12 July/Aug.. The New Atari Computers! New Products: A.E. Squish em, Fort Apocalypse, Shamus II, Necromancer, Spy's Demise, Zaxxon. Atari Puzzle. Notes to the Atari Microsoft BASIC Instruction Manual. Type-in

programs: Micropainter Pictures in BASIC, GTIA Expansion, Sound Effector, From Rags to Riches, Multicolor Screen Generator, Total String Search, Live Wire (includes assembly language listing). Happy 810 Enhancement. -$6.95 min

A14. A.N.A.L.O.G. No. 14 Nov./Dec.. Features/Articles: Fine Scrolling Part 2, D:CHECK, C:CHECK, Control Characters. Reviews/Profiles: Atari Logo, Rhymes & Riddles, Getaway, Combat Leader, Drelbs, Austin 80-column Board, Atari 820 Printers, Monkeys, Math & Merriment. Program Listings: An Extra Graphics Mode, Hexpad, Conversions, Retrofire, Lumberjack, mUse, A Disassembler in Atari BASIC. New Products: Pooyan, Blue Max. -$6.95 min

A15. A.N.A.L.O.G. No. 15 Jan.. Inside the New 600XL. Piracy Survey. Knights & Chalices, Music Synthesizer. Bricklayer's Nightmare. Alternative Keyboard Handler. -$7 cswiger

A16. A.N.A.L.O.G. No. 16 Feb. 1984. Atari Graphics. -$7 cswiger

A17. A.N.A.L.O.G. No. 17 Mar. 1984. Special Disk Issue! Planetary Defense (super machine language game). Binary File Menu/Loader. Disk Miser. How to Live Without DOS. Introduction to Action! Reviews: Pascal 1.5, Operation Whirlwind, Lode Runner, Joust, Silicon Warrior, Ms. PacMan, New Disk Drives for the Atari, Encounter. BASIC Training. -$5.95 min

A21. A.N.A.L.O.G. No. 21 Aug. 1984. Atari Printer Utilities! Proset, Matt*Edit, Graph Es, The Fergee File Printer, The Analog Card File, and two super games: Avalanche, Spy Plane. -$5.95 min

A24. A.N.A.L.O.G. No. 24 Nov. 1984 BOFFO!, Unicheck, Bopotron!, Race in Space, AtariCon Report, Circuit Database, Cassette Compressor. -$7 cswiger

A27. A.N.A.L.O.G. No. 27 Feb. 1985. New Products: Whistler's Brother, Stealth, Beyond Castle Wolfenstein. Boot Camp: Working with USR commands. Numeric Keypad. Instant Renumber. Extending Your DOS Directory. Screenmaker. More Fun with Bounce! (In Action!). English Error Messages in BASIC. Word Adventure. Adventure at Vandenberg AFB. MicroCheck. Reviews: F-15 Strike Eagle, Flight Simulator II. -$4.95 min

A28. A.N.A.L.O.G. No. 28 Mar. 1985. The Atari and Money Management. -$4.95 min

A29. A.N.A.L.O.G. No. 29 Atari and CES: Part 2. Build Your Own Voice Synthesizer, Dragonlord, Revive. B-Line. -$4.95 min

A31. A.N.A.L.O.G. No. 31 June 1985 R.O.T.O., Unicheck, Atari Clock, Lunar Patrol, ATASCII Animation, Personal Planning Calendar. -$4.95 min

A32. A.N.A.L.O.G. No. 32 July 1985. Atari's 520ST Our First Impressions. Also: Supereversion, Cosmic Defender, Color the Shapes, AtariWriter Printer Driver, DOS III to DOS 2 Conversion. -$4.95 min

A33. A.N.A.L.O.G. No. 33 Aug. 1985 The Atari and Music. Plus: BASIC Bug Exterminator, C.COM, and Summer CES Report. -$4.95 min

A34. A.N.A.L.O.G. No. 34. The Atari and Education. PLUS: Dragon's Breath, CES Part 2, Resident DOS 2.0 Mod, Elevator Repairman. Sept. 1985 -$4.95 min

A35. A.N.A.L.O.G. No. 35 Oct. 1985. Printers and the Atari. Type-in games: Hide and Seek, Bonk. Printers Revisited. G:A Printing Device for Epson/Gemini Printers. Turtle 1020. Reviews: Sargon II, Chess (Parker), Chess (Odesta), Dig Dug, Spy Hunter, Megafont II+, SG-10 Printer, Home Accountant, Computer Eyes (capture any image from a video disk, VCR, or video camera), Atari 1027 Printer. -$4.95 min

A36. A.N.A.L.O.G. No. 36 Nov. 1985. Special Games Issue. Sneak Attack (type-in game in Action! language). Type-in games: Maze War, Rafferty Run, Nightshade. The Solid Gold Input Routine. Reviews: Bargain Bin, Hitchhiker's Guide to the Galaxy, Wishbringer, Space Shuttle, The Halley Project, Collossus Chess 3.0, Powerstar. ST:LOGO Demos. -$4.95 min

A52. A.N.A.L.O.G. No. 52 Mar. 1987. Entertainment Issue. Devil's Doorway (type-in game). Rambug II (type-in game). The Vertical Blank Interrupt: Scrolling. Beyond Zork. Midas Maze. Battle Stations! (strategy, tactics, and tips for potential wargame generals). Reviews: Beach-Head II and Raid Over Moscow, Genie, Theatre Europe, Golden Oldies, Wargame Construction Set, Crosscheck, Atari ST Tricks and Tips book. -$3.95 min

A55. A.N.A.L.O.G. No. 55 June 1987. Programming Issue. The Making of Atari Writer Plus. Fast Sets (BASIC Character Set Loader). Trade Secrets (Programming Tips). Window Graphics (Window sections for 8-bit programs). Dragonlord Dungeon Editor. Reviews: Speed King, Star NX-10 Printer, Age of Adventure, Return of Hercules, Ali Baba and the Forty Thieves, Hollywood Hijinx. -$3.95 min

A56. A.N.A.L.O.G. No. 56 July/Aug. 1987. Four-Star Software Issue. Type-in Programs: Polar Plotter, DiskMend (Access single, double, or enhanced density sectors directly), Bio-Signs. Four-Star Software Picks - Editors list their favorite programs. 8-Bit News. Reviews: Warship, Battle Cruiser, Solid Gold Software (Pitfall and Demon Attack), Music Painter. -$3.95 min

A58. A.N.A.L.O.G. No. 58 Oct. 1987. Adventure Issue: The Wizard - Adventure Creation for the Nonprogrammer. The ROBOX Incident (type-in program). Castaway (type-in program). Artificial Intelligence. Video Game Digest - Buyer's Guide to Video Game Systems. Reviews: Bureaucracy (Infocom), The Lurking Horror, Night Mission Pinball, Robotron 2084. Troll War II (2nd half) -$3.95 min

A62. A.N.A.L.O.G. No. 62 July 1988. Telecommunications Coverage. ANALOG Man. Lost in the Fog. XE Banks (how to use the memory available in your 130XE). Modem use. Cryptogram Solver. Reviews: The Newsroom, 221 B. Baker Street, Shuffleboard. More... -$3.95 min

A63. A.N.A.L.O.G. No. 63 Aug. 1988. Train Crazy. Crisis Center. BCALC A Full-featured Spreadsheet. Master Memory Map: Part 1. Reviews: Shiloh, Bridge 5.0, Barnyard Blaster. More... -$3.95 min

A64. A.N.A.L.O.G. No. 64 Sept. 1988. Entertainment Issue! Snowplow, A Commercial Quality Game. Kason's Tower. Master Memory Map: Part 2 Study of Your Atari 8-bit's innards. Game Design Workshop. Joytype, "allows people with certain handicaps to use a joystick to compose letters and documents." Reviews: Infiltrator, Ace of Aces, Plundered Hearts. More... -$3.95 min

AE1. Atari Explorer Sept./Oct. 1986. -$1.95 min

AE2. Atari Explorer Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Much more. -$1.95 min

AE3. Atari Explorer Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Much more. -$1.95 min

AA1. Antic June 1982 Vol. 1, No. 2 Communications. Communications Software, On-Line Data Bases, Tari Talkers: Speech Synthesis Comparision, Modems. Assembly Language by Jerry White (Move-It). Tricks of the Trade: Game Programming Techniques. Pilot Your Atari: Large Text. GTIA. Forth Factory. -$6.95 min

AA2. Antic Oct./Nov. 1982. Vol. 1, No. 4 Sound and Music. Audio While You CLOAD. Music With BASIC. Speed Demon/Frog (type-in games). The Musical Pilot. Tuning Your Atari. Sound Advice (Use POKE instead of SO). -$6.95 min

AA3. Antic Dec./Jan. 1983 Vol. 1, No. 5 Buyer's Guide. Atari Tree (type-in Christmas tree with music). Holiday Crossword (puzzle generator product). Grafix (survey of computer art tools). Oh Holy Night (pastoral scene with music). -$6.95 min

AA4. Feb./Mar. 1983 Vol. 1, No. 6 Tools. New Atari Computer. Ten Best from APX. Tiny Text (type-in word processor). Display Lists Simplified. CBOOTMGR (cassetter utility). Valentine. Stellar Defense. -$6.95 min

AA5. Antic Apr. 1983 Vol. 2, No. 1 Games Issue. Interview: Leading Game Designer, VCS Conversion, Antic Pix Ten, 3-D Maze. Cover Art Contest. Now Monthly! -$2.95 min

AA6. May 1983 Vol. 2, No. 2. Communications. Tele-chess. New Modem. Bulletin Board Numbers. Now covering VCS and 5200. -$2.95 min

AA7. Antic June 1983 Vol. 2, No. 3. Data Base Survey. Game-Lone Eagle's Revenge. Player-Missile Movement. -$2.95 min

AA8. Antic July 1983 Vol. 2, No. 4 Adventure Game Overview. Upgrade Your 400. Scott Adams Talks. Computing-The New Adventure. -$2.95 min

AA9. Antic Sept. 1983 Vol. 2, No. 6 Atari in the Classroom. Hookey Game. Video Games at Harvard. Atari Logo. -$2.95 min

AA10. Antic Oct. 1983 Vol. 2, No. 7 Football for the Atari. Track Star Game. Atari's Computer Camps. Nightmare Mission. -$2.95 min

AA11. Antic Nov. 1983. Vol. 2, No. 8 Sound and Music. Atari Service System. Atari Sound Editor. Simple Synthesizer. Air Raid Game. Antic Pix Gifts. -$2.95 min

AA12. Antic Dec. 1983 Vol. 2, No. 9 101 Products for Your Atari Computer. Atari Snowflakes. Two Type-in Computer Games. Atari Greeting. Automated Player/Missiles. Anatomy of a Robot. -$2.95 min

AA13. Antic Jan. 1984 Vol. 2, No. 10 Special Printer Issue. Program a 1984 Calendar. Animate by Page Flipping. Blossoming of Atari Computer Art. Atari Screen Dump. Snowbird Game. Atari Computers and Epson Printers. Rotating Printer Fonts. Atari - Official Computer of the 1984 Olympics. -$5 cswiger

AA14. Antic Feb. 1984 Vol. 2, No. 11 Personal Finance - Programs and Products. Atari Stock Portfolio. Computer Combat Games. Atari Joins the Olympics. Education Wrap-Up. Books for Atari Logo. Galactic Gloop Game. -$2.95 min

AA15. Antic Mar. 1984 Vol. 2, No. 12 The International Atari - Letters From Around the World. XL Coverage. Interview: New Atari Chairman. Atari's Olympic Team. Centurion and Escape Maze Games. -$2.95 min

AA16. Antic Apr. 1984 Vol. 3, No. 1 Games Type Them In...Risky Rescue, Arena Psychotica, Math Wizard. Antic Pix Games, Artificial Intelligence (an experiment). New Products-Movie Maker, Gateway to Apshai, The Arcade Machine, and more... -$2.95 min

AA17. Antic July 1984 Vol. 3, No. 3 New-Age Communications. Plato Calling. Atari On-line. Free Programs: Modem Software, Tools, Games... Product Reviews. -$2.95 min

AA18. Antic Aug. 1984 Vol. 3, No. 4 New Games from Lucasfilm! Disk Drive Survey. Infocom Adventures. Free Programs. Product Preview: Dragonriders of Pern, Ultima III, Spare Change, and more... -$2.95 min

AA19. Antic Sept. 1984 Vol. 3, No. 5 Computer Graphics-hot new products make you an instant artist! Light Pen Magician. 56 Atari Graphics Modes. How to: Customize Your Keyboard, Draw with 128 Atari Colors, Fade Pictures In and Out, Make Graphics Files Compatible. 11 Programs Included In This Issue! -$2.95 min

AA20. Antic Nov. 1984 Vol. 3, No. 7 Computer Adventures 1984-Sneak Previews, Infocom Secrets, Ultima IV, and More! 3 Adventure Programs: Advent X-5, Omniventure, Adventure Island. How To: Personalize Your Cursor, Start Assembly Language, Make Windows Onscreen. Free Inside: 10 Type-in Programs. -$2.95 min

AA21. Antic Dec. 1984 Vol. 3, No. 8 Buyer's Guide. 125 Best Products to Turn On Your Atari. Biffdrop Returns, Our Most Popular Game Has a Sequel. Simplest Database Program Ever, Just In Time For Christmas Mailing. Reviews! Everything You Need to Know About I/O. Push Text Info Less Memory. Free Inside: 6 Type-In Programs. -$2.95 min

AA22. Antic Jan. 1985 Vol. 3, No. 9 Super Utilities. 5 Super Utility Programs plus Unlock XL, Parallel Bus!, New, Easier Type II, 2 Type-In Games. Win An Indus Disk Drive. (some water damage) -$1.95 min

AA23. Antic Mar. 1985 Vol. 3, No. 11 Ultimate Printer Guide. AtariWriter Secrets. Customized Typefaces. Picture Printing. Color Printers Reviewed. Parallel Bus, Part 3. Microscreens. Inside: 5 Type-In Programs, Includes 2 New Games. -$2.95 min

AA24. Antic Apr. 1985 Vol. 3, No. 12 Computer Frontiers. Robots. Artificial Intelligence. The New Atari Computers. Inside: 10 Type-In Programs. -$2.95 min

AA25. Antic May 1985 Vol. 4, No. 1 The New Super Ataris. 68000-Mighty 512K Atari Brain. GEM-New Color Mac Atari Power. State-of-the-Art Word Processor. Inside: 10 Type-in programs. -$2.95 min

AA26. Antic June 1985 Vol. 4, No. 2 Computer Arts. Atari, Casio&Yahama Make Music Together. Generate 3-D Action. Weave Color on Atari. New Graphics

Commands from BASIC. Cover Contest Winners. GEM Seminar ST Support. 10 Type-in Programs (25 pages of listings). -$2.95 min

AA27. Antic July 1985 Vol. 4, No. 3 Computer Challenges. Atari Chess. SSI Wargame Commander. Four Type-In Games. DOS 2.5 to the Rescue!. Mapping Atari 130XE. Inside: 8 Type-In Programs. -$2.95 min

AA28. Antic Aug. 1985 Vol. 4, No. 4 Win a 1200 Baud Modem! New Atari Toon Contest. Telecomputers 85. Now-Autodial Sprint & MCI. Secret 1030 Modem Commands. BBS Construction Set: Review. Email: What's in it for you? Inside: Five Major Type-In Programs. Now 520ST Special Section. -$2.95 min

AA29. Antic Sept. 1985 Vol. 4, No. 5 Power Programming. Type in Revision C BASIC. First 130 XE Program. 520ST Memory Map. Hackers: What are they? Pro Techniques: Page Flipping, Mirrored Displays, Fine Scrolling, 16-bit sound. Inside: 10 Type-In Programs. New 520ST Special Section. -$2.95 min

AA30. Antic Oct. 1985 Vol. 4, No. 6. Mind Tools. ST Encyclopedia-on-a-Disk. Halley's Comet Software. Atari BASIC in GEM C. Student Rates the SATs. Spectacular Online Graphics. Mac Clobbered in ST Speed Test. Inside: 7 Type-In Programs. New! Atari ST. -$2.95 min

AA31. Antic Dec. 1985 Vol. 4, No. 8 Fourth Annual Shoppers Guide. 100 Best Products for Atari. Computereyes video imager. DISKIO gets turbocharged. Lost J.D. Casten Game. Build Your Own EPROM Burner. Lucasfilm's Newest Atari Hits. First ST Shoppers Guide. -$2.95 min

AA32. Antic Apr. 1986 Vol. 4, No. 12 Computer Mathematics. Fractal Images: Zoom-lens Atari BASIC Fractals. 3-D fractal landscapes for 520ST. 1985 Federal Income Tax Spreadsheet. ST BASIC control of GEM. Inside: 9 type-in programs including 2 ST programs. Now Including the ST Resource. -$2.95 min

4779. Yogi's site on cd? (want to swap?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <6jqqfk$r27$1@enyo.uwa.edu.au>
Source record: 62792

I'm looking for a copy of yogi's site (at ftp.hakerz.com) on CD.
I have a lazarus amiga (oct 1997) or an ultimate C64 collection CD
to swap.
Please e-mail if you're interested (I can make copies if req'd)

--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
----------------------PORSCHE- There is no substitute-----------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

4780. MonSTEr TAF Flea Market July 11th - update

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3560f546.0@diana.idirect.com>
Source record: 62793

here's an update to the TAF MonSTEr Flea market to be going on July 11th in Toronto:

we have decided to not only make this a chance to sell and buy all sorts of hardware and software for our members as well as those outside the club; we have also decided to make this an event whereby you can learn just what you can still do with an Atari, including the Internet, desktop publishing, scanning OCR, and much much more! So far we have confirmed an Internet demo at the show (using the suite of available Internet clients running under STiNG); we also hope to have a Calamus demo and a music demo going on as well.

We're also hoping to have a number of dealers at the show as well, with people to be announced as they are confirmed. So far we will have a booth for the fanzine ST+ at the show.

We're in the midst of starting a promotional blitz for the show, with advertising in a number of the computer tabloids, the weekly tabloids, and of course on the USENET.

Anyway, here's the original announcement about the show :

Subj : TAF Flea Market July 11, 1998.

SATURDAY, JULY 11TH, 1998 is the date for another popular Toronto Atari Federation FLEA MARKET! The doors open to the Public at 1:00 PM and runs to 5:00 PM.

Yes, here's your chance to come to a bazaar of Atari-related software and hardware where you can shop for that peripheral or application for your ST/TT/Falcon or 8-bit that you've been looking for. Or, if there's stuff that you have no use for, get yourself a table and sell! Get rid of your old stuff or find yourself a treasure!

We're hoping to have some local dealers (and with luck some out-of-town ones) show up for this event, so we've booked a larger hall in anticipation of a good turnout. To help with the costs of the event, the following will apply.

A Half-Table costs just $5.00, Full-Table just $10.00 each. A Half-Table is FREE to TAF MEMBERS. (Dealers are expected to contribute a little more <grin>), with entry to the Flea Market at $2.00 per family (Free to TAF Members).

The Flea Market itself will run from 1:00-5:00 PM (with setup commencing after 12:00 PM and teardown at 5:00 PM).

This should allow enough time for as many people inside
and outside Toronto to show up. We'll keep you posted on
who will be showing up for this event as we make confirmations.

As usual, piracy cannot and will not be condoned at a TAF Flea
Market - anyone caught selling pirated software or stolen
hardware will be dealt with severely!

Please refer to the bottom of this document regarding getting
in touch with TAF on booking tables or finding the location
of the event - and we'll see you there!

The TORONTO ATARI FEDERATION Flea Market will be held in the
Gold Room of the North York Memorial Community Hall on the
Lower (or Concourse) Level of the North York City Centre
Library Building at 5110 Yonge Street at Parkhome Avenue.
Parking garage inside the complex next to the Novatel Hotel
Those using public transport can take the TTC's line to the
North York City Centre Station and walk through the tunnel
into the concourse, down to the food court, turn left and
find the Memorial Hall.

That's Saturday, July 11, 1998, 1-5pm for the TAF FLEA MARKET.

TAF ONLINE EMC & BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE or dave.lee@taf.ftn.org

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

4781. atari800xl hard/software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: David Blumenthal <daveyduk@yoyo.cc.monash.edu.au>
Message-ID: <35610C2F.29D4@yoyo.cc.monash.edu.au>
Source record: 62794

```
looking for a good home for arari800xl + disk/tape drives + printers+
+paint pad + books + magazines ++++
```

4782. Re: author seeking my game from long ago

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <35612b5d.0@nexus.comcen.com.au>
Source record: 62795

Speak of the devil... cleaning out the garage, I found some old screen
shots. I've scanned one - to help identify Qb, there's an image at
http://www.comcen.com.au/~adavie/qb2.jpg
Enjoy!
A

4783. Music programs for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <35613033.45184A0C@asw.cz>
Source record: 62796

Hello!

I remember I had more programs with ripped music such as Music Master
II.
Anybody has others? (I remember I had some programs with J.M.Jarre's
Oxygene...)

--
Jindrich Kubec

4784. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3561382A.AEEC2E34@sisna.com>
Source record: 62797

Your 810 fix can be found in ST Magazine. All drives built for Atari
will read the single density of the 810, in fact the 810 disk drive was
the only drive put out by Atari that would read almost any unreadable
disk by any other drive. This drive is my favorite for fixing disk
relate problems as it will factually read a disk not readable by the
Trak, Indus, or the 1050, and the XF551.

These old Tanks (affectionately called because they are heavy, big and
cumberson)..will read, write bad sectors ect when others will not touch
the disk, in single density. If your drive is in good working condition
you can fix any disk readable by the other disk drives.!!
Get your drive repaired, aligned properly.

bob

4785. Re: Heartbreak! (+ two 80

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35613A8F.32911116@sisna.com>
Source record: 62798

Wife's are funny ladies. When I first became involeve with the compute atcually an Atari 8-bit through my Son. She thought it was great, then I had an electronics back ground and when they attempted to charge me $200.00 to fix a disk drive in 1986, I told them that they were out of their mind!, I took an Ohm meter and went through the drive and found the compunet bad and replaced it for $2.00 plus my time, From there on I was hooked, traced out many circuits with the meter and a cheap scope, finally arrived at the point that I didn't need the Ohm meter or the Ollsicope to repair a unit, coule do it from memory. I purchased old units from Atari Certified repair units that could not fix what was wrong and went from there to where I am today.. If it don't work, then you screwed up, it can be fixed. Anything someone puts out can be repaired you have to have a positave attitued and go from there..

bob

4786. Re: 800 monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35613B01.1D70B19D@sisna.com>
Source record: 62799

I have cables to a Monitor, about 10 to be exact. Price $5.00 including shipping.

bob

4787. Pain In the A.. Spam!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35613D5E.62404297@sisna.com>
Source record: 62800

I as well as you do not wish Spam Mail. If you send me a request for an Item the put you regular reply address. I do not compile lists for other ares to spam you back. I have had nothing but rejects with the mail request for items I have up for sale ect, with crapo return address and as spam gets to be a pain in the butt!! Congress is working on this and using my own address have not received more than 4 spams in the past 4 months. You reject these and tell them to remove you from their list and they go away...you want something from me don't use no spam address as I am tired of getting rejects on mail sent..

Now if you want to reach me by Mail..
Send leter/ money order/check to
Bob Klaas
4267 W. Midway Dr.
Salt Lake City, Ut. 84120.

Phone 801-967-7400 after 3:30pm MDST!!

I have more items available than what I post so you will not loose out on a purchase unless I specify it is a one only item..!

bob

4788. Wife has relented a little

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35614065.CA5F2392@sisna.com>
Source record: 62801

I have 3 rooms in the house that hold Atari 8-bit Items, actually 4 she doesn't know about one..plus a 12x12 storage area under the Deck and a 10x12 shed. If I get the stuff out of the house she is satisfied.

I have a nice 400 computer, upgraded to 48k and an typeable keyboard modification..$20.00 shipped. Has power supply and basic cartridge will throw in 2 extra carts game type.

I had a joker ask me what I wanted for all I have available, honestly I told him the shipping charges would break him. If someone is seriously interested in buying me out, hardware, software, Copyrights ects I will seriously intertian offers. I own all rights to BBS Express! Professional from version 1 through 5.0b. I own Hard Back and Restore all rights. I own DK-Utilities for the Black BOx and The MIO. Have source code on these. I have distribution rights on the US Doubler from FTE and own all rights to Sparta Dos 3.3c, in Disk Format or on Cartridge
along with several files as P/D CD-ROM ect..if seriously interesetd can be bought out.

bob

4789. Re: Heartbreak! (+ two 80

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Et76wJ.67r@cix.compulink.co.uk>
Source record: 62802

In article <895533527@stackbbs.xs4all.nl>, bo.schreurs@stackbbs.xs4all.nl
(Bo Schreurs) wrote:
> Well, to me it seems she didn't respect his wish to buy stuff he likes.
Agreed. Marriage is supposed to be a two way street - she should have
respected his interests/wishes and been more supportive of them.

> to be broken? You probably would have to talk like a maniac to convince
> your wife that this was really the last time, but he, it was Atari you k
> now.
I've got the opposite problem - it was my wifes idea to blow our honeymoon
savings on a projection TV rather than an Alaskan cruise, whale spotting!
She's also the prime mover behind us upgrading from Dolby Pro-logic to
Dolby Digital/AC3 with the sound system! She's not keen on computers
though but puts up with me spending ages tinkering ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4790. FA: Atari 2600 with 145 unique carts + extras.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1998May19.073942.15619@news.iup.edu>
Source record: 62803
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have an Atari 2600 set with 145 unique carts, joysticks, paddles,
all connectors and some extras up for auction on Ebay at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14560476

Thanks for looking.


```
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
| Dennis R. Hall Jr. HTTP://www.iup.edu/~UANRBZA |
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
| Lord Pippin the RedBeard | Indiana University of Pennsylvania |
| Exchequer/Brewer/Heavy Combat | Senior/Computer Science Major |
| Shire of Robledal-S.C.A. Inc. | IUP Computer Programming Team |
| E-mail UANRBZA@grove.iup.edu | Tompkin's Computer Center Employee |
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
| ||| | ^ ^ | From an Atari 8-bit XEGS with 64K ram, |
| ||| | DISK DOCTOR |over a SIO2PC interface to the Pentium, |
| / | \ | () |through the telephone, off the server, |
| ATARI | \__/ |over the T-1 backbone,nothing but 'Net! |
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
```

4791. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356182d7.61872735@news.ioa.com>
Source record: 62804

On 18 May 1998 21:09:52 GMT, right.back@you.com (Brother Grimm) wrote:

>I remember this. Both my 810s have C roms. Was there a "D rom"?
>
There's no mention of a "D rom" in any of my tech stuff, but I guess it's possible. The only reason
I doubt it is that the 1050's were coming out around 1982-83. Chances are, if there was a "D rom,"
it went into the 1050.

Steven

4792. Re : Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998051913585400.JAA03560@ladder03.news.aol.com>
Source record: 62805

Quite often, you have to blame the programmer, NOT the hardware.
The Atari 8-bit computers can do fabulous things, but unless you know the machine very well, you'll never program something technically above average.
Atari 8-bit versions of Asteroids, Ms. Pac-Man or even Food Fight aren't good examples of programming (check out the C64 version of Ms. Pac-Man to see what I mean!).
Several games are better on the computer: a program like Karateka (which was developed years after the original version) is a real loser on the 7800.

4793. Re: author seeking my game from long ago

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6js35q$mm0@freenet-news.carleton.ca>
Source record: 62806

"Andrew Davie" (adavie@mad.scientist.com) writes:
> Speak of the devil... cleaning out the garage, I found some old screen
> shots. I've scanned one - to help identify Qb, there's an image at
> http://www.comcen.com.au/~adavie/qb2.jpg

Can't say i've ever played that game, though it looks interesting. If anyone finds a copy, send it to me as well :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4794. Re: Re : Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051915291800.LAA14008@ladder01.news.aol.com>
Source record: 62807

Just wanted to say "Thank You" to everyone who has posted responses in reply to posting about Food Fight on the 7800 vs. Food Fight on the XEGS.

I've learned alot from reading your replies. Though I've used Atari products since the 2600 was new (and still have 8bits, ST's, TT, Falcon, Portfollio, 7800, 5200, Lynx, Jaguar, et al) you can always learn something new.

Thanks again to everyone who responded!

Al

4795. Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998051915343300.LAA14378@ladder01.news.aol.com>
Source record: 62808

From what I've gathered over the years, the 5200 was nothing more than a "Atari 400 without a keyboard". After reading the posts about the 7800 vs. XL/XE,
I was wondering if there were any differences between the 5200 and the XL/XE as far as any games being better or differences in the hardware etc.

I've not noticed any real differences in the games I've played recently (Pac-man,
Frogger, and a couple of others) but its made me curious. Since I've decided to stay home over the three day weekend (except for some outdoor activities), maybe I should take some time and load up the 7800-5200-XEGS and see what differences there are in the same game for each system.

Al

4796. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3561AD3E.60BA2E09@csfb.com>
Source record: 62809

In regards to your question about the 7800 not having a Pokey sound chip:

I haven't been able to dig up solid evidence yet, however it is my belief that the "AMY" sound chip that the Tramiels were trying to stick in an Atari 65XE and call it a 65XEM may have very well have been a sound chip intended for the Atari 7800 to be installed into cartridges for super sound. The reason I believe this is two-fold: 1st, the Tramiels only spent money on the ST's for new chip developments, anything for the 8-bits were re-hashed technology already designed from the Warner era, secondly the 7800 was rumored back in 1984 when it was supposed to have been released to have had an all new sound chip for phenonmenal sound. These two reasons lead me to believe that the AMY sound chip was meant for the 7800.

Curt

4797. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3561AC37.CD194D82@csfb.com>
Source record: 62810

In many ways the Atari 7800 is superior graphics wise to the Atari 8-bit systems, the Maria chip added a lot of power to the 7800 in terms of graphics. If a cart was equipped with a Pokey chip, then sound was no problem either.

Curt

4798. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: bryede@TAKE_THIS_OUT.megsinet.net
Message-ID: <3561ba99.3722318@megsnews.megsinet.net>
Source record: 62811

On 19 May 1998 15:34:33 GMT, comdungeon@aol.com (ComDungeon) wrote:

>From what I've gathered over the years, the 5200 was nothing more than a
>"Atari 400 without a keyboard". After reading the posts about the 7800 vs.
>XL/XE,
>I was wondering if there were any differences between the 5200 and the XL/XE as
>far as any games being better or differences in the hardware etc.

Well, the XL/XE is really just a "400 with more RAM." Hardware
differences between the Atari 8-bits are subtle and mainly have to do
with how memory is handled. The only Atari 8-bit system to gain
hardware over the 400/XL/XE/5200 is the 7800 which has a better sprite
engine, but lacks the Pokey sound chip.

-Bry

4799. Re: Atari Farce

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Frostycat <Frostycat@jaygee.demon.co.uk>
Message-ID: <DVI3vAAqzbY1Iwl9@jaygee.demon.co.uk>
Source record: 62812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>What's an Atari ?

Now THERE'S a question!

The consoles:

Pong. The Atari VCS with that awesomely bad joystick. Then the 7800 came along. That was kinda nice. Anyone remember "The Adventures of Cute"?

The computers:

The Atari 400 started it all with it's podgy design and membrane keys. Then..erm...was it Jay Miner? Anyway, he designed the 800 - a seriously wicked machine for it's time.

Then, after the XL 8-bit range, came Atari STs. The healthy competition to the Amiga. In fact, I loved Atari STs so much, I didna change to the Amiga until 1991. But I've never looked back.

Anyway, the Falcon was a technically sound machine backed up a failing company.

And finally - "Atari Teenage Riot". Oh dear.

It's strange how die-hard Amiga users have become with their machines. Four years have passed silently and yet advocacy is still alive as ever. Where would I be without my morning fix of Arami, Viper, Corn and Jack Andrews, Pete Kittel and the rest of them? :)

The Atari's still cool by the way....

FROST:BITE

```
_____________________________________________________________
|STM-FC of Project Sound - Underground Trip-Hop, Drum & Bass|
| "Enter the Temple" & "Urban Gold" Coming soon on CD & DBM |
| Amiga Technology + 16-bit Surround Sound + Fostex 8 track |
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|Amiga 1200T/030-50/22meg/CV64/Prelude/5 GIG HD/CD-Rom/OS3.1|
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|TCB Tracker - NoiseTracker - ProTracker - DigiBooster - THX|
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

4800. WTB ATARI stand alone sys + ATARI video music

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <6jsfjd$j19$1@news.imaginet.fr>
Source record: 62813

make offers......

4801. Re: Wife has relented a little

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <6jso75kfs1@nnrp1.dejanews.com>
Source record: 62814

Hey Bob:

I've bought a video cable from you a while back, but I didn't know that you
own the rights to the stuff you mentioned. Do you sell them (i.e.
SpartaDos, US Doubler, etc.) directly? Do maintain a web site?

In article <35614065.CA5F2392@sisna.com>,
bobkla19@sisna.com wrote:
>
> I have 3 rooms in the house that hold Atari 8-bit Items, actually 4 she
> doesn't know about one..plus a 12x12 storage area under the Deck and a
> 10x12 shed. If I get the stuff out of the house she is satisfied.
>
> I have a nice 400 computer, upgraded to 48k and an typeable keyboard
> modification..$20.00 shipped. Has power supply and basic cartridge will
> throw in 2 extra carts game type.
>
> I had a joker ask me what I wanted for all I have available, honestly I
> told him the shipping charges would break him. If someone is seriously
> interested in buying me out, hardware, software, Copyrights ects I will
> seriously intertian offers. I own all rights to BBS Express!
> Professional from version 1 through 5.0b. I own Hard Back and Restore
> all rights. I own DK-Utilities for the Black BOx and The MIO. Have
> source code on these. I have distribution rights on the US Doubler from
> FTE and own all rights to Sparta Dos 3.3c, in Disk Format or on
> Cartridge
> along with several files as P/D CD-ROM ect..if seriously interesetd can
> be bought out.
>
> bob
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4802. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_895580018@rtfm.mit.edu>
Source record: 62815
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4803. Re: 130 XE Keyboard FIX needed..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5JYoGiL.rldetlefsen@delphi.com>
Source record: 62816

I find the big problem with 130XE keyboards, besides the flimsyness, is the connector to the main board tarnishes through. But, where ever the trace breaks are, the silver pen and a light box make quick work of repairing it. And I finish by overcoating the pen fix with an acrylic (spray if the area is big enough).
Rick D.

4804. Re: Specs for DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5pQJG8I.rldetlefsen@delphi.com>
Source record: 62817

For Mydos, byte 1 of the dir entry, bit 4(7-0) is used to specify sub-directory. The forward sector reference bit were expanded with the file number bits so 65535 sectors could be referenced. And once folders started being used, to which folder did a file #32 belong if an error occurred. So file numbers were not used(but can be useful if the directory structure were changed).
Rick D.

4805. Re: Mapping Joystick to Arrow keys instead of keypad in Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <xLZqOoN.rldetlefsen@delphi.com>
Source record: 62818

The only way to look for joystick ports is to have the user press fire for each stick connected. More than likely, the program was using part of the OS that changed in the XL line.
Rick D.

4806. Re: World of Atari Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5LRqeeK.rldetlefsen@delphi.com>
Source record: 62819

ComDungeon <comdungeon@aol.com> writes:

>Haven't seen too many postings from people about the upcoming World of Atari
>show in Las Vegas this August. From everything I'm reading and hearing, this
>looks like it might be one of the BEST Atari shows ever.
>
>Anyone thinking of or planning on attending the show?

I've been trying to look up the web page for the show. I am thinking of
attending. Its too early to know for sure yet.
Rick D.

4807. FA: Atari books (last day!) and magazines.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6jslhc$dfr@freenet-news.carleton.ca>
Source record: 62820

Last day for Mapping the Atari and other books, bid soon! :)

Steve

14331551: Book - Mapping the Atari XL/XE
Current bid: $6.07
Auction ends on: 05/19/98 22:41:48 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14331551

14332400: Book - Mapping the Atari 400/800
Current bid: $3.25
Auction ends on: 05/19/98 22:56:38 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14332400

14333254: Book - Your Atari 400 / 800 Computer!
Current bid: $3.00
Auction ends on: 05/19/98 23:15:30 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14333254

14333618: Book - Basic Atari BASIC (for 8bit computers)
Bidding starts at: $3.00
Auction ends on: 05/19/98 23:23:50 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14333618

14333832: Book - Original Atari 65XE Users Manual
Bidding starts at: $3.00
Auction ends on: 05/19/98 23:29:38 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14333832

14334975: Atari 7800 - FROGGO Water Ski (ER) New SW!!
Current bid: $3.50
Auction ends on: 05/22/98 00:06:03 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14334975

14330334: Atari Lynx - Ms. Pac-Man New in Box
Current bid: $10.60
Auction ends on: 05/19/98 22:21:00 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14330334

14390676: Atari - ANTIC 3 Magazine Package (1985)
Bidding starts at: $5.00
Auction ends on: 05/22/98 15:21:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14390676

14391534: Atari - ANTIC Magazine Feburary 1989 Issue
Bidding starts at: $1.00
Auction ends on: 05/22/98 15:27:53 PDT

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14391534

14392392: Atari - ANTIC 5 Magazine Pack (1987)
Bidding starts at: $5.00
Auction ends on: 05/22/98 15:34:30 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14392392

14393543: Atari - ANTIC 11 Magazine Pack (1988)
Bidding starts at: $5.00
Auction ends on: 05/22/98 15:43:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14393543

14413435: Atari - ANTIC 3 Magazine Pack (1989)
Bidding starts at: $5.00
Auction ends on: 05/22/98 18:00:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14413435

14415480: Atari - ANTIC Magazine August 1983.
Bidding starts at: $2.00
Auction ends on: 05/22/98 18:12:31 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14415480

14417009: Atari - ANTIC 12 Magazines (Complete 1987!)
Current bid: $5.00
Auction ends on: 05/22/98 18:21:25 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14417009

14418173: Atari - ANTIC 7 Magazine Pack (1986)
Bidding starts at: $5.00
Auction ends on: 05/22/98 18:28:00 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14418173

14420854: Sega SMS 2 Pack - Alien Syndrome / C-Sandiego
Bidding starts at: $5.00
Auction ends on: 05/22/98 18:43:24 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14420854

14421568: Sega SMS 2 Pack - Double Dragon / Govellius
Current bid: $5.00
Auction ends on: 05/22/98 18:47:19 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14421568

14422534: Sega SMS RPG - Lord of the Sword
Current bid: $5.00
Auction ends on: 05/22/98 18:53:04 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14422534

14425378: SMS Sega RPG - Miracle Warriors MIB
Bidding starts at: $5.00
Auction ends on: 05/22/98 19:07:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14425378

14427205: Sega SMS 3 Pack!!! - Ninja / Shinobi / Rastan
Current bid: $5.00

Auction ends on: 05/22/98 19:17:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14427205

14430906: Sega SMS RPG - Spellcaster!
Current bid: $5.00
Auction ends on: 05/22/98 19:38:21 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14430906

14431244: Sega SMS RPG - Y's Adventure!
Current bid: $5.00
Auction ends on: 05/22/98 19:40:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14431244
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4808. Hunting Synapse Artwork..

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6jsptn$ild@bgtnsc02.worldnet.att.net>
Source record: 62821

Hey guys.. I have quite a few of the old synapse game posters.. I'm looking to complete a collection, and post the grpahic on the web.. anyone have any of the old boxes, ads, posters, ect?? I'll list what I have as soon as I can go throuhgh them, but think I'm missing Shamus, Claim Jumper, Protector, Nautilus, and possible slime.. also any 64 based games as well (I collected the old atari ones..)

The box art was GREAT and it'd be nice to have these as wallpaper, or as a screen saver..

Anyway, if anyone has ANY, please reply..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4809. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6jspnd$hth@bgtnsc02.worldnet.att.net>
Source record: 62822

Question: is there a pc based 7800 emulator?? Never really saw much of that michine's stuff, and now I'm curious.. ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4810. scrolling credits program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6jsue0$iq7$1@dartvax.dartmouth.edu>
Source record: 62823

I am in charge of making copies of a video of a play that my wife was in. I thought it would be neat to use my Atari to have scrolling credits at the end. Has anyone written a program to do that? Where would I find it?

I suppose I should break down and write it myself, but I'm not sure I have time to do so.

--PC

--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

4811. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Anthony Rudzki <Arudzki@m3.sprynet.com>
Message-ID: <356210D8.7A3B@m3.sprynet.com>
Source record: 62824

> There's no mention of a "D rom" in any of my tech stuff, but I guess it's possible.

Isn't there a mention of a new ROM that was never released in the Inside
ATARI DOS manual? It was never released, but could do things like format
individual tracks and other more "hacker-like" features.

tony

4812. Writing ATARI DS/DD disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: alumno20 <alumno20@li.urp.edu.pe>
Message-ID: <356212DC.FD917E65@li.urp.edu.pe>
Source record: 62825

Here are some notes which may prove useful, comparing ATARI and PC
floppy disks.

Common densities in the AATARI 8-bit world are:

single density (SD), enhanced density (ED) and double density (DD). The
standard disk size is 5,25", and though most drives are single-sided,
there are others (mostly the latest ones) which are double-sided.
SIngle and enhanced density use 128-byte sectors, DD uses 256-byte
sectors. SD uses FM encoding, ED and DD use MFM.

Summarizing:

Density sides TPS SPT BPS enc total bytes
SD 1 40 18 128 FM 92160 (90K)
ED 1 40 26 128 MFM 133120 (130K)
SS/DD 1 40 18 256 MFM 184320 (180K)
SS/DD 2 40 18 256 MFM 368640 (360K)

OTOH, the common densities in the PC world are:

single density (SD), double density (DD) and high density (HD). The
satndard disk sizes are 5,25" and 3,5", though I haven't ever heard of
any 3,5" SS/SD disks. Most drives today are double-sided, only in the
first times there were single-sided SD 5,25" drives and DD 3,5" drives.
SD used 256-byte sectors, both DD nad HD use 512-byte sectors. Again
here, SD used FM encoding, DD and HD use MFM encoding. There's another
density called quad density (QD), only common in 3,5" drives, which also
uses 512-byte sectors and MFM encoding, but it hasn't become widespread.
We must note that these sector sizes are just the standard ones, since
the controller lets you format your disks in other custom sizes.

So, summarizing for the PC/DOS:

Density size sides TPS SPT BPS enc total bytes
SD 5,25" 1 40 9 256 FM 92160 (90K)
SS/DD 5,25" 1 40 9 512 MFM 184320 (180K)
SS/DD 5,25" 2 40 9 512 MFM 368640 (360K)
DS/HD 5,25" 2 80 15 512 MFM 1228800 (1.2M)
SS/DD 3,5" 1 80 9 512 MFM 368640 (360K)
SS/DD 3,5" 2 80 9 512 MFM 737280 (720K)
DS/HD 3,5" 2 80 18 512 MFM 1474560 (1.44M)

What else? Let's take a look at how the drive writes to the diskette.
We'll analyze this from the point of view of the PC, since the interest
here is in writing a program capable of reading/writing ATARI 8-bit
disks using a PC 5,25" drive.

Normally, the PC writes to a 360K disk in the following way:
it begins from track 0 (outside) at side 0 (top), the continues with
track 0, side 1 (bottom), the comes track 1, side 0, then track 1, side
1, until it finally reaches track 39 (innermost), side 1 (bottom).
We end up with 720 sectors of 512 bytes each, numbered from 0 to 719.
Of course, we can program the controller to use 18 sectors per track,
each of 256 bytes instead, and they would be then numbered 0 to 1439.
The formula for calculating the logical sector based on the sector,
track and head is:

Lsec=(track*2+head)*18+sector

And the formulae for calculating the track, head and sector corresponding
to a logical sector would be:

sector=Lsec mod 18
head=(Lsec div 18) mod 2
track=(Lsec div 18) div 2

The "Util"program, which reads/writes ATARI 8-bit SS/DD disks, reads
and writes to the disk in the following way:
It begins from track 0 (outside) at side 0 (top), then goes on with
track 1, side 0, until it reaches track 39 (innermost), side 0 (top).
But it also can read/write DS disks; it does this in the following
way:
The first (top) side is read like on a SS disk, then, after reaching
track 39, side 0, it returns to track 0 (outermost), side 1 (bottom),
and goes on with track 1, side 1, and so on until track 39, side 1.
The formulae for the logical sectors in this case is:

Lsec=(head*40+track)*18+sector

And the formulae for calculating the track, head and sector corresponding
to a logical sector would be:

sector=Lsec mod 18
track=(Lsec div 18) mod 40
head=(Lsec div 18) div 40

The problem here is, the ATARI 8-bit DS drives use a different method:
after reading side 0, side 1 is read BACKWARDS, which doesn't only mean
that the tracks are read starting by track 39, side 1 until reaching
track 0, side 1, but also that the SECTORS in each track are read
beginning from sector 17 and ending at sector 0. Don't ask me why.
From the ATARI 8-bit point of view, a DS disk written using Util will
have sectors 721-1440 reversed (let's also remember that ATARI 8-bit
computers begin numbering sectors at 1 instead at 0). Although one
can write a program to read and reverse those sectors, if you already
had data on them, it may have been overwritten by Util. So what's
needed is to change Util to write those sectors in the proper order.
From the PC point of view, to properly write the sectors on an ATARI
8-bit diskette, we would have the formula:

Lsec=head*1439+[track*18+sector]*[1-2*head]

And the formulae for calculating the track, head and sector corresponding to a logical sector would be:

head=(Lsec div 18) div 40
track=[(Lsec div 18) mod 40]*(1-2*head)+39*head
sector=[Lsec mod 18]*(1-2*head)+17*head

Just as a sidenote: remember also that ATARI 8-bit computers write data in a way that's complementary to the PC; that is, it uses for a "1" the value the PC uses for a "0", and vice-versa. This can easily be solved by complementing the value after reading and before writing to disk.

So far, I haven't been able to decipher the source code from the Util program in order to patch it. The author's help -or anyone else's- would be greatly appreciated.

4813. Writing ATARI DS/DD disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <35621393.D8B4A633@li.urp.edu.pe>
Source record: 62826

Here are some notes which may prove useful, comparing ATARI and PC
floppy disks. I'm posting this again because first I had not noticed
I wasn't logged in at the time of the posting.

Common densities in the AATARI 8-bit world are:

single density (SD), enhanced density (ED) and double density (DD). The
standard disk size is 5,25", and though most drives are single-sided,
there are others (mostly the latest ones) which are double-sided.
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by complementing the value after reading and before writing to disk.

So far, I haven't been able to decipher the source code of the Util
program in order to patch it. The author's help -or anyone else's- would
be greatly appreciated.
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

4814. Writing ATARI DS/DD disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <3562139D.CD6692D3@li.urp.edu.pe>
Source record: 62827

Here are some notes which may prove useful, comparing ATARI and PC
floppy disks. I'm posting this again because first I had not noticed
I wasn't logged in at the time of the posting.

Common densities in the ATARI 8-bit world are:

single density (SD), enhanced density (ED) and double density (DD). The
standard disk size is 5,25", and though most drives are single-sided,
there are others (mostly the latest ones) which are double-sided.
SIngle and enhanced density use 128-byte sectors, DD uses 256-byte
sectors. SD uses FM encoding, ED and DD use MFM.

Summarizing:

Density sides TPS SPT BPS enc total bytes
SD 1 40 18 128 FM 92160 (90K)
ED 1 40 26 128 MFM 133120 (130K)
SS/DD 1 40 18 256 MFM 184320 (180K)
SS/DD 2 40 18 256 MFM 368640 (360K)

OTOH, the common densities in the PC world are:

single density (SD), double density (DD) and high density (HD). The
satndard disk sizes are 5,25" and 3,5", though I haven't ever heard of
any 3,5" SS/SD disks. Most drives today are double-sided, only in the
first times there were single-sided SD 5,25" drives and DD 3,5" drives.
SD used 256-byte sectors, both DD nad HD use 512-byte sectors. Again
here, SD used FM encoding, DD and HD use MFM encoding. There's another
density called quad density (QD), only common in 3,5" drives, which also
uses 512-byte sectors and MFM encoding, but it hasn't become widespread.
We must note that these sector sizes are just the standard ones, since
the controller lets you format your disks in other custom sizes.

So, summarizing for the PC/DOS:

Density size sides TPS SPT BPS enc total bytes
SD 5,25" 1 40 9 256 FM 92160 (90K)
SS/DD 5,25" 1 40 9 512 MFM 184320 (180K)
SS/DD 5,25" 2 40 9 512 MFM 368640 (360K)
DS/HD 5,25" 2 80 15 512 MFM 1228800 (1.2M)
SS/DD 3,5" 1 80 9 512 MFM 368640 (360K)
SS/DD 3,5" 2 80 9 512 MFM 737280 (720K)
DS/HD 3,5" 2 80 18 512 MFM 1474560 (1.44M)

What else? Let's take a look at how the drive writes to the diskette.
We'll analyze this from the point of view of the PC, since the interest
here is in writing a program capable of reading/writing ATARI 8-bit

disks using a PC 5,25" drive.
Normally, the PC writes to a 360K disk in the following way:
it begins from track 0 (outside) at side 0 (top), the continues with
track 0, side 1 (bottom), the comes track 1, side 0, then track 1, side
1, until it finally reaches track 39 (innermost), side 1 (bottom).
We end up with 720 sectors of 512 bytes each, numbered from 0 to 719.
Of course, we can program the controller to use 18 sectors per track,
each of 256 bytes instead, and they would be then numbered 0 to 1439.
The formula for calculating the logical sector based on the sector,
track and head is:

Lsec=(track*2+head)*18+sector

And the formulae for calculating the track, head and sector corresponding
to a logical sector would be:

sector=Lsec mod 18
head=(Lsec div 18) mod 2
track=(Lsec div 18) div 2

The "Util"program, which reads/writes ATARI 8-bit SS/DD disks, reads
and writes to the disk in the following way:
It begins from track 0 (outside) at side 0 (top), then goes on with
track 1, side 0, until it reaches track 39 (innermost), side 0 (top).
But it also can read/write DS disks; it does this in the following
way:
The first (top) side is read like on a SS disk, then, after reaching
track 39, side 0, it returns to track 0 (outermost), side 1 (bottom),
and goes on with track 1, side 1, and so on until track 39, side 1.
The formulae for the logical sectors in this case is:

Lsec=(head*40+track)*18+sector

And the formulae for calculating the track, head and sector corresponding
to a logical sector would be:

sector=Lsec mod 18
track=(Lsec div 18) mod 40
head=(Lsec div 18) div 40

The problem here is, the ATARI 8-bit DS drives use a different method:
after reading side 0, side 1 is read BACKWARDS, which doesn't only mean
that the tracks are read starting by track 39, side 1 until reaching
track 0, side 1, but also that the SECTORS in each track are read
beginning from sector 17 and ending at sector 0. Don't ask me why.
From the ATARI 8-bit point of view, a DS disk written using Util will
have sectors 721-1440 reversed (let's also remember that ATARI 8-bit
computers begin numbering sectors at 1 instead at 0). Although one
can write a program to read and reverse those sectors, if you already
had data on them, it may have been overwritten by Util. So what's
needed is to change Util to write those sectors in the proper order.
From the PC point of view, to properly write the sectors on an ATARI
8-bit diskette, we would have the formula:

Lsec=head*1439+[track*18+sector]*[1-2*head]

And the formulae for calculating the track, head and sector corresponding
to a logical sector would be:

head=(Lsec div 18) div 40
track=[(Lsec div 18) mod 40]*(1-2*head)+39*head
sector=[Lsec mod 18]*(1-2*head)+17*head

Just as a sidenote: remember also that ATARI 8-bit computers write data
in a way that's complementary to the PC; that is, it uses for a "1" the
value the PC uses for a "0", and vice-versa. This can easily be solved
by complementing the value after reading and before writing to disk.

So far, I haven't been able to decipher the source code of the Util
program in order to patch it. The author's help -or anyone else's- would
be greatly appreciated.
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

4815. XF551 upgrade to DS/HD 3,5"???

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <356214C9.9054ACD4@li.urp.edu.pe>
Source record: 62828

I came across this article the other day, while searching for info on
the XF551 controller (the WD1772), and thought it may also be applied to
the ATARI 8-bit computers.
I also took a look at the XF551's tech specs, and that's what I found out:

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

perating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

After checking the following article and comparing with the specs for the
XF551, I began to think tht it could also apply to the XF551 for making
it a HD drive. Read the following and then express you opinions. The
original authors'names should appear down there within the text.

----------[begin quote]----------

Introduction and Notes for adding High density disk drives to the Atari ST

The first thing you must do, is to verify that your existing HDD controller
IC is a suitable one for the modifications. The controller on the Atari ST
is a Western Digital WD1772 and carries a suffix (usually) of 00-02 or
02-02. As it is explained in the following texts, the original chip is
designed to run at 10MHz and only the 02-02 chip will handle the higher
clock speed of 16MHz, so ensure that you have a compatible HD controller
first.

There are no major problems with running two disk drives either one of each
or two high density drives but a little jiggery pokery is required to get
it all rolling properly. The type of HD drive you select will depend upon
you but some are easier to work with than others - it is essential that you

get a drive that will handle the full Shugart specs and not one of the (increasingly common) PC type HD drives that has limited functions. The HD drive MUST have the ability to send out the HD select signal on it's interface connector. The PC does not use this normally as the HD select is controlled by the PC host card and tells the drive what kind of disk is inserted (this is the reason that the PC can mess up a HD disk by formatting the media with the wrong data rate).

For full compatibility you'll need to gate the HD select signal with the drive select lines so that you can mix both high density and normal density drives on the same bus.

Some of the later series of HD drives have a pull-up on the HD select line that will stop you accessing the normal 720k drive as a second unit. This can be overcome by swapping jumpers (assuming you get a drive that can be configured properly) or by changing the pull-up to a higher value and arranging gates so that it is driven and held low for non high density disk access.

You may also experiance timing problems with some obscure makes of drive, so be careful to make sure you know what the drive unit you are buying can/can't do.

Finally, if you boot from the A: drive and you make this your high density one then be aware that you will need a small "autoboot" program to set the step rate BEFORE you can boot from a high density disk. This program MUST reside on the first track of the disk or the boot will fail for resons explained below
---

How it Works

Basically the 720k and 1.44 meg disks drives are compatible in as much as that they both have 2 sides and 80 tracks. Now the important difference is the speed at which they write to the media. With 720k disks, the data is written out by the drive at 250k bits/second - this is known as "double density" and uses MFM encoding. A high density drive uses exactly twice this speed at 500kb/s and hence, writes twice as much data to the media. This is layed down by the format program as 18 sectors (instead of 9 on a 720k) per track of 512 bytes per sector. This faster rate is still MFM encoded and is known as "high density". There is yet a faster rate again at 1Mb/s that is used on the IBM machines and creates disks of 2.88 meg capacity but a new controller IC would be needed for this (anyway, the disks are too expensive yet) and it's known as "quad density" and there is an older standard known as "single density" which was half the data rate of the original 720k we discussed at 125Kb/s (remember the old CPM machines and things).

OK, you've swallowed all that (what you haven't....) now consider that since the physical interface is the same and only the data rate changes (a high density drive unit switches it's data rate up to 500kb/s when you plug in a disk with an extra hole) between 720k and 1.44 meg disks, it becomes

easy to see that if we send the data at the same speed as the high density standard, then we can talk to high density media. How do we do this - easy, double the clock rate to the disk contoller chip. It's normally run at 8MHz, so run it now at 16 MHz and presto... you have your high density interface. You can pick up a 16MHz clock in the Atari from the video shifter.

One unfortunate side effect of doing this, to which I referred earlier was that since the data rate has changed and the speed doubled, then it now takes the HD controller chip half the time to carry out any operation than it did before. Now this means that effectively, the STEP rate of the disk drive (a function of the controller chip) is now halved from 3ms to 1.5ms (and I haven't yet found a drive that'll go this fast). So the problem when booting from a HD disk, is that you must load a little utility that will change the STEP rate (programmed by the operating system) to 6ms (which when clock doubled becomes 3ms).

Now, this utility has to be small enough to fit on track 0 otherwise the disk drive will try and step out to the second track at 1.5ms (which it won't do) and the drive goes out of sync. Quite a number of programs incorporate the ability to change step rates and a small program can be written to do the job (I have written such a small utility if anyone wants it).

Compatability

There are one or two commercial 720k disks that complain and refuse to load if tried in a converted machine with a 1.44 meg as drive A: and if you're a games freak then it is probably better that you make the HD unit, your B: drive to maintain compatibilty. Once written and formatted, TOS takes care of how many sectors per track there are and I have found no (serious) problems at all with two HD drives fitted to my Atari Mega 3. One last point to bear in mind is that a lot of (both commercial and PD) utilities were written to allow the use of 9, 10 or 11 sector formats, so these will not work with an 18 sector disk and any cleanup/repair/disk doctors that can't handle HD media, will most probabyly foul things up for you and make an even worse mess - you have been warned.

Oh yes, forgot to mention you can handle 5.25" HD drives as well but you need to fit an external switch (the 5.25" HD doesn't have an HD select line OUT)

Happy hacking.....
Martin GW6HVA @ GB7OSP

Atari ST High Density Disk Drives - Part 2

```
/* formath.c Formatter fuer High Density Disketten */

/* nur fuer angepasste Hardware! Floppycontroller und Laufwerk */
```

```
/* muessen High-Density tauglich sein! */

/* Hartmut Semken, Lupsteiner Weg 67 1000 Berlin 37 */

/* hase@hase_1.mbx.sub.org or hase@netmbx.mbx.sub.org */

/* 03-SEP-89 */

#include

#include

#include

#define SLEEPTIME 1 /* 1: Zeitschleife, 0: Taste */

#define BLANK (0xE5E5)

#define MAGIC (0x87654321L)

#define BUFSIZE (20*1024) /* Platz fuer mehr als 18 Sektoren... */

#define DEVICE 0 /* 0 = Floppy A, 1 = Floppy B */

#define SIDES 2 /* je */

#define SECTORS 18 /* nach */

#define TRACKS 80 /*Belieben */

#define TOTSEC (TRACKS * SIDES * SECTORS)

extern int errno;

main()?

int track;

int side;

int status;

short *bf;

register char reply;

short *middle;

char buffer[512];

printf("\033E\n");

printf("Public Domain High Density Mini Formatter\n");

printf("von H. Semken\nDer Autor garantiert in keiner Weise fr die

Funktion\nDieses Programmes.\nBenutzung auf eigene Gefahr.\n");

printf("\n\n\n");
```

```
printf("\007\033pFormatiere Diskette in Drive %c\033q\n%d Seiten\n%d
Sektoren

pro Spur\n%d Spuren\n\n", (65+DEVICE), SIDES, SECTORS, TRACKS);

printf("Wirklich formatieren? ");

fflush(stdout);

if ((reply = Crawcin()) != 'y' && reply != 'Y' && reply != 'j' && reply
!= 'J')

?

printf("Nein. Floppy nicht formatiert.\n");

sleep(1);

Pterm0();

?

printf("Ja.\n");

printf("Diskette einlegen; Taste drcken...");

fflush(stdout);

Crawcin();

printf("\n");

bf = malloc(BUFSIZE);

for (track = TRACKS-1; track >= 0; track--) ?

for (side = 0; side < SIDES; side++) ?

printf("Formatiere Spur %d, Seite %d", track, side);

fflush(stdout);

status = Flopfmt(bf, 0L, DEVICE, SECTORS, track, side,
1, MAGIC, BLANK);

if (status) ?

middle = bf;

printf("\t%d\n", status);

while (*middle) ?

printf("\tDefekter Sektor %d\n",
*middle++);

?

? else ?
```

```
printf("\tokay\r");
?
?
?
printf("\n\nAlle Spuren formatiert\n");
printf("Initialisiere Directory\n");
for (track = 0; track < (BUFSIZE>>1); bf[track++] = 0);
for (track = 0; track < 2;track++) ?
for (side = 0; side < SIDES; side++)?
if (status = Flopwr(bf, 0L, DEVICE, 1, track, side, SECTORS)) ?
errno = -status;
perror("Write Error");
?
?
?
Protobt(buffer, (long)Random(),3,0); /* Prototyp Bootsector fr
* 80 * 2 * 9 Sektoren */
/* Prototyp Bootsektor fr das neue Format anpassen */
/* Bytes 19 und 20 enthalten die Sektoren pro Disk */
/* unteres Byte von TOTSEC */
buffer[19] = (char)(((TOTSEC>>8)<<8)~TOTSEC);
/* oberes Byte von TOTSEC; es lebe das Intel int-Format */
buffer[20] = (char)(TOTSEC>>8);
buffer[24] = (char)SECTORS; /* Sektoren pro Spur */
status = Flopwr(buffer, 0L, DEVICE, 1, 0, 0, 1);
if (status) ?
errno = -status;
perror("Write Error (Bootsector)");
?
status = Flopver(buffer, 0L, DEVICE, 1, 0, 0, 1);
if (status) ?
```

```
errno = -status;

perror("Verify Error (Bootsector)");

?

printf("Diskette in Laufwerk %c formatiert\n", (65+DEVICE));

sleep(1);

Pterm0();

?

sleep(seconds)

int seconds;

#if SLEEPTIME

?

clock_t t;

for(t = clock();clock() < (t + CLK_TCK*seconds););

?

#else

?

printf("Taste druecken\n");

fflush(stdout);

Crawcin();

?

#endif

--

Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@hase_1.UUCP

Dennis had stepped up into the top seat whet its founder had died of a

lethal overdose of brick wall, taken while under the influence of a

Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

------------------------------

--
__________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645
```

4816. My SpartaDOS Atari 8-bit web-site

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <6jta4f$fc4@netaxs.com>
Source record: 62829

My Atari 8-bit web-site is still at http://www.cybernetworking.com/atari/

Nelson

4817. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: "Michael W. Toelle" <m_w_toelle@email.msn.com>
Message-ID: <#ZyRdj5g9GA.161@uppubnews03>
Source record: 62830

My best effort was Commander Class 1 back in the mid 80's. I think the best that I have earned recently is either Warrior or Lieutenant.

Mike Toelle

4818. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1905982257380001@port170.bitstream.net>
Source record: 62831

In article <35603743.CCC6524F@iwaynet.net>, The Doctor
<dklugh@iwaynet.net> wrote:

> Mark L. Simonson wrote:
> >
> > In article <355a2335.24293569@news.mci2000.com>,
> > CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:
> >
> > > I'm looking for a truetype version of the Atari800 system font. Does
> > > such a thing exist?
> >
> > If there isn't (and I don't think there is), I'd be willing to do one and
[snipped]
> > was to begin with. But a scalable TrueType font (without the "jaggies")
> > would be neat.
>
> I don't know about that but it should be easy to convert the Atari
> character set to ATASCII (it's stored in the Atari in a unique format of
> it's own) using the 192 byte table stored in the Atari.Since it's only
> 128 characters (1k) you'll have to create a second bit-inverted copy and
> append that to the first to make a 256 (2k) character set.Then you'll
> need a programme that will configure the VGA/EGA card for 8x8 character
> display.
> (EGA is normally 8x14,VGA 9x16)
> Or else double each line to make it a 8x16 (4k) character set.
> You could load that with DEBUG.
> (VGA character sets are 8x16,not 9x16)

That's all very interesting (and no doubt useful for MS-DOS)... but--no
offense--we're talking about TrueType fonts. I know you're not a big fan
of computers that use a graphical user interface, so FYI:

TrueType is a font format developed by Apple and Microsoft about 10 years
ago as an alternative to Adobe's proprietary PostScript format, and is now
the standard font format used by both MacOS and Windows. TrueType fonts
are stored as scalable mathematical outlines of the character shapes (as
opposed to discrete bitmaps) so they can be printed or displayed on-screen
at arbitrary sizes without needing a different (bitmap) font for each
size. Put another way, TrueType fonts create bitmap fonts on-the-fly at
arbitrary sizes.

Arguably, the Atari ATASCII set would not make a lot of sense as a
TrueType font, since it is essentially an 8-pixel-tall bitmap font to
begin with. Most TrueType fonts are based on real typefaces which are not
pixel-based, and therefore the more pixels and the smaller the pixels, the

more faithful they are to the originals. The Atari characters are pixel-based, so using them bigger or smaller is simply a matter of enlarging or reducing the pixels.

My plan is to create a "real" typeface that looks like the Atari set when it is rendered at 8 pixels tall. When it gets larger, instead of getting more jagged, it gets smoother. This will be especially nice when printed on laser or inkjet printers (Antic and A.N.A.L.O.G. could have used something like this! :-), but will also be nice in larger sizes on-screen. For purists, I am also doing a version that has the classic jaggies no matter what size it's used.

(BTW, getting the characters out of ROM is the easy part and only the first step.)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4819. Re: World of Atari Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <6jtl9e$sq2@bgtnsc02.worldnet.att.net>
Source record: 62832

rldetlefsen@delphi.com wrote:
>
> ComDungeon <comdungeon@aol.com> writes:
>
> >Haven't seen too many postings from people about the upcoming World of Atari
> >show in Las Vegas this August. From everything I'm reading and hearing, this
> >looks like it might be one of the BEST Atari shows ever.
> >
> >Anyone thinking of or planning on attending the show?
>
> I've been trying to look up the web page for the show. I am thinking of
> attending. Its too early to know for sure yet.
> Rick D.

thats good

--
Remove the extra "h" if you wish to reply.

4820. Home Repairs (Was: Heartbreak!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-19 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1905982323540001@port170.bitstream.net>
Source record: 62833

In article <35613A8F.32911116@sisna.com>, bobkla19@sisna.com wrote:

> I had an electronics back ground and when they attempted to charge me
> $200.00 to fix a disk drive in 1986, I told them that they were out of
> their mind!, I took an Ohm meter and went through the drive and found
> the compunet bad and replaced it for $2.00 plus my time, From there on I

I thought my old 800 was dead after our cat (RIP) knocked it off a high shelf. Turned it on--nothing. I'm not a hardware wiz, so I set it aside figuring I'd get it fixed later. Didn't toss it, though. Five years later it occurred to me to open it up to see what the damage was. To my surprise and chagrin, the RAM and ROM boards had just been knocked out of their sockets. Pushed 'em in--bingo! Works fine now. I had a similar experience with my 850 (same cat, too ;-) and fixed it after my success with the 800.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4821. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <3562506b.1616880@news.nowhere.net>
Source record: 62735

stevenposey@usa.net (Steven Posey) wrote:

>On 18 May 1998 21:09:52 GMT, right.back@you.com (Brother Grimm) wrote:
>
>>I remember this. Both my 810s have C roms. Was there a "D rom"?
>>
>There's no mention of a "D rom" in any of my tech stuff, but I guess it's possible. The only reason
>I doubt it is that the 1050's were coming out around 1982-83. Chances are, if there was a "D rom,"
>it went into the 1050.
>
>Steven

Hi Steven,
Somewhare around here I have an "E" ROM for the 810. As far as I
remember, it changed the step rate and skew plus allowed you to copy
some copy protected software. Software for it came on an Atari disk
and I was told it was an Atari in house setup. I took it out when I
put the Happy in.

clarence

4822. Re: Music programs for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <35628D51.B2E8FC8C@mb1.tu-chemnitz.de>
Source record: 62736

hi,

just to give you a hint: look at my www-pages about demos on xl/xe and
you will found some more like: music master III, music hall 88, music
hall 89, music kaleidoscope ...

greetings, sven.
--
==
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari

Im Feuer der Schlachten werden Menschen zu
Kriegern. Aber Helden findet man auch dort,
wo man sie nicht erwartet ... -OuterLimitS-
==

4823. Re: Atari Light Pen ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: LarryWhite <larrywhite@delphi.com>
Message-ID: <RDdLWuY.larrywhite@delphi.com>
Source record: 62737

I picked up an Atari Lightpen at the Chicago show, but have never been able to get it to work well. Got instructions and everything. Anyone know any mods or fixes needed to get these things to work properly?
LWhite6497@aol.com or Larrywhite@delphi.com

4824. Re: Atari Force

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: HenryK <henryk@auscape.net.au>
Message-ID: <6jug86$8im$1@floyd.ideal.net.au>
Source record: 62738
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi

Apologies for this posting.
It was meant only for local consumption (Amigan).
I only realised later that this was also posted to Atari newsgroups.

HenryK
~~~~~~
HenryK wrote in message <6jlt46$sa1$1@floyd.ideal.net.au>...
>What's an Atari ?
>
>
~~~~~~

4825. Jaguar - Group

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: andre.azzi@gecits-eu.com
Message-ID: <6jurnh$j23$1@nnrp1.dejanews.com>
Source record: 62739

Hallo Leute !!

Vielleicht weiss es noch nicht jeder, aber seit knappen 2 Monaten gibt es die "Jaguar-Community-Group" - Germany, der ultimative Club f�r den Atari Jaguar. Weitere Infos gibts auf der Page von Sach Hofer unter :

http://iamwww.unibe.ch/~hofer/jaguar.html

Bald wird das erste Clubmagazin erscheinen und l��t garantiert das Herz aller Jaguar-Freunde h�her schlagen. Wer ein Magazin bestellen m�chte, kann eine Mail an Wolf Gross unter :

info@atarihq.de

Wer dirkt noch weitere Infos haben m�chte, der kann mir gerne eine Mail schreiben unter :

andre.azzi@gecits-eu.com

OK, und weiter Happy Gaming (Yes, Kill�em, Kill�em (Doom)) !!

Andre "The Fake" Azzi
"Jaguar-Community-Group" - Germany

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4826. Re: Writing ATARI DS/DD disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6jurs7$jc6$1@nnrp1.dejanews.com>
Source record: 62740

Marco, yo tengo el codigo en lenguaje C de Util, si es lo que necesitas
puedo enviartelo por Mail hoy mismo....

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4827. Indus programming.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6juv1h$o4b$1@nnrp1.dejanews.com>
Source record: 62741

I was just wondering.....

Can the indus be programmed???, if so, does anybody have the list
of commands for the Indus????, I've opened the drive and has lots of
ic's inside........ Tanks a lot....

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4828. Re: Re : Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35631596.6FEF332@iwaynet.net>
Source record: 62742

JMouchmino wrote:
>
> Quite often, you have to blame the programmer, NOT the hardware.
> The Atari 8-bit computers can do fabulous things, but unless you know the
> machine very well, you'll never program something technically above average.

Just look at 2600 Pac Man and Ms.Pac Man for a good example of this.

> Atari 8-bit versions of Asteroids, Ms. Pac-Man or even Food Fight aren't good
> examples of programming (check out the C64 version of Ms. Pac-Man to see what I
> mean!).

I thought that Asteroids and Ms.Pac Man were faithful to the arcade
version.

Well the Commodore could display 8 sprites rather than 4 played and 4
misiles.And they could have 3 colours compared to the Atari's 1.
(but only one colour is unique,the other two are shared amongst all the
sprites.But,of course,horizontal interupts can fix that on a per-line
basis)
On the Atari you have to combine two players to get three colours and
the thrid colour is a mix between the colours of the original two.
(That is,You can't control it directly)
And if you use 1-colour sprites then you get double the horizontal
resolution.(320x200 sized pixels compared to 160x200 & 160x100 for the
Atari)
And it was a lot faster to move them around since all you did was tell
the graphics chip the co-ordinates to display them at rather than having
to move a dozen or so bytes (a byte for each line) to move them
verticaly.And the same goes for sprite animation.

> Several games are better on the computer: a program like Karateka (which was
> developed years after the original version) is a real loser on the 7800.

Well,of course,the computer has a disk drive for un-limited storage and
a keyboard and more RAM.But keyboards and disk drives would mean having
to install a POKEY chip.POKEY would also allow you to have a tape drive
for SuperCharger-like games.
(most 7800s don't like the SuperCharger)

I still can't understand why no games (especially RPGs) on the Sega
Saturn use the keyboard.

4829. Re: Specs for DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35630E2B.382B8C8A@iwaynet.net>
Source record: 62743

rldetlefsen@delphi.com wrote:
>
> For Mydos, byte 1 of the dir entry, bit 4(7-0) is used to specify sub-
> directory. The forward sector reference bit were expanded with the file
> number bits so 65535 sectors could be referenced. And once folders started
> being used, to which folder did a file #32 belong if an error occurred. So
> file numbers were not used(but can be useful if the directory structure were
> changed).

But file numbers are used if the disk has 720 (or less???) sectors.This
means single density (90K) and double density/256bps (180k) disks.So if
you don't create sub-directories the disk should be DOS 2 compatible.

4830. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35630C93.1E81286C@iwaynet.net>
Source record: 62744

Mark L. Simonson wrote:
>
> In article <35603743.CCC6524F@iwaynet.net>, The Doctor
> <dklugh@iwaynet.net> wrote:
>
> > Mark L. Simonson wrote:
> > >
> > > In article <355a2335.24293569@news.mci2000.com>,
> > > CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:
> > >
> > > > I'm looking for a truetype version of the Atari800 system font. Does
> > > > such a thing exist?
> > >
> > > If there isn't (and I don't think there is), I'd be willing to do one and
> [snipped]
> > > was to begin with. But a scalable TrueType font (without the "jaggies")
> > > would be neat.
> >
> > I don't know about that but it should be easy to convert the Atari
> > character set to ATASCII (it's stored in the Atari in a unique format of
> > it's own) using the 192 byte table stored in the Atari.Since it's only
> > 128 characters (1k) you'll have to create a second bit-inverted copy and
> > append that to the first to make a 256 (2k) character set.Then you'll
> > need a programme that will configure the VGA/EGA card for 8x8 character
> > display.
> > (EGA is normally 8x14,VGA 9x16)
> > Or else double each line to make it a 8x16 (4k) character set.
> > You could load that with DEBUG.
> > (VGA character sets are 8x16,not 9x16)
>
> That's all very interesting (and no doubt useful for MS-DOS)... but--no
> offense--we're talking about TrueType fonts. I know you're not a big fan
> of computers that use a graphical user interface, so FYI:

Yeh,I know about re-scalable (vector?) fonts;I'm not totaly senile.As
for a GUI,I have to use X under Linux which isn't so bad until I have to
run NetScape (I prefer Lynx).If only programmes would give a more usable
keyboard interface like XV does.The ability to use a windows manager of
my own choosing is nice.Though shared-VGA is still the way to go for
anything that needs performance.

And when you used the ST,didn't you use programmes that used video
memory directly or GEMDOS/BIOS in preference to programmes that used the
AES (Windows) to display text (or whatever).I tried to write a term
programme under BASIC once.But every time it sent a character to the

screen (window) the scroll bars got re-updated so it was incredibly slow.I ended up using the BIOS for screen display.
(oddly enough,the BIOS is what interprets VT52 codes so it worked out for calling ST boards,though it was really just a theoretical experiment)
It's amazing how fast BIOS text is (like when you use PCOMMAND or some other command line interface) considering it has to move around 32k of RAM.

4831. FA: ATARI 800XL + 2 games, 2 joysticks on ebay with PIC

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <35631987.2560694@news.mindspring.com>
Source record: 62745
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.classic,alt.games.video.classic

Up for bids on ebay through Sunday night.

Click on the links below to see a photo and a description.

ATARI 800XL in excellent condition with pwr supply, Defender + Star
Raiders carts with instructions, 2 WICO "The boss" Joysticks, and 1
SIO cable.

Bid starting at $9.99

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14660253

Also on ebay through Sunday---

ATARI 1050 in excellent condition with power suppply and SIO cable.

Current Bid $5.00

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14660681

Thanks for looking!

4832. FA: ATARI 1050 Disk Drive on ebay with PIC

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <35631be2.3164069@news.mindspring.com>
Source record: 62746
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.classic,alt.games.video.classic

Up for bids on ebay through Sunday night

ATARI 1050 disk drive in excellent condition with power suppply and
SIO cable.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14660681

Also see...

A very nice ATARI 800XL in excellent condition with pwr supply,
Defender + Star Raiders carts with instructions, 2 WICO "The boss"
Joysticks, and 1 SIO cable.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14660253

Thanks for looking!

4833. V: div. atari 8bit Hardware (german)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: Sven Traenkle <Zwen@studbox.uni-stuttgart.de>
Message-ID: <35631BAE.BF63645@studbox.uni-stuttgart.de>
Source record: 62747
Cross-posted to: de.markt.misc.comp.hardware,stgt.atari,comp.sys.atari.8bit

Ich verkaufe folgende Atari 8bit Hardware:

Atari 800XL 256Kbyte, div. extras
Atari 800XL defekt
Floppy 1050+Speedy
Turbo Freezer XL
ROM Disk
Drucker 1029
RS232 Interface
orig. Atari Reperaturkit (Die Prozessoren CPU, POKEY, GTIA, ANTIC)
div. DIsketten und Bücher

VB 300 DM
auf Anfrage auch einzeln.

Sven Tränkle
Tel 07158 / 8136
Zwen@studbox.uni-stuttgart.de

4834. Re: author seeking my game from long ago

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35631E02.4DDCF581@iwaynet.net>
Source record: 62748

Andrew Davie wrote:
>
> Speak of the devil... cleaning out the garage, I found some old screen
> shots. I've scanned one - to help identify Qb, there's an image at
> http://www.comcen.com.au/~adavie/qb2.jpg

That game looks like it was written by the same guy that did Xagon!
Same character set and style of graphics.Xagon was always one of my
favourites.But putting up a JPEG in a Atari news-group is kind of
pointless.And screen shots should really be GIFs anyway.
Too bad there's no GIF-to-GED converter.I'll have to convert it to a
(non-dithered) GIF and see what it looks like under 160x200x64 with
JVIEW (ColourView) some time.
(I really DO have to much spare time)

I checked out your home directory/file/page/whatever while looking at
the screen shot.Some [ahem] "interesting" pictures of yourself you have
there.

4835. Re: scrolling credits program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <3563236E.49DA556C@iwaynet.net>
Source record: 62749

Preston F. Crow wrote:
>
> I am in charge of making copies of a video of a play that my wife was
> in. I thought it would be neat to use my Atari to have scrolling
> credits at the end. Has anyone written a program to do that? Where
> would I find it?
>
> I suppose I should break down and write it myself, but I'm not sure I
> have time to do so.

You could just use the built-in smooth scrolling effect of the XL/XE OS.

```
7 DIM Q$(40)
REM ALLOCATE MEMEORY FOR A SINGLE CREDIT
8 TRAP 100
REM TRAP ERRORS
10 POKE 709,14
REM MAKE BRIGHT WHITE TEXT
20 POKE 710,0
REM MAKE BLACK BACKGROUND
30 POKE 622,255
REM SIGNAL THE OS THAT IT'S SMOOTH SCROLLING TIME
40 GRAPHICS 0
REM MAKE IT SO!
50 OPEN #3,4,0,"D:CREDITS.TXT"
REM OPEN THE FILE WITH THE CREDITS.
60 INPUT#3;Q$
REM GRAB A LINE
70 PRINT Q$
REM PRINT IT TO THE SCREEN
80 INPUT Q$
REM DUMMY INPUT;PRESS RETURN TO SHOW NEXT LINE
90 GOTO 60
REM SECOND VERSE,SAME AS THE FIRST (THAT IS,DO IT AGAIN)
100 END
```

Just capture that to "CREDITS.LST".To load it into BASIC type
ENTER"D:CREDITS.LST".You might want to replace line 100 with a real
error handler.Put a clear-screen code (type ESC-CLEAR) at the beginning
of some lines to clear the screen if you're not going to have scrolling
credits.You can put arrows into those lines too if you don't want text
starting at the very top of the screen.Of course if you're not going to
use scrolling credits then you'll want the credits to appear instantly
which would require switching video memory locations.("double
buffering")

I'm not sure how to do that in a OS friendly manner.
(we're relying on the screen handler to do everything so that's
important)
And you'll probably want different sized text (GR.1 and GR.2).

You might look into a cable-TV buletin board programme that's used to
display text continously on a cable channel.I have one that I got from a
unknown source.

4836. Re: Atari Light Pen ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <35633e08.676837@news.pipeline.com>
Source record: 62750

Larry,

I picked up a few light pens at the Chicago show also and had similar
troubles. I think the stuff Atari brought with them was a reject batch
from the warehouse. There were quite a few defectives in the lot. The
cable for the light pens wasn't very pliable. Maybe that was the
problem?

Did you get any "power without the price" license plate holders?

John
jhardie@pipeline.com
www.atarihq.com

LarryWhite <larrywhite@delphi.com> wrote:

>I picked up an Atari Lightpen at the Chicago show, but have never been able to
>get it to work well. Got instructions and everything. Anyone know any mods
>or fixes needed to get these things to work properly?
>LWhite6497@aol.com or Larrywhite@delphi.com

4837. Classic Video Games,Old Computers for Sale/Trade/Buy

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <356347B7.D40@ccnet.com>
Source record: 62751
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.cbm,comp.sys.atari.8bit

Stop by my NEW Web Page and see if you find anything you want.

http://www.ccnet.com/~4jays

--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ccnet.com/~4jays

4838. Favorite 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <1998052021071500.RAA07215@ladder01.news.aol.com>
Source record: 62752

I just rediscovered another of my favorite 8bit games: OILS WELL. Been playing for an hour now and its as addictive as ever as I keep telling myself "just one more try". Finally had to force myself away from it.

I know that Oils Well was released for the Colecovision system also but did it appear on any other video game or computer systems?

Al

4839. What other systems do you own besides Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998052021380100.RAA10745@ladder01.news.aol.com>
Source record: 62753

I'm just curious to know what other game systems you Atari 8-bit owners also have. Besides my Atari 800, 800xl and XEGS, I currently own:

Vectrex
Sega Nomad (Portable Genesis)
Sega Saturn
Sony Playstation
Super Nintendo

I've probably owned every system ever created, but these are the ones that I choose to hold on to. What about you?

-Scott Wozniak

4840. Re : Favorite 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998052021450701.RAA11562@ladder01.news.aol.com>
Source record: 62754

Oil's Well was released on a myriad of systems: Atari 8-bit, Apple II, C64, Mac, PC (original version and enhanced version some five years ago), Colecovision...

4841. Re : Re: Re : Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998052021450800.RAA07333@ladder03.news.aol.com>
Source record: 62755

Sure, Atari 8-bit versions of Asteroids and Ms. Pac-Man are good fun, but they aren't technically good; for example, the animation in Ms. Pac-Man is not very smooth and you get flickering ghosts!
Even in 1983, you could do a lot better than that; compared to other programs, Ms. Pac-Man probably isn't the hardest game to code...
True, it seems the C64 has better, more advanced sprite-handling overall.
Karateka is a loser on the 7800, but it has nothing to do with less or more RAM; the game is just a pain to play!
Anyway, you can put everything on a bank-select cartridge...

4842. Re: What other systems do you own besides A

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <6jvmuoeol1@roch.zetnet.co.uk>
Source record: 62756

On 20 May 1998 21:38:01, Swozniak wrote:
> I'm just curious to know what other game systems you Atari 8-bit owners also
> have.

2600, 800, 800XL, 130XE, 1040STF, Falcon030
Jaguar,Lynx
SNES
Saturn
Playstation on the way...

I would NEVER part with any of them!

--
Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
osian@zetnet.co.uk "Lurker at the threshold" ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4843. Re: What other systems do you own besides Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd8444$c85506e0$b8374382@vidar>
Source record: 62757

Well, I have the following
Atari 130XE (3), 800XL (2), 800 (2), 600XL, 1200XL, XEGS (1 and a 1/2 :-)
Lacking keyboard for one), 400, ST, STe 4Mb, Falcon 030 4Mb, Mega ST 2,
2600 (2 4 switch models and a Jr.), 5200 (2 of each 2 and 4 port), 7800
(2), Jaguar (3) with 2 CD units, Lynx (2), Lynx II (2)
TI-99/4A
Sega Master System II
Super Nintendo
Nintendo 8-bit
Intellivision (waiting for it anyway), same with Colecovision, C-64,
possibly a Vic-20, Vectrex, Philips G-7000

But none beat the feeling of the Atari's. Take Atarian care everybody

Swozniak <swozniak@aol.com> wrote in article
<1998052021380100.RAA10745@ladder01.news.aol.com>...
> I'm just curious to know what other game systems you Atari 8-bit owners
also
> have. Besides my Atari 800, 800xl and XEGS, I currently own:
>
> Vectrex
> Sega Nomad (Portable Genesis)
> Sega Saturn
> Sony Playstation
> Super Nintendo
>
> I've probably owned every system ever created, but these are the ones
that I
> choose to hold on to. What about you?
>
> -Scott Wozniak
>
>

4844. Power Supply for a Modem

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: NassauNet User <el032627@nassaulibrary.org>
Message-ID: <Pine.SOL.3.96.980520194635.13966A-100000@mail>
Source record: 62758

I received from my neighbor a US ROBOTICS 56k FAXMODEM - SPORTSTER VOICE MODEM. Unfortunately he did not have the power supply that goes with it. It is an external modem. There are no markings on what the voltage of the modem or the power supply voltage is.

If you happen to know what the voltage of the power supply is - please leave me an E Mail message. I would appreciate it very much.

Atarily,

Ron Fetzer el032627@nassaulibrary.org

4845. Mapping the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <35636E81.C0F0EA2D@li.urp.edu.pe>
Source record: 62759

A question: what happened to Ian Chadwick's project for converting his
book "Mapping the ATARI" to HTML? Last I heard of it was 2 years ago,
I don't know what happened after that...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

4846. Re: WANTED: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: "Solucoes e Informatica Ltda." <seigrap>
Message-ID: <35632d00.0@news.matrix.com.br>
Source record: 62760

>> Be sure to get De Re Atari.
>Why, what's that got to do with a Portfolio?

At least in portuguese, portfolio means a printed material about something
(this may include a "technical portfolio"), so I guess there is a mistake
about the meaning of "portfolio"...

Werner
Brazil

4847. Re: scrolling credits program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-20 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6jt6iv$9ol$1@news.dmv.com>
Source record: 62834

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: I am in charge of making copies of a video of a play that my wife was
: in. I thought it would be neat to use my Atari to have scrolling
: credits at the end. Has anyone written a program to do that? Where
: would I find it?

: I suppose I should break down and write it myself, but I'm not sure I
: have time to do so.

: --PC

Text scroller programs appeared in magazines years ago and it should be possible to write something in BASIC. A good commercial program was Video Title Shop from DataSoft. Vendors might still have it. Check the Atari FAQ vendor's list at:

http://www.faqs.org/faqs/atari-8-bit/faq/

for addresses and phone numbers.

Steve

4848. Re: I need a 3.5 IDE cable, 040 and SCSI dr

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: atari@bright.net
Message-ID: <6k2979$js7$1@cletus.bright.net>
Source record: 62635

On 21 May 1998 09:31:16, XDelusion wrote:
>If anyone has a working:
>
>3.5 IDE cable
>
>Fast 040 with FPU
>
>or SCSI driver
>
>
>for my 1200 please get in touch!!

Wrong news group dude. :-)

Try comp.sys.amiga.market.place?

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

4849. WANTED: ATARI 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd850c$a7672b20$90dbccc3@default>
Source record: 62636

Want to buy a fully working Atari 130XE possibly with more than 128k so I
won't have to upgrade myself. NTSC or PAL, does not matter.

Please send mail to:
nospam-cfsoft@mailcity.com
(NOTE: PLEASE REMOVE "nospam-" IN E-MAIL TO REPLY)

Christian

4850. Re: Home Repairs (Was: Heartbreak!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6k2fss$qbv@bgtnsc03.worldnet.att.net>
Source record: 62637

Yeah the old atari's are really strong machines!!

Try that with a modern PC!! LOL!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Mark L. Simonson wrote in message ...
>In article <35613A8F.32911116@sisna.com>, bobkla19@sisna.com wrote:
>
>> I had an electronics back ground and when they attempted to charge me
>> $200.00 to fix a disk drive in 1986, I told them that they were out of
>> their mind!, I took an Ohm meter and went through the drive and found
>> the compunet bad and replaced it for $2.00 plus my time, From there on I
>
>I thought my old 800 was dead after our cat (RIP) knocked it off a high
>shelf. Turned it on--nothing. I'm not a hardware wiz, so I set it aside
>figuring I'd get it fixed later. Didn't toss it, though. Five years later
>it occurred to me to open it up to see what the damage was. To my surprise
>and chagrin, the RAM and ROM boards had just been knocked out of their
>sockets. Pushed 'em in--bingo! Works fine now. I had a similar experience
>with my 850 (same cat, too ;-) and fixed it after my success with the 800.
>
>
>Mark
>
>---
>Mac/Atari Fusion: Atari 8bit Resources for Mac Users
>http://www2.bitstream.net/~marksim/atarimac/
>
>Mark Simonson, Proprietor
>marksim@bitstream.net
>
>Atari user since 1982 -- Mac user since 1984
>---

4851. Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3564EC97.7238@wwa.com>
Source record: 62638

Just wondering:

It is better to leave the 800xl and the drives etc. on all of the time
or better to turn them off when fisnished using?

This stuff is 15 years old.

Thanks
Eric

4852. Re: Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: *rlcolli*@ibm.net
Message-ID: <u4/Y1kimRxsD092yn@ibm.net>
Source record: 62761

In article <3561AC37.CD194D82@csfb.com>,
Curt Vendel <curt.vendel.2@csfb.com> wrote:
>In many ways the Atari 7800 is superior graphics wise to the Atari 8-bit
>systems, the Maria chip added a lot of power to the 7800 in terms of
>graphics. If a cart was equipped with a Pokey chip, then sound was no
>problem either.

So has anyone thought of putting the Maria chip in an 8-bit system?

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins *rlcolli*@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

4853. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: right.back@you.com
Message-ID: <6k07ichbn1@supernews.com>
Source record: 62762

In article <3561382A.AEEC2E34@sisna.com>, bobkla19@sisna.com says...
>
>Your 810 fix can be found in ST Magazine.

Do you recall the article name? Or have a URL if it's on the net?
(wishful thinking, I know)

I took the systems out last night and can give a better
description of the problems.

1) won;t power on. dead. no lights, no camera....

2) powers up, acts as if it would like to boot, maybe
even reads in a few sectors, then starts that sound
as if there were no disk in the drive. the one that
sounds like an injured burro. then silence. then
it no doubt times out to the computer, but the disk
may reawaken.

4854. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052105071300.BAA27868@ladder03.news.aol.com>
Source record: 62763

>>Could anybody post one that works?...

I have had the best success with C. Marslett's "UTIL.EXE".
I likewise had problems until I used an XF551 drive to format
the disks. Not even a modified 1050 would work properly. Why?
I believe the problem is that Atari drives other than the XF551
don't use the timing hole, so as a result sectors written on 1050's
(MFM D/D) can be written at the timing hole area. When an IBM
drive tries to read those sectors, it chokes. I can't remember if
I tried formatting disks on the PC or not, but I would sure think
that would work also (256K sectors, naturally.)
LWhite6497@aol.com

4855. Re: RF Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052105415400.BAA00465@ladder03.news.aol.com>
Source record: 62764

I seem to remember taking one of these apart years ago, and in
addition to the ferrite ring, there was a 75 to 300 ohm convertor.
I remember this because I modified it to go into a 75 ohm input
on the TV I was using at the time. (It's been a long time!)
LWhite6497@aol.com

4856. Re: Atari 8bit monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052105481800.BAA00851@ladder03.news.aol.com>
Source record: 62765

>Is there a way to hook up an Atari SC1224 monitor to an Atari 800xl
>>computer? Im sure there is a way for this to be done. Is there a site
>>or a person with the specs on how to do this?

This brings up an old question of mine (and I'm sure a few others)
If you can take the individual RGB signals off the Atari, could they
be run directly to a VGA multisync monitor? If I remember, the
horizontal frequency of VGA is about double the Atari, so could
a circuit be designed to double the output frequency of the Atari?
Any thoughts, speculation, etc.?
LWhite 6497@aol.com

4857. Dead XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052106095500.CAA02128@ladder03.news.aol.com>
Source record: 62766

Does anyone know the likely ills of a (black&yellow) Basic XE cart? I have a dead one. The ROM seems good - I took it out of the dead cart and put it in a a good one. Or - does anyone know if it's possible to put the rom/code in one of the earlier (orange carts) to salvage it?
Thanks,
LWhite6497@aol.com

4858. SIO2PC cables on sale again

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6k0je8$l3a$1@korweta.task.gda.pl>
Source record: 62767
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14764188

check it out

4859. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: dougkalley@aol.com
Message-ID: <1998052107195300.DAA09319@ladder01.news.aol.com>
Source record: 62768

I picked up my somwhere in 87-88. I was a long time commodore user and picked up a 1200 from a another C= friend of mine who got it from some old man trying to sell it ass a c-128 in an add ;-). So i bought in return for $25. In the box with a basic cart, ended up buying dig dug a few years later. Just recently I got rid of a 1040St system for disk drives and goodies for the atari, good trades, I never could stand the ST gui being a mac freak for years (no flames please).

Now I can play all those games I would play at my friends house. Damn those were good. 1982-1984 was a good software year on that machine. Ohyeah, I can save my programs now and do assembler. Love 6502 code on the 1200.

Out of a closet full of 65XX machines the 1200 is my fave, If i had drives for it 10 years ago my 64 would have been a dust collector.

4860. I need a 3.5 IDE cable, 040 and SCSI driver for my 1200!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Delusion@wcoil.com
Message-ID: <6k0s94$h0m$0@208.10.3.98>
Source record: 62769
Cross-posted to:
comp.sys.amiga,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit

If anyone has a working:

3.5 IDE cable

Fast 040 with FPU

or SCSI driver

for my 1200 please get in touch!!

Thankx!!

XDelusion

delusion@wcoil.com

www2.wcoil.com/~delusion

4861. Lots of stuff for Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <3563F7B2.3A98@ccnet.com>
Source record: 62770
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace

I just put up my Web Page.Come by and check it out.You might find
something you want or need.I have dealt with many people here on the
newsgroups and on EBAY.Referances are avalible on request.

http://www.ccnet.com/~4jays

--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ccnet.com/~4jays

4862. Norwegian Atari 8-bit Users

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd84a9$2d160840$49dbccc3@default>
Source record: 62771

I have a question for Norwegian 8-bit users (if there are any on this
board):
I plan to purchase a 130XE via mail from the US. Have any of you ordered
hardware from overseas and had to pay customs? I know the Norwegian customs
can be a pain in the ***.
Thanks.

Christian Fowler

4863. Re: I need a 3.5 IDE cable, 040 and SCSI driver for my 1200!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35641030.D5C0463@ix.netcom.com>
Source record: 62772
Cross-posted to:
comp.sys.amiga,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit

```
XDelusion wrote:
>
> If anyone has a working:
>
> 3.5 IDE cable
>
> Fast 040 with FPU
>
> or SCSI driver
>
> for my 1200 please get in touch!!
>
> Thankx!!
>
> XDelusion
>
> delusion@wcoil.com
>
> www2.wcoil.com/~delusion

XDelusion,
The 1200 you are talking about sounds like an Amiga 1200 as opposed to
an Atari 1200XL. This this correct?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

4864. Re: What other systems do you own besides Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3564406e.169491750@news.ioa.com>
Source record: 62773

On 20 May 1998 21:38:01 GMT, swozniak@aol.com (Swozniak) wrote:

>I'm just curious to know what other game systems you Atari 8-bit owners also
>have.

Besides the 800 and 2 130XE's, we've got a Sega Genesis w/ 32X expansion, and something else that I
doubt anybody ever remembers: The Adversary. It's a pong-like system that had tennis, squash, and
hockey built into one machine. Bit-block graphics (if you can call them that) and 2 controllers that
only went up and down. Still, it was some of the most fun we ever had sitting in front of a TV in
the '70s. There was no 1-player mode that I can remember (except maybe for squash) so this was
definitely a head-to-head machine.

Later!
Steven

4865. Re: Another 810 question

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3562dc47.78302857@news.ioa.com>
Source record: 62774

On Wed, 20 May 1998 03:43:56 GMT, cdyson@redshift.com (Clarence Dyson) wrote:

>stevenposey@usa.net (Steven Posey) wrote:
>
>>On 18 May 1998 21:09:52 GMT, right.back@you.com (Brother Grimm) wrote:
>>
>>>I remember this. Both my 810s have C roms. Was there a "D rom"?
>>>
>>There's no mention of a "D rom" in any of my tech stuff, but I guess it's possible. The only reason
>>I doubt it is that the 1050's were coming out around 1982-83. Chances are, if there was a "D rom,"
>>it went into the 1050.
>>
>>Steven
>
>Hi Steven,
> Somewhare around here I have an "E" ROM for the 810. As far as I
>remember, it changed the step rate and skew plus allowed you to copy
>some copy protected software. Software for it came on an Atari disk
>and I was told it was an Atari in house setup. I took it out when I
>put the Happy in.
>
>clarence
>

Cool!!! It sounds like what you have is the modified ROM that Atari (and other software companies)
used to write copyprotected software, which would make sense that it was "an Atari in house setup."
Chances are you have a pretty rare jewel.

Anybody out there have any more info on the "E" ROM?

Steven

4866. Re: Norwegian Atari 8-bit Users

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd84df$6f636400$b3374382@vidar>
Source record: 62775

I have ordered a lot from the states and it depends on the price you pay. I usually don't have to pay customs with values below $50, but above $100 I usually have to. Where do you live in Norway ? I live in Sarpsborg, about 90 km outside Oslo. Take Atarian care

Christian Fowler <nospam-cfsoft@mailcity.com> wrote in article <01bd84a9$2d160840$49dbccc3@default>...
> I have a question for Norwegian 8-bit users (if there are any on this
> board):
> I plan to purchase a 130XE via mail from the US. Have any of you ordered
> hardware from overseas and had to pay customs? I know the Norwegian customs
> can be a pain in the ***.
> Thanks.
>
> Christian Fowler
>

4867. Re: What other systems do you own besides A

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3564769c.0@news10.kcdata.com>
Source record: 62776

On 20 May 1998 21:38:01, Swozniak wrote:
> I'm just curious to know what other game systems you Atari 8-bit owners also
> have.

800XL
NES
Gameboy
SNES
Genesis
Saturn
might get an SMS soon

only Atari stuff I got is the 800XL, didn't buy video games
in early 80's because my 800XL is the same age as I am.

4868. Re: Norwegian Atari 8-bit Users

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd84ec$c7178e80$0adbccc3@default>
Source record: 62777

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bd84df$6f636400$b3374382@vidar>...
> I have ordered a lot from the states and it depends on the price you pay.
I
> usually don't have to pay customs with values below $50, but above $100 I
> usually have to. Where do you live in Norway ? I live in Sarpsborg, about
> 90 km outside Oslo. Take Atarian care
>
> Christian Fowler <nospam-cfsoft@mailcity.com> wrote in article
> <01bd84a9$2d160840$49dbccc3@default>...
> > I have a question for Norwegian 8-bit users (if there are any on this
> > board):
> > I plan to purchase a 130XE via mail from the US. Have any of you
ordered
> > hardware from overseas and had to pay customs? I know the Norwegian
> customs
> > can be a pain in the ***.
> > Thanks.
> >
> > Christian Fowler
> >

Thanks. I once had to pay customs for a walkman from the States, while I
didn't have to pay customs for an SMM80 printer for the ST!
I live in Oslo. Great to see there are still a few Norwegian atarians out
there.

Christian

4869. Re: scrolling credits program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6k1tcu$ia8$1@dartvax.dartmouth.edu>
Source record: 62778

```
The Doctor writes:
>Preston F. Crow wrote:
-> I am in charge of making copies of a video of a play that my wife was
-> in. I thought it would be neat to use my Atari to have scrolling
-> credits at the end. Has anyone written a program to do that? Where
-> would I find it?
->
-> I suppose I should break down and write it myself, but I'm not sure I
-> have time to do so.

>You could just use the built-in smooth scrolling effect of the XL/XE OS.

I don't have an XL/XE.
I use my original CTIA 800.
I wasn't aware of any changes related to scrolling in the XL/XE OS.

>You might look into a cable-TV buletin board programme that's used to
>display text continously on a cable channel.I have one that I got from a
>unknown source.

That sounds interesting. If you have it handy, could you email it to
me?

Thanks!

--PC
--
/*********************************************************/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/*********************************************************/
```

4870. Atari 8bit stuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <35648741.23EB@ccnet.com>
Source record: 62779

Come visit my web page.I have a lot of Atari 8-bit stuff for sale/trade.
Lots of Game Carts too.
800's,800XL's,600XL's,SIOCables,Power-supplys,etc.

http://www.ccnet.com/~4jays

--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ccnet.com/~4jays

4871. Re: What other systems do you own besides A

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3564820b.0@news10.kcdata.com>
Source record: 62780

TJ Edmister <damage_x@hotmail.com> writes: > On 20 May 1998 21:38:01, Swozniak wrote:
> > I'm just curious to know what other game systems you Atari 8-bit owners also
> > have.
>
> 800XL
> NES
> Gameboy
> SNES
> Genesis
> Saturn
> might get an SMS soon
>
> only Atari stuff I got is the 800XL, didn't buy video games
> in early 80's because my 800XL is the same age as I am.

silly me, I forgot I also got an Atari C-380 pinball thing, a TI-99,
and one of those "Adam" computers.

4872. Re: What other systems do you own besides A

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: Westy <civic83@execulink.com>
Message-ID: <35649917.5B6C@execulink.com>
Source record: 62781

TJ Edmister wrote:
>
> TJ Edmister <damage_x@hotmail.com> writes: > On 20 May 1998 21:38:01, Swozniak wrote:
> > > I'm just curious to know what other game systems you Atari 8-bit owners also
> > > have.
> >
> > 800XL
> > NES
> > Gameboy
> > SNES
> > Genesis
> > Saturn
> > might get an SMS soon
> >
> > only Atari stuff I got is the 800XL, didn't buy video games
> > in early 80's because my 800XL is the same age as I am.
>
> silly me, I forgot I also got an Atari C-380 pinball thing, a TI-99,
> and one of those "Adam" computers.

i have a vast collection of other computers/game systems, they include:

colecovision
coleco adam
gameboy
atari 2600 (woodgrain and 4 button version)
original nintendo
atari XE
ti99/4a
atari 520 (520 stfm, 520st)
amiga 500
amiga 1000
vic 20
c 64
pet
coco I
coco II
trs80 I
atari 400
atari 130xe
apple IIe
timex 1000
sinclair zx81
pcjr
trs80 III

odessey II

Although I dont use these machines every day, they are all functional and they all have their own strengths and weeknesses for games (I am very partial to the atari 400, my favorite machine)

westy

4873. Re: Dead XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6k2bmheco1@nnrp1.dejanews.com>
Source record: 62782

In article <19980521060955OO.CAA02128@ladder03.news.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
>
> Does anyone know the likely ills of a (black&yellow) Basic XE cart? I have a
> dead one. The ROM seems good - I took it out of the dead cart and put it in a
> a good one. Or - does anyone know if it's possible to put the rom/code in one
> of the earlier (orange carts) to salvage it?
> Thanks,
> LWhite6497@aol.com
>
>

Clean the connectors with isoprophile alcohol, don't use q'tips because
they have glue, use cotton pads......

Javier

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4874. 5200 Glenn. I give in.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <6k292maki1@nnrp1.dejanews.com>
Source record: 62783

Hi there,

Just wondering whats the beans with "Glenn the 5200 Man"??

I remember this name on a few games I had back in the 80s
And have seen it more on a few on a CD of 8-bit stuff I've got.

AFAIK he worked at Atari. He was pretty clued up with game programming and 'tweaked' 5200 games so they'd run on 8-bit comps. And circulated them because they were good, and would never have been otherwise? These are all 'guesses'

What's the real story?
What is he doing now?

Just curious, as it has all the hallmarks of a true gamer-guy, fighting against the corporate crap. As far as I'm concerned he's pretty cool ! A lot of these games rock, and without him and YogiI wouldn't have seen many cool games over here in New Zealand.

Many thanks,

Cheers

John E Cash

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4875. Re: What other systems do you own besides A

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-21 00:00:00 UTC
From: robert erickson <dperw@utxdp.dp.utexas.edu>
Message-ID: <35648982.709F@utxdp.dp.utexas.edu>
Source record: 62784

there are game systems besides atari????...;)

4876. Re: What other systems do you own besides Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6k2ga8$g6q$1@news.asu.edu>
Source record: 62639

Obviously... TI-99/4A (and Geneve 9640) and Atari ST (2.5M STfm).

But I am not interested in collecting. I want to support the old
systems, and I have little enough time to really support my beloved
TI, much less the more useful ST or newer A800.
--
****
** David Ormand **** dlormand@aztec.asu.edu **
** TI-99/4A ** Geneve 9640 ** Atari ST **
** SW99ers - Tucson, Arizona ** TMS9900 Lives! **

4877. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052200222600.UAA22125@ladder01.news.aol.com>
Source record: 62640

I have seen some 5200 games, and they are subtley better. QIX
comes to mind as one with some maybe more improvement than
some others.

On the other hand, I've heard that the 7800 games were much better, especially
if there had to be a fairly large number of
moving, multicolored objects. Does anyone know what the
essential hardware differences were/are? In the computers,
it's Antic/GTIA (or CTIA), what's in the 7800?

LWhite 6497@aol.com

4878. FA: Atari Magazines (ANTIC) and books, last day.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6k2hc0$ojp@freenet-news.carleton.ca>
Source record: 62641

Last day on these books and magazines, enjoy!

14684448: Book - Original Atari 65XE Users Manual
Bidding starts at: $3.00
Auction ends on: 05/25/98 09:29:47 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14684448

14334975: Atari 7800 - FROGGO Water Ski (ER) New SW!!
Current bid: $12.50
Auction ends on: 05/22/98 00:06:03 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14334975

14390676: Atari - ANTIC 3 Magazine Package (1985)
Bidding starts at: $5.00
Auction ends on: 05/22/98 15:21:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14390676

14391534: Atari - ANTIC Magazine Feburary 1989 Issue
Current bid: $1.00
Auction ends on: 05/22/98 15:27:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14391534

14392392: Atari - ANTIC 5 Magazine Pack (1987)
Bidding starts at: $5.00
Auction ends on: 05/22/98 15:34:30 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14392392

14393543: Atari - ANTIC 11 Magazine Pack (1988)
Current bid: $5.00
Auction ends on: 05/22/98 15:43:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14393543

14413435: Atari - ANTIC 3 Magazine Pack (1989)
Bidding starts at: $5.00
Auction ends on: 05/22/98 18:00:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14413435

14415480: Atari - ANTIC Magazine August 1983.
Current bid: $2.00
Auction ends on: 05/22/98 18:12:31 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14415480

14417009: Atari - ANTIC 12 Magazines (Complete 1987!)
Current bid: $12.00
Auction ends on: 05/22/98 18:21:25 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14417009

14418173: Atari - ANTIC 7 Magazine Pack (1986)
Bidding starts at: $5.00
Auction ends on: 05/22/98 18:28:00 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14418173

14420854: Sega SMS 2 Pack - Alien Syndrome / C-Sandiego
Bidding starts at: $5.00
Auction ends on: 05/22/98 18:43:24 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14420854

14421568: Sega SMS 2 Pack - Double Dragon / Govellius
Current bid: $5.00
Auction ends on: 05/22/98 18:47:19 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14421568

14422534: Sega SMS RPG - Lord of the Sword
Current bid: $5.00
Auction ends on: 05/22/98 18:53:04 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14422534

14425378: SMS Sega RPG - Miracle Warriors MIB
Bidding starts at: $5.00
Auction ends on: 05/22/98 19:07:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14425378

14427205: Sega SMS 3 Pack!!! - Ninja / Shinobi / Rastan
Current bid: $5.00
Auction ends on: 05/22/98 19:17:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14427205

14430906: Sega SMS RPG - Spellcaster!
Current bid: $5.00
Auction ends on: 05/22/98 19:38:21 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14430906

14431244: Sega SMS RPG - Y's Adventure!
Current bid: $5.00
Auction ends on: 05/22/98 19:40:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14431244

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4879. Re: 5200 Glenn. I give in.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3564e19e.18967108@news.pipeline.com>
Source record: 62642

Glenn the 5200 man rocks!

I have no idea who he is or what his name is but we owe him a lot for
bringing us some great games we would have never seen otherwise.

Do you have any knowledge that he worked at Atari? I've never
considered this before but it does make sense.

Wish we could find him.

John
jhardie@pipeline.com
www.atarihq.com

john.moffat@lion-nathan.co.nz wrote:

>Hi there,
>
>Just wondering whats the beans with "Glenn the 5200 Man"??
>
>I remember this name on a few games I had back in the 80s
>And have seen it more on a few on a CD of 8-bit stuff I've got.
>
>AFAIK he worked at Atari. He was pretty clued up with game programming and
>'tweaked' 5200 games so they'd run on 8-bit comps. And circulated them
>because they were good, and would never have been otherwise? These are all
>'guesses'
>
>What's the real story?
>What is he doing now?
>
>Just curious, as it has all the hallmarks of a true gamer-guy, fighting
>against the corporate crap. As far as I'm concerned he's pretty cool ! A lot
>of these games rock, and without him and YogiI wouldn't have seen many cool
>games over here in New Zealand.
>
>Many thanks,
>
>Cheers
>
>John E Cash
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

4880. Re: Dead XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: Kyle Dain <kdain@apollotrust.com>
Message-ID: <3564FF77.F734D649@apollotrust.com>
Source record: 62643
Body handling: Binary attachment payload not displayed: vcard.vcf

LWhite6497 wrote:

> Does anyone know the likely ills of a (black&yellow) Basic XE cart? I have a
> dead one. The ROM seems good - I took it out of the dead cart and put it in a
> a good one. Or - does anyone know if it's possible to put the rom/code in one
> of the earlier (orange carts) to salvage it?
> Thanks,
> LWhite6497@aol.com

Clean the edge connector, and if that doesn't work, start replacing 74LS chips on the board.

The orange (or black) carts use 2 ROMs, and the banks are in a different order. It is possible with a little hacking to read the code from the 27128 ROM in the BXE cart and re-order the banks. You *can't* simply split the code in the middle, also, you can't take a 2 ROM cart and read the code from the 2 chips, and burn it into a 27128 without editing the bank order.

I'll look @ my docs and try to find more info. I remember there are some bytes in each bank that identify it, and they need to be changed.

--

__ __ __
/ //_/ __ __ / / ___
/ ,< / / / / / / / _ \ http://www.apollotrust.com/~kdain
/ /| | / /_/ / / / / __/ Voice 724-697-5580
/_/ |_| __, / /_/ ___/ ICQ 4194029
/____/

[One or more binary attachments are retained only in the source text.]

4881. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6k302v$1tf@freenet-news.carleton.ca>
Source record: 62644

Eric Cron (ericcron@wwa.com) writes:
> Just wondering:
>
> It is better to leave the 800xl and the drives etc. on all of the time
> or better to turn them off when fisnished using?
>
> This stuff is 15 years old.

Since the stress of the inital current surge (and temprature change) when a device is powered on usually causes failure, I would expect that leaving it running would be better if it is frequently used.

Clean power and good ventilation will address most of the issues related to leaving it on all the time. But given the long term quality of power you get from a wall socket, clean power might be asking for a miracle :)

If its only used once a year or something, thats another matter.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4882. Re: Dead XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1548.0007B399@condor.circa.ufl.edu>
Source record: 62645

In article <19980521060955OO.CAA02128@ladder03.news.aol.com> lwhite6497@aol.com (LWhite6497) writes:

>Does anyone know the likely ills of a (black&yellow) Basic XE cart? I have a
>dead one. The ROM seems good - I took it out of the dead cart and put it in a
>a good one. Or - does anyone know if it's possible to put the rom/code in one
>of the earlier (orange carts) to salvage it?
>Thanks,
>LWhite6497@aol.com

From what I remember (this is really going back now 15 years), the orange carts were Basic XL and consisted of two eproms. When ICD started selling/distributing the Basic XL/XE they were both released with only one eprom in the cartridge (black/yellow cart) and you could switch the eprom between the two so you could use a Basic XE to run Basic XL (don't ask me how I know).

But, going from Basic XL/XE Black/Yellow to the Basic XL Orange wasn't possible.

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

4883. Re: Wife has relented a little

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356574c7.508874@news.pressenter.com>
Source record: 62646

On Tue, 19 May 1998 01:18:45 -0700, BobKlaas <bobkla19@sisna.com>
wrote:

>If someone is seriously
>interested in buying me out, hardware, software, Copyrights ects I will
>seriously intertian offers. I own all rights to BBS Express!
>Professional from version 1 through 5.0b. I own Hard Back and Restore
>all rights. I own DK-Utilities for the Black BOx and The MIO. Have
>source code on these. I have distribution rights on the US Doubler from
>FTE and own all rights to Sparta Dos 3.3c, in Disk Format or on
>Cartridge
>along with several files as P/D CD-ROM ect..if seriously interesetd can
>be bought out.

Bob, it sounds like you are or are attempting to "abandon ship?"

*** Please make sure responses are also sent via email.

4884. Re: 5200 Glenn. I give in.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35657e0c.6915529@207.97.159.250>
Source record: 62647

>>Just wondering whats the beans with "Glenn the 5200 Man"??
>>
>>I remember this name on a few games I had back in the 80s
>>And have seen it more on a few on a CD of 8-bit stuff I've got.
>>
>>AFAIK he worked at Atari. He was pretty clued up with game programming and
>>'tweaked' 5200 games so they'd run on 8-bit comps. And circulated them
>>because they were good, and would never have been otherwise? These are all
>>'guesses'
>>
>>What's the real story?
>>What is he doing now?
>>

Actually, Glenn was a programmer for the government in the 80's and
the stuff was supplied to him by people who worked at atari or their
kids (many of the 5200 games were proto'd out to employee's kids to
play, and they passed it on.)

Glenn actually cracked a lot more stuff than people know - he just
didn't put his name on them. He put it on Alternate Reality because
it was the toughest protection he'd seen. He also cracked Alley Cat,
another tough crack (to file). He also figured out how to run
Impossible! cracks (hardware board that recorded an audit trail of the
sio commands and responses and made an index file so that you could
load an uprotected copy in, the impossible would supply the right
responses. Similar, in a way, to the Happy Tracker program that let
you store more than one protected boot disk on only one disk, but in
the happy's case the protection was still intact. The Impossible!
actually made unprotected boot disks.)

Glenn figured out how to get the impossible bios to run in Ram,
although it could get overwritten.

No idea what he's up to now, but he was really proud of the 5200->8
bit converts, thats why he puts the splashes in all of them. Since
I've not seen any other 5200 games that weren't done by him, I would
assume that it was really difficult. I did try to do it for 5200
baseball until I realized that the carts dont fit in the 8 bit slot,
you have to actually unsolder the chips and insert them into like a
basic cart or something. Thats why he was able to do it with the
protos since they werent soldered.

Also, he did the successful crack of Pitfall 2; the one that Steve and
Bruce distributed to all the so-called "shit-pirates" (their term)
when you jumped for the balloon the game crashed. They kept the good

one for themselves and a select few.

yogi

4885. names of chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <356587b5.0@news10.kcdata.com>
Source record: 62648

whats with the names of Atari chips?

so far i've seen:

Stella (2600 A/V chip)
Sally (6502c)
ANTIC \
GTIA \ everyone knows these
Pokey /
Freddy /
Mikey and Suzy (Lynx)
Tom and Jerry (Jaguar)
Maria (7800)

any others?

4886. WTB: Happy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: "Leo A. Novelli" <lnovelli@atlantis-intl.com>
Message-ID: <35659A49.138DD74E@atlantis-intl.com>
Source record: 62649

I am looking to buy a WORKING Atari 8-bit Happy drive (either 810 or 1050). Please contact me via e-mail if you have one for sale.

Cheers,
Leo A. Novelli
lnovelli@atlantis-intl.com

4887. FS: Atari 400 and 800 hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: GENERIC <generic@bellatlantic.net>
Message-ID: <3565DFCE.AEEBF77C@bellatlantic.net>
Source record: 62650
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit

Lots of items still left on my Atari page at my web site listed below.

Come and take a look and buy something.

--
http://www.voicenet.com/~generic
On-Line Computer Garage Sale Web Page

Bookmark it and check back often for updates
Please tell your friends.

Hardware & Software for
PC, Atari, Amiga, Apple, Commodore, VIC20, TI
Video Games, Manual & Books, Computer Courses

http://www.voicenet.com/~generic

4888. very best site for files ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: Alain.Touati@wanadoo.fr
Message-ID: <01bd85c3$2e7e7bc0$b09afcc1@default>
Source record: 62651

UN SUPER SITE EN NOUVELLE ZEELAND
http://shell.co.nz.ihug.co.nz/~aaronat/
regards
Alain
France

4889. Re: Re : Atari 8bit Vs. Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: Graeme Fenwick <gfenwick@primex.co.uk>
Message-ID: <3565e658.0@scooby.nildram.co.uk>
Source record: 62652

Okay, so I'm not as fanatical about the Atari 8 bit as I was a few years back, but I figured it was about time I posted something back to c.s.a.8, especially since some of the points raised reminded me of some things I was thinking about....

The Doctor wrote in message <35631596.6FEF332@iwaynet.net>...
>JMouchmino wrote:
>> Quite often, you have to blame the programmer, NOT the hardware.
>> The Atari 8-bit computers can do fabulous things, but unless you know the
>> machine very well, you'll never program something technically above average.

Owning an Atari 8-bit was a very frustrating experience, since although the machine was superior to the competition in most areas, the vast majoity of the games available were no better than other formats, and in a large number of cases *much* poorer. The impression that the companies thought Atari8 owners were so desparate they would accept any old stuff refuses to go away.

>> Atari 8-bit versions of Asteroids, Ms. Pac-Man or even Food Fight aren't good
>> examples of programming (check out the C64 version of Ms. Pac-Man to see what I
>> mean!).

>I thought that Asteroids and Ms.Pac Man were faithful to the arcade
>version.

Eh?! Don't know about Ms Pac-Man, but the Atari 8 bit version of Asteroids is *nothing* like the arcade game. Not very faithful at all. I've played versions on the Amiga and the BBC-B that were much closer to the original (which is a brilliant arcade game, even though it was already 8 years old when I first played it....)

-Graeme Fenwick

4890. Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6k4soo$r35@bgtnsc02.worldnet.att.net>
Source record: 62653

Graeme Fenwick wrote in message <3565e658.0@scooby.nildram.co.uk>...

>Owning an Atari 8-bit was a very frustrating experience, since although the
>machine was superior to the competition in most areas, the vast majoity of
>the games available were no better than other formats, and in a large
number
>of cases *much* poorer. The impression that the companies thought Atari8
>owners were so desparate they would accept any old stuff refuses to go
away.

How the heck can you even say that??
ever seen bad apple games??
bad c-64 games??

There are a TON of em!! every computer system known to man has had LOTS of
real looser games.. and way back then you didn't have all the companies with
mega budget games either!! Yeah there were a few, but LOTS of games were
written back then by some guy in his living room or den!

Montezuma's revenge was written by a kid,
Miner 2049er was written by a nobody,
heck I even worked with a company that put out
a three little pigs game for kids, and sub hunt and galaxy defender (a space
zap clone)

Synapse's stuff REALLY kicked major booty, and the games on the 8 bit were
MUCH better then the apple stuff of the same time..

Yeah the amiga stuff was really good, but that was a second generation of
computers, and much later then the haydays of the atari 800

Ya need to compare apples with apples..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4891. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: sean <aaaaaaaaa@aaaaaaaaa.aaaaaaaa>
Message-ID: <6k4t44krk1@solaris.cc.vt.edu>
Source record: 62654

Steven J. Tucker wrote in message <6k302v$1tf@freenet-news.carleton.ca>...
>
>Eric Cron (ericcron@wwa.com) writes:
>> Just wondering:
>>
>> It is better to leave the 800xl and the drives etc. on all of the time
>> or better to turn them off when fisnished using?
>>
>> This stuff is 15 years old.
Since there are no moving parts(that I know of, besides the keyboard of course) in the 800 XL, I'd leave it on all the time. I think the disk drive has moving parts. Eventually, the motor will die on the thing. If you're worried about unclean power spiking the equipment, you could buy a battery backup which smoothes the power as well as supplying backup power.

4892. Re: What other systems do you own besides A

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: Tom Ciccone <TomCiccone@worldnet.att.net>
Message-ID: <6k4v14$6kl@bgtnsc02.worldnet.att.net>
Source record: 62655

I have:
SNES
C-128
Atari 800XL
(2) Atari 130XE's
TI994A
Sears Telegames Super Pong IV
Nintendo 64

Tom

TJ Edmister <damage_x@hotmail.com> wrote in article
<3564769c.0@news10.kcdata.com>...
> On 20 May 1998 21:38:01, Swozniak wrote:
> > I'm just curious to know what other game systems you Atari 8-bit owners
also
> > have.
>
> 800XL
> NES
> Gameboy
> SNES
> Genesis
> Saturn
> might get an SMS soon
>
> only Atari stuff I got is the 800XL, didn't buy video games
> in early 80's because my 800XL is the same age as I am.
>

4893. Re : Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998052223355501.TAA08404@ladder01.news.aol.com>
Source record: 62656

Well, some commercial games were of unacceptable quality, particularly some stuff from the UK...
There are a number of shitty games out there, but the problem is more with newer programs (after 86 or so); there are just too many of them that look like 1982 titles and you can really spot the difference with the other platforms...
A bad commercial C64 game, usually, is technically above average; even if you can reasonably think all platforms have an equal number of losers, you'll first notice a stinker by the way it is programmed (poor graphics, slow movement...).
Unfortunately, the Atari 8-bit has a lot of these pieces of ¥$*ï¿½...
By the way, Gary, did you work for Amulet?

4894. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6k51ge$5ou$1@newsd-123.bryant.webtv.net>
Source record: 62657

In my view the Atari 5200 was a huge stupid mistake. They could have produced a keyboard-less 400 and called it the Atari 200. The advantage would have been a large variety of pre-existing carts.

The 7800 has better graphics than the 8bit line, however the sprites are still one-color. I have a 7800, and it seems to me there is a potential for more advanced programming than the 8bit line could have handled. However this potential was rarely realized and there is only a small library of software for the 7800.

vs

4895. Re: Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-22 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6k54f3$6kk@bgtnsc02.worldnet.att.net>
Source record: 62658

JMouchmino wrote in message
<1998052223355501.TAA08404@ladder01.news.aol.com>...
>Well, some commercial games were of unacceptable quality, particularly some
>stuff from the UK...
>There are a number of shitty games out there, but the problem is more with
>newer programs (after 86 or so); there are just too many of them that look
like
>1982 titles and you can really spot the difference with the other
platforms...
>A bad commercial C64 game, usually, is technically above average; even if
you
>can reasonably think all platforms have an equal number of losers, you'll
first
>notice a stinker by the way it is programmed (poor graphics, slow
movement...).
>Unfortunately, the Atari 8-bit has a lot of these pieces of #$* ...
>By the way, Gary, did you work for Amulet?

Good Guess!! yes I did! I did the graphics for the magic storybook, and also galaxy defender.. (I play tested that till I was BLUE in the face.. it had to be addictive!!)

Interesting side note: the programmer who did storybook is now in jail for molesting his own daughters.. odd how some people end up..

There's also a antic disk that was sold of "heavy metal" graphics (they sold my stuff without permission, but did finally apologize, and send me a nice little check) I'm also responsible for a risgue' smurf animation.. ;)

In my amiga years, I setup the cleveland insttute of art with amigas, and trained them on Dpaint, and I now work for Disney, and used amigas in the spectromagic parade at Magic Kingdom..

I also did quite a few complations of basic games, with enhancements, like a super motor cycle maze rider (that facinated me for some reason) and some antice platform games.. Oh and I'm also the guy that compiled computes' gold digger type game (my version has purple dirt.. go figger!)

so I'm part of the old atari legacy... BTW you should heard the rock version of the soundtrack of magic storybook that didn't make the release.. it was GREAT!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com

HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4896. Re: Re : Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6k5ce8ntf1@flood.xnet.com>
Source record: 62659

JMouchmino (jmouchmino@aol.com) wrote:

: A bad commercial C64 game, usually, is technically above average; even if you

Ooooh, I don't know. There were some pretty awful C64 tapeloader games
that came out of Europe that were way, way, way below average. Bionic
Granny may be the worst game ever invented by man--not just computer game,
game period. Worse than the cardgame "War."

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

4897. Re: 5200 Glenn. I give in.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998052303120500.XAA27673@ladder03.news.aol.com>
Source record: 62660

I've got an even better one for you, there was a guy in Atari who bought and copies the happy upgrade and starting installing them in everyones drives WITHIN Atari, inc. The owner of Happy Inc threatened to sue Atari, but with all the internal turmoil the suit was never put threw. Meanwhile all the latest games were getting out 6 months before they were do to hit the shelves. Lucas got wind of the pirating when some of his programmers were finding friends with copies of ballblazer and Rescue of Fractalus way before they were ready to be released. Take about anti-corporate....

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

4898. fs: Over 140 games for colecovision and 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: classicgamer@my-dejanews.com
Message-ID: <6k5e0g$nc8$1@nnrp1.dejanews.com>
Source record: 62661

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14895482

over 100 games for the colecovision
over 45 games for the atari 5200

all on one cd for use with any PC over 75 Mhz that has windows 95

order your today

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4899. fs: Over 500 games for atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: classicgamer@my-dejanews.com
Message-ID: <6k5ehd$o9v$1@nnrp1.dejanews.com>
Source record: 62662

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14895757

over 500 games for atari 2600
all on one cd for use with any PC over 75 Mhz that has windows 95

order one today

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4900. None computer question: Where can I get a atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Joeri Belis <info@RRRnollekens.be>
Message-ID: <01bd8625$a4509ba0$36e207c2@pub02074>
Source record: 62663

None computer question: Where can I get a atari logo t-shirt

Mail me on info@nollekens.be

4901. Re: The decay of the Atari 8-bit machines (was Re: 7800 vs...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Graeme Fenwick <gfenwick@primex.co.uk>
Message-ID: <3566bbd8.0@scooby.nildram.co.uk>
Source record: 62664

James Hague wrote in message ...
>In the US, I remember the years from 1985 through 1987 as being
>disheartening in some ways. The Atari section in most software stores
>shrunk to a single shelf, or just the Atari/C64 "flippies" in the
>Commodore section. Waldenbooks and B. Dalton stopped carrying Atari
>books. Finding places to repair disk drives was getting tough. Atari
>computers finally dropped out of stores like K-Mart and Sears and
>Bambergers.

Some good stuff was still coming out in the UK after this (Zybex, Draconus), I think because the 8-bit market there generally lasted longer (lower disposable income, higher prices?). Budget software (£1.99- £2.99) in the UK (almost always on tape) was a huge market, and a lot of it, although not radically innovative was brilliant for the price. I have fond memories of a lot of these games (although some of them were reissues, or just plain crap). Most of the Americans posting to this group seem to be getting nostalgia about the early 80s, but I didn't get my 800XL 'til late '86, which probably colours my views.

>1. It survived into the era of Nintendo-style games, so there was an
>infusion of different ideas and play styles. (I'm not a fan of early NES
>games, but the new blood sparked creativity.)

Like I say, the 8-bit market in general survived later in the UK. Companies like Zeppelin who supported the Atari8 dropped their support around '91/'92, which sounds bad, but it was at this point that most commercial support for its rivals (Spectrum, C64) was cut off too. Funny that, I'd have thought that the smaller Atari market would have dropped below critical mass some time before the competition, but it lasted about the same amount of time (albeit with the usual smaller number of releases).

>3. The average technical competence of C64 programmers was eventually much
>higher than that of Atari programmers.

Or maybe a lot of "Atari" programmers were, say C64 programmers, who also knew enough about the Atari8 to do a conversion, without being that great at it...

What put me off the Atari8 at the end of the day was that it was all nostalgia, I'd seen it all before (that's not to say I couldn't have learned a lot more about programming the machine, but there was no point, since it was all history). Nothing new was being done, the games market was stagnant. Okay, some new stuff was coming out, but it was no better than stuff circa '83-'84.

But it still p****s me off that I can't connect a light sensitive resistor to the "joystick" port of my PC, and write a program to print of the value "just like that". I turned my 1020 plotter into a scanner in this way, and it actually worked (after a fashion). I'm typing this on a Pentium 233 based PC, and there's no way I could do that on this machine without becoming a *hell* of a lot better at C/ C++, and learning more about the workings of the machine. Sometimes power is just an illusion....

Oh well, I guess I could write more, but I've always been too long-winded in print, so I guess I'll shut up now. ;-)

-Graeme Fenwick

4902. Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Graeme Fenwick <gfenwick@primex.co.uk>
Message-ID: <3566bbd9.0@scooby.nildram.co.uk>
Source record: 62665

GAREEE! wrote in message <6k4soo$r35@bgtnsc02.worldnet.att.net>...
>Graeme Fenwick wrote in message <3565e658.0@scooby.nildram.co.uk>...
>>Owning an Atari 8-bit was a very frustrating experience, since although
the
>>machine was superior to the competition in most areas, the vast majoity of
>>the games available were no better than other formats, and in a large
>number
>>of cases *much* poorer. The impression that the companies thought Atari8
>>owners were so desparate they would accept any old stuff refuses to go
>away.

>How the heck can you even say that?? ever seen bad apple games?? bad c-64
games??

I'm sure they're crap, but you're missing the point. In *GENERAL* the Atari
was technically better, but the games released didn't do justice to the
machine, partcularly once the C64 was established. From the mid 80s onwards,
Atari conversions were no better, and usually slightly inferior to the other
versions for one simple reason- lack of effort. Perhaps there weren't enough
programmers who knew the machine inside out to do it justice. Perhaps it was
just that the companies didn't want to squander resources on a relatively
small seller.

>every computer system known to man has had LOTS of real looser games..
>Synapse's stuff REALLY kicked major booty, and the games on the 8 bit were
>MUCH better then the apple stuff of the same time..

The Apple wasn't the competition, the C64 was. And in the UK, the Sinclair
Spectrum was the biggest selling machine by far. I agree with you on Synapse
though, great for the time.
And although it's not personally my favourite game, Star Raiders was an
absolutely *amazing* achievement for 1979. *1979* fer chrissakes!!!! It was
five years ahead of its time, brilliant considering how different the market
was between 1979 and, say 1984. 8K ROM? ******* genius mate!

>Yeah the amiga stuff was really good, but that was a second generation of
>computers, and much later then the haydays of the atari 800
>Ya need to compare apples with apples..

Who mentioned Apples? I didn't. My period of Atari fandom was a lot later
than most of the users in this group, '86 onwards, but the 16-bits didn't
really take over in the UK until about '89.

My point is this. From the launch of the C64 onwards, the Atari8 was
gradually relegated to second place. Games came out on the Atari less often,
and a lot longer after the "mainstream" releases, and didn't seem to have as

much effort spent on them.
I also reckon, personally, that another reason conversions weren't always as good as they should have been was that they didn't take into account the particular strengths and peculiarities of the Atari8. The best Atari8 games were usually written for that machine in the first place, since they were designed around the hardware.

4903. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Graeme Fenwick <gfenwick@primex.co.uk>
Message-ID: <3566bbda.0@scooby.nildram.co.uk>
Source record: 62666

James Hague wrote in message ...
>The story is different when it comes to modern computers, because they
>have lots more chips, need more power, and they have hard drives that need
>to spin up. In this case, there's reason for debate.

One of the largest causes of failure in modern hard drives is supposedly when businesses leave them switched on all the time, the drives heat up, and some of the lubricants evaporate. Then there's a long (say, bank holiday or whatever) weekend. They switch off the computers, the drives cool down, and all the lubricants condense on the disc surface. Tuesday morning, everyone comes back and the drives are knackered.
Take a brillo pad to 'em, that's what I say!

- Graeme Fenwick

4904. Re: What other systems do you own besides Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3566cd4b.777688@news.pressenter.com>
Source record: 62667

On 20 May 1998 21:38:01 GMT, swozniak@aol.com (Swozniak) wrote:

>I'm just curious to know what other game systems you Atari 8-bit owners also
>have. Besides my Atari 800, 800xl and XEGS, I currently own:
>
>Vectrex
>Sega Nomad (Portable Genesis)
>Sega Saturn
>Sony Playstation
>Super Nintendo
>
>I've probably owned every system ever created, but these are the ones that I
>choose to hold on to. What about you?
>
>-Scott Wozniak

Various PCs. Used to have a VCS back in 78. Of course I do have my
800XL and the many extras for it.

*** Please make sure responses are also sent via email.

4905. Re: Power Supply for a Modem

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3567cf5d.1307081@news.pressenter.com>
Source record: 62668

On Wed, 20 May 1998 19:57:01 -0400, NassauNet User
<el032627@nassaulibrary.org> wrote:

>
>I received from my neighbor a US ROBOTICS 56k FAXMODEM - SPORTSTER VOICE
>MODEM. Unfortunately he did not have the power supply that goes with it.
>It is an external modem. There are no markings on what the voltage of
>the modem or the power supply voltage is.
>
>If you happen to know what the voltage of the power supply is - please
>leave me an E Mail message. I would appreciate it very much.
>
>Atarily,
>
>Ron Fetzer el032627@nassaulibrary.org

What happened to his power supply? What happened to his manual?
Why not check with USR I bet they know what supply it needs?

*** Please make sure responses are also sent via email.

4906. Re: Dead XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3568d09f.1629171@news.pressenter.com>
Source record: 62669

On Thu, 21 May 1998 23:00:32 GMT, rojasdelap@yahoo.com wrote:

>In article <1998052106095500.CAA02128@ladder03.news.aol.com>,
> lwhite6497@aol.com (LWhite6497) wrote:
>>
>> Does anyone know the likely ills of a (black&yellow) Basic XE cart? I have a
>> dead one. The ROM seems good - I took it out of the dead cart and put it in a
>> a good one. Or - does anyone know if it's possible to put the rom/code in one
>> of the earlier (orange carts) to salvage it?
>> Thanks,
>> LWhite6497@aol.com
>>
>>
>
>Clean the connectors with isoprophile alcohol, don't use q'tips because
>they have glue, use cotton pads......
>
>Javier
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

Use a soft pencil eraser to clean the contacts. Be sure to get rid of
the debris when done.

*** Please make sure responses are also sent via email.

4907. Re: Dead XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3569d14a.1800603@news.pressenter.com>
Source record: 62670

On Fri, 22 May 1998 07:42:02, ken@condor.circa.ufl.edu (Ken Sallot)
wrote:

>In article <1998052106095500.CAA02128@ladder03.news.aol.com> lwhite6497@aol.com
(LWhite6497) writes:
>
>>Does anyone know the likely ills of a (black&yellow) Basic XE cart? I have a
>>dead one. The ROM seems good - I took it out of the dead cart and put it in a
>>a good one. Or - does anyone know if it's possible to put the rom/code in one
>>of the earlier (orange carts) to salvage it?
>>Thanks,
>>LWhite6497@aol.com
>
>From what I remember (this is really going back now 15 years), the orange
>carts were Basic XL and consisted of two eproms. When ICD started
>selling/distributing the Basic XL/XE they were both released with only one
>eprom in the cartridge (black/yellow cart) and you could switch the eprom
>between the two so you could use a Basic XE to run Basic XL (don't ask me how
>I know).
>
>But, going from Basic XL/XE Black/Yellow to the Basic XL Orange wasn't
>possible.
>
>Ken
>
>-=-=-=-=-=-=-=-=-=-=-=-=-=-
>Ken Sallot
>Offering scuba instruction from Openwater through Trimix
>http://grove.ufl.edu/~ken/classes.html
>spam-man@condor.circa.ufl.edu is not my email address, instead
>it's ken at condor dot circa dot ufl dot edu.

Nah, OSS was using the black & yellow carts before ICD ever took over.
I bought my BasicXL and Action! before ICD took over and they are
black & yellow. My Mac/65 cart is the orange type, which I bought
used from a friend who had gotten it for his 800 back when the Atari8
was younger.

*** Please make sure responses are also sent via email.

4908. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356ad540.2813996@news.pressenter.com>
Source record: 62671

On Sat, 23 May 1998 12:51:35 +0100, "Graeme Fenwick"
<gfenwick@primex.co.uk> wrote:

>
>James Hague wrote in message ...
>>The story is different when it comes to modern computers, because they
>>have lots more chips, need more power, and they have hard drives that need
>>to spin up. In this case, there's reason for debate.
>
>
>One of the largest causes of failure in modern hard drives is supposedly
>when businesses leave them switched on all the time, the drives heat up, and
>some of the lubricants evaporate. Then there's a long (say, bank holiday or
>whatever) weekend. They switch off the computers, the drives cool down, and
>all the lubricants condense on the disc surface. Tuesday morning, everyone
>comes back and the drives are knackered.
>Take a brillo pad to 'em, that's what I say!
>
>- Graeme Fenwick
>
That's utter crap. No offense intended, but it is crap.

*** Please make sure responses are also sent via email.

4909. Re: names of chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356bd59e.2908894@news.pressenter.com>
Source record: 62672

On 22 May 1998 14:12:05 -600, TJ Edmister <damage_x@hotmail.com>
wrote:

>whats with the names of Atari chips?
>
>so far i've seen:
>
>Stella (2600 A/V chip)
>Sally (6502c)
>ANTIC \
>GTIA \ everyone knows these
>Pokey /
>Freddy /
>Mikey and Suzy (Lynx)
>Tom and Jerry (Jaguar)
>Maria (7800)
>
>any others?
>

AMY

*** Please make sure responses are also sent via email.

4910. Re: None computer question: Where can I get a atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6k75pv$j2o@freenet-news.carleton.ca>
Source record: 62673

> I bought transfer paper for my inkjet and made my own. I'll try
> to get some pictures made of the front and back and put them up for all
> to see.

How does that stuff come out anyway? I saw it in the store and I didnt think
it would survive washing (dispite what the box said).

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4911. FloppyWanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Eladeus <a.eladeus@virgin.net>
Message-ID: <35672940.4EA0@virgin.net>
Source record: 62674

```
Dear All
Has any one has a 3 1/2"" double/single Density Floppy Drive
for sale ? Must be in good working order HD type no Good
Please Email me at a.Eladeus@vigin.net
Good price paid
UK for postage Please
```

4912. Re : Re: The decay of the Atari 8-bit machines (was Re: 7800 vs...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998052320004300.QAA06881@ladder01.news.aol.com>
Source record: 62675

We should also wholeheartedly thank the Poles for bringing us excellent stuff. There are some real gems out there and some programs are big games (something we thought we'd never see again...) with super playability and brilliant coding.
These guys are REAL Atari programmers and should be idolized!

About C64 ---> Atari conversions: if it's "simple" 6502 programming, it's not "incredibly hard" (I just mean it can be done, one way or another) to transfer code and some games are 99% identical on both platforms (Astro Chase, Superman...); even some of the newer Polish games are partly ripped (some of the monsters from Wloczykij come from the C64 game Creatures, Operation Blood uses the C64 sprites and background of Operation Wolf, Operation Blood II - Special Forces is almost exactly Operation Hanoi on the Commodore...).

4913. Turbo Basic MOVE command

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <35672B33.46BE@wwa.com>
Source record: 62676

Is there a way to move players vertically with the Turbo Basic MOVE command?

I think I have successfully "copied" my data to new locations with this command (verified with peek :)), but I didn't see the new player on the screen. Does this command just copy or does it move the data?

Thanks,
Eric

4914. http://www.virtualisys.com/vr/emadej/vrp.html

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Eric Madej <password@execulink.com>
Message-ID: <35673E9C.FCC874F8@execulink.com>
Source record: 62677
Cross-posted to: comp.sys.apple2.comm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.cbm

Do you love the Web? Are you creative, innovative, ready
to take your Internet knowledge one step further? And
make a lot of money, FAST! Great! We want you on our
team. There's no fees, no dues, no schedules, no stress,
all you have to do is sign up.

The VRP is...
A network of Virtual Resellers (VRs) who sell our
Virtual Servers.
A method for anyone to make very good residual income.
A method for the self-starter to gain financial freedom.

Serious exposure for web designers, CGI authors, and
HTML authors.
The VRP is NOT...
A high pressure sales program!

to join up goto....

http://www.virtualisys.com/vr/emadej/vrp.html

4915. For Sale: 8Bit CPU's

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Tom Ciccone <TomCiccone@worldnet.att.net>
Message-ID: <6k7esh$op2@bgtnsc03.worldnet.att.net>
Source record: 62678

1 Atari 800XL w/ original box and power supply. Excellent condition.

1 Atari 130XE (stock) with Power supply.

1 Atari Starmaster Cart (no docs or box)

If interested, please make an offer. You pay shipping.

Tom

4916. FS: Atari 800, books, carts...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Stephen Brancati <smb15@ptd.net>
Message-ID: <eDI91.437$E9.2891340@nnrp2.ptd.net>
Source record: 62679

The following are looking for a good home:

Atari 800, 48k w/power supply
Atari Basic Reference Manual
Atari 800 Owners Guide

Atari Basic, by Albrecht, Finkel and Brown
Your Atari Computer, by Poole, w/McNiff and Cook
Atari Games & Recreations, by Kohl, Kahn and Lindsay, w/Cleveland

Atari Basic
Pac Man (Atari)
Soccer (Thorn EMI)
Submarine Commander (Thorn EMI)
River Rescue (Thorn EMI)
Castle Hassle (Roklan)

I'm selling it all as one package -- $10 + shipping takes it all. It's a bit dusty, but in good shape.

--
Stephen Brancati
smb15@ptd.net

4917. M.U.L.E. Original Box/cover artwork scan

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Dwayne <nospam@junkmail.com>
Message-ID: <35678fca.0@news.webnology.com>
Source record: 62680

Does anyone still have the original artwork for M.U.L.E.? I threw my old E/A cover away years ago, and would love to have it for wallpaper. If someone still has it, could they e-mail me a scan? preferably 800x600 16bit color, in jpeg format (jpg)

I hope someone remembers this picture. It was on the old E/A box (like a big cardboard CD cover of today...) and had a picture of a MULE loaded down with stuff. (if i remember correctly.)

BTW, also which .atr/.xfd works with the wampus correctly? mule.atr crashes when you catch the wampus, mule2.xfd does not let you catch it at all.

Thanks in advance!

--
Dwayne Wilson

http://www.webnology.com/~dwaynejw

Arthur: Is there someone else up there we could talk to?
French Soldier: No, now go away before I taunt you a second time.

- Monty Python and the Holy Grail

4918. Re: M.U.L.E. Original Box/cover artwork scan

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-23 00:00:00 UTC
From: Dwayne <nospam@junkmail.com>
Message-ID: <35679103.0@news.webnology.com>
Source record: 62681

forgot to put my correct e-mail address....

dwaynewilson (at) usa (dot) net

replace parentheses words with appropriate symbol.

thanks again!

--
Dwayne Wilson

http://www.webnology.com/~dwaynejw

Arthur: Is there someone else up there we could talk to?
French Soldier: No, now go away before I taunt you a second time.

- Monty Python and the Holy Grail

Dwayne wrote in message <35678fca.0@news.webnology.com>...
>Does anyone still have the original artwork for M.U.L.E.? I threw my old
E/A
>cover away years ago, and would love to have it for wallpaper. If someone
>still has it, could they e-mail me a scan? preferably 800x600 16bit color,
>in jpeg format (jpg)
>
>I hope someone remembers this picture. It was on the old E/A box (like a
big
>cardboard CD cover of today...) and had a picture of a MULE loaded down
with
>stuff. (if i remember correctly.)
>
>BTW, also which .atr/.xfd works with the wampus correctly? mule.atr crashes
>when you catch the wampus, mule2.xfd does not let you catch it at all.
>
>Thanks in advance!
>
>--
>Dwayne Wilson
>
>http://www.webnology.com/~dwaynejw
>---
-
>----

>Arthur: Is there someone else up there we could talk to?
>French Soldier: No, now go away before I taunt you a second time.
>
>- Monty Python and the Holy Grail
>---
-
>----
>
>
>

4919. WTB: Diamond

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: merlancia@aol.com
Message-ID: <1998052409084501.FAA09024@ladder01.news.aol.com>
Source record: 62585

I am looking for Diamond, the Graphic Enviroment Operating System for the Atari 8-bit computers. It featured Menus, Icons, and pointer movement using a ST mouse. If you have it or know anyone who does, then please contact me.
Thank-You,
merlancia@aol.com

4920. Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Michel Laine <michel.laine@mailbox.hogia.net>
Message-ID: <3567E1F3.511B@mailbox.hogia.net>
Source record: 62586

X-NO-ARCHIVE=YES

Anyone know how i can get hold of my old favourite game without spending
a fortune (by buying an atari 400/800)?

What i want:
Play my old time favourite game - star raider - and see how ugly / cheap
is really was (so i can go on with my life ;)

What i need is:
* Atari 400/800 emulator for the PC (Pentium)
* The game star raiders (compatible with the emulator above)

Is this available somewhere on the net?

Respond to the group!

4921. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: atari400@ehrich.com
Message-ID: <N1T91.78$3A1.933750@news3.voicenet.com>
Source record: 62587

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

http://www.voicenet.com/~generic

4922. Re: FloppyWanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052412033700.IAA09323@ladder03.news.aol.com>
Source record: 62588

> HD type no Good

Hi-
I'm sorry that I can't help you directly, but perhaps I can point you
to a site that can. I also have a question. Why won't a HD (1.44)
drive work for you. I've never seen one that won't write 720K.
Likewise, can a 720K drive actually write in SD? I didn't think
that was possible?

>double/single Density Floppy Drive

Now the help. Try http://www.hi-tech-reno.com They are
sellers of used/refurbished/new drives. They have lots of stuff,
and I have seen 720K drives there real cheap.

Regards,
Larry White

4923. Books Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052412280500.IAA14531@ladder01.news.aol.com>
Source record: 62589

Anyone have copies of the following that they would be willing to part with:

1. Zap: The Rise and Fall of Atari (I don't remember the author)

2." Atari Assembly Language Programmers Guide" by Moose & Lorenz

Email at LWhite6497@aol.com

4924. looking for Atari 8 bit posters

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: falcond@usa.net
Message-ID: <6k9dkqnek1@herringbone.richmond.edu>
Source record: 62590

I'm looking to decorate my computer room and would like to get my hands on some old Atari posters, preferably ones describing the hardware (rather than game posters, although I'll consider anything with an Atari logo on it). If anyone here has any such posters around that they'd be willing to sell cheap, please let me know.

Falcon
falcond@usa.net

4925. German->English Web Translation

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6k9je2sqg1@nnrp1.dejanews.com>
Source record: 62591

Note: This is a dual-language posting. First English, followed by German.
Anmerkung: Dieses ist eine Doppel-Spracheintragung. Erstes Englisch, gefolgt von German.

Ever wish that you could read all of those German language web pages that pertain to the Atari 8-bit? I know that I sure have! There is a free translation service called the AltaVista Translation Service (AKA Babelfish) on the web. It's URL is-

http://babelfish.altavista.digital.com/

Although the translation isn't perfect, it is sufficient to understand most of the details. As a test, try the first link below to view the page in German, then try the second link to view it in it's English translation. The URL is long so the text may wrap, so you might have to copy and paste it in sections.

German- http://privat.schlund.de/toro/abbuc.news/

English- http://babelfish.altavista.digital.com/cgi-bin/translate?urltext=http://privat.schlund.de/toro/abbuc.news/&languagepair=de_en&doit=done

This opens up to English-only Atarians all of those web pages that are not only in German, but French and a few other languages. Another great set of German Atari 8-bit pages are found at the link below. This is the Atari 8-bit Resort page that contains links to all of those great German ABBUC newsletters. Just click on the link, scroll down and select an ABBUC newsletter, then click on TRANSLATE. The URL is long so the text may wrap, so you might have to copy and paste it in sections.

http://babelfish.altavista.digital.com/cgi-bin/translate?urltext=http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html&languagepair=de_en&doit=done

You can even use babelfish to translate not just web pages, but anything you can type into it! The example below is an English->German translation of this message-

======== My Poor German ========

Auf Deutsch:
W�nschen Sie �berhaupt, da� Sie alle jene deutschen Sprachweb-Seiten lesen konnten, die das 8-bit Atari betreffen? Ich wei�, da� sicheres I haben! Es gibt einen freien �bersetzungsdienst, der den AltaVista-�bersetzungsdienst (AKA Babelfish) genannt am Web. Es ist URL ist

http://babelfish.altavista.digital.com/

Obgleich die ?bersetzung nicht vollkommen ist, ist es gen?gend, die meisten Details zu verstehen. Als Test versuchen Sie das erste Link unten, um die Seite auf Deutsch anzusehen, versuchen dann das zweite Link, um es in ihm anzusehen ist englische ?bersetzung. Das URL ist lang, also kann der Text aufwickeln, also konnten Sie ihn in den Kapiteln kopieren und kleben m?ssen.

German- http://privat.schlund.de/toro/abbuc.news/
English- http://babelfish.altavista.digital.com/cgi-bin/translate?urltext=http://privat.schlund.de/toro/abbuc.news/&languagepair=de_en&doit=done

Obgleich die ?bersetzung nicht vollkommen ist, ist es zu diesem erschlie?t zu Atarians gen?gend, das nur Englisch alle jener Web-Seiten, die nicht nur auf Deutsch sind, aber der Franzosen und einiger anderer Sprachen verstehen. Ein anderes gro?es Set deutsche 8-bit Seiten Atari gefunden am Link unten. Dieses ist die 8-bit R?cksortierungseite Atari, die Links zu allen jene gro?en Rundschreiben des Deutschen ABBUC enth?lt. Gerade klicken Sie an das Link, scroll unten und ausw?hlen Sie ein ABBUC-Rundschreiben, klicken dann ?BERSETZEN an en. Das URL ist lang, also kann der Text aufwickeln, also konnten Sie ihn in den Kapiteln kopieren und kleben m?ssen.

http://babelfish.altavista.digital.com/cgi-bin/translate?urltext=http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html&languagepair=de_en&doit=done

Obgleich die ?bersetzung nicht vollkommen ist, ist es zu Ihnen kann babelfish sogar benutzen, um nicht gerade Web-Seiten zu ?bersetzen gen?gend, aber alles, das Sie in es schreiben k?nnen!

==========
The Closer To Home Web Page
http://CloserToHome.dyn.ml.org/index.html
Featuring- All Atari 8-bit - File Archives - Atari Movies - Atari Links - Atari WWW Message board - Info - More!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4926. Re: FloppyWanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6k9f1n$t31@freenet-news.carleton.ca>
Source record: 62592

LWhite6497 (lwhite6497@aol.com) writes:
>> HD type no Good
>
> Hi-
> I'm sorry that I can't help you directly, but perhaps I can point you
> to a site that can. I also have a question. Why won't a HD (1.44)
> drive work for you. I've never seen one that won't write 720K.
> Likewise, can a 720K drive actually write in SD? I didn't think
> that was possible?

Yes, I have a number of Percom SD/DS disk drives fitted with 720k 3.5" drives
that can only deliver 360k because they are single density.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4927. [eBay] Retrocomputing Books (C64,TRS-80 COCO,ZX81,Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: aa993@FreeNet.Carleton.CA
Message-ID: <6k9ho0$rn@freenet-news.carleton.ca>
Source record: 62593
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

For your consideration, several classic computer systems books just put up
for bids on eBay (www.ebay.com). Please check the listed URL for for
detailed descriptions and bidding info.

Three TRS-80 Color Computer books:
TRS-80 Computer Reference Handbook by William Barden, Jr.
Color Computer 3 Extended Basic, 344 pages
TRS-80 Color Computer Operation Manual

http://cgi.ebay.com/aw cgi/eBayISAPI.dll?ViewItem&item=15064866

Mastering Machine Code on your ZX81 by Toni Baker, 180 pages.

http://cgi.ebay.com/aw cgi/eBayISAPI.dll?ViewItem&item=15065140

Your Atari Computer by Ion Poole with Martin McNff & Steven Cook, 458 pages

http://cgi.ebay.com/aw cgi/eBayISAPI.dll?ViewItem&item=15065337

More Than 32 Basic Programs for the Commodore 64 by Tom Rugg, Phil Feldman
& Western Systems Group. 329 pages.

http://cgi.ebay.com/aw cgi/eBayISAPI.dll?ViewItem&item=15062206

Commodore 64 Programmer's Reference Guide from Commodore

http://cgi.ebay.com/aw cgi/eBayISAPI.dll?ViewItem&item=15062348

Creating Arcade Games on the Commodore 64 by Robert Camp, published by
Compute! 357 pages.

http://cgi.ebay.com/aw cgi/eBayISAPI.dll?ViewItem&item=15062515

4928. Re: fs: Over 500 games for atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <6k9ldd$9fv@bgtnsc03.worldnet.att.net>
Source record: 62594

why bother?? take a few moments and download'em from the web..

Keith

webclassicgamer@my-dejanews.com wrote:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14895757
>
> over 500 games for atari 2600
> all on one cd for use with any PC over 75 Mhz that has windows 95
>
> order one today
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading

--
Remove the extra "h" if you wish to reply.

4929. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Graeme Fenwick <gfenwick@primex.co.uk>
Message-ID: <35687029.0@scooby.nildram.co.uk>
Source record: 62595

Michel Laine wrote in message <3567E1F3.511B@mailbox.hogia.net>...
>Anyone know how i can get hold of my old favourite game without spending
>a fortune (by buying an atari 400/800)?
>What i want:
>Play my old time favourite game - star raider - and see how ugly / cheap
>is really was (so i can go on with my life ;)
>What i need is:
>* Atari 400/800 emulator for the PC (Pentium)
>* The game star raiders (compatible with the emulator above)

Yep! I just got this recently, but I'm not going to clog up the group by posting it there!
You need a program called Win800 (I can send this to you, or you could always FTP it), plus the ROMS (not to be distributed with the emulator!). There are other emulators available, but this one works pretty well.

The game is at ftp://ftp.hackerz.com/atari

I'm not sure about all this emulator stuff, and reminiscing in general. Some of the games are fun, others look even worse than their age on that pin-sharp PC screen. It's all a bit dead end - or is it? (If you're going to emulate, at least emulate the best! ;-))

4930. Re: M.U.L.E. Original Box/cover artwork scan

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Dwayne <nospam@junkmail.com>
Message-ID: <35688b63.0@news.webnology.com>
Source record: 62596

Thank you! to everyone who sent me the artwork. I really appreciated it.

Nice to have all these fellow enthusiasts out there....

--
Dwayne Wilson

http://www.webnology.com/~dwaynejw

Arthur: Is there someone else up there we could talk to?
French Soldier: No, now go away before I taunt you a second time.

- Monty Python and the Holy Grail

Dwayne wrote in message <35679103.0@news.webnology.com>...
>forgot to put my correct e-mail address....
>
>dwaynewilson (at) usa (dot) net
>
>replace parentheses words with appropriate symbol.
>
>thanks again!
>
>--
>Dwayne Wilson
>
>http://www.webnology.com/~dwaynejw
>---
-
>----
>Arthur: Is there someone else up there we could talk to?
>French Soldier: No, now go away before I taunt you a second time.
>
>- Monty Python and the Holy Grail
>---
-
>----
>
>Dwayne wrote in message <35678fca.0@news.webnology.com>...
>>Does anyone still have the original artwork for M.U.L.E.? I threw my old
>E/A
>>cover away years ago, and would love to have it for wallpaper. If someone
>>still has it, could they e-mail me a scan? preferably 800x600 16bit color,

>>in jpeg format (jpg)
>>
>>I hope someone remembers this picture. It was on the old E/A box (like a
>big
>>cardboard CD cover of today...) and had a picture of a MULE loaded down
>with
>>stuff. (if i remember correctly.)
>>
>>BTW, also which .atr/.xfd works with the wampus correctly? mule.atr
crashes
>>when you catch the wampus, mule2.xfd does not let you catch it at all.
>>
>>Thanks in advance!
>>
>>--
>>Dwayne Wilson
>>
>>http://www.webnology.com/~dwaynejw
>>--
-
>-
>>----
>>Arthur: Is there someone else up there we could talk to?
>>French Soldier: No, now go away before I taunt you a second time.
>>
>>- Monty Python and the Holy Grail
>>--
-
>-
>>----
>>
>>
>>
>
>

4931. Re: I got an Atari Again!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <3568BAF8.D363CFF7@ny.tds.net>
Source record: 62597

Welcome home! It's good to have you back.

Frank Rachel wrote:

> Well I bought a 130XE system off of Ebay and it arrived today.. I got my
> 500+ disks out of storage, and am having a blast once again..
>
> Just thought I'd rejoice on the group..
>
> -Frank

4932. Re: I go or It Goes!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Michael Schoedel <schoedel@ny.tds.net>
Message-ID: <3568C04E.D5EC7270@ny.tds.net>
Source record: 62598

Hey Bob, what the Dilly-oh? Are you leaving the 8-bit world? Is
K-Products no more? What about BBS Express Pro? What's up?

BobKlaas wrote:

> Down hill slide on life and my spouse says I have to eliminate most of
> my collection.
>
> I have RGb Monitors with cables to Atari Computers, XM301 Modem older
> acustical modem for the Atari and a lot of spare parts, anywhere from
> custom chips, to total units. IE: I have an old 400 upgrade keyboard
> black raised up keys to modern rahter than marlar keyboad. PRC; 2 each
> Printer cables have at least 2 or 3 each, Nice stuff!
>
> Can put together at least 3 or 4 Atari 8-bit Hard Drive systems for the
> 800XL or the 130XE anywhere from 20mg to 90mgs or more..open to offers
> on these.
>
> Upgrade parts have many used 256k Rams, cheap with docs to upgrade you
> 800XL or 130XE.
>
> Have a couple Atari 8-Bit direct connect printers good working conditon
> open to offers.
>
> Have several hundred used custom Atari 8-bit chips cheap..ask may have
> what you need..?
>
> Documentation: have a bunch have to dig it out ask for what you need
> cheap?
>
> Sorry Wife can't go so this stuff must! Your gain my loss?
>
> bob

4933. FS: 800 XL System

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: crossnet <crossnet@ix.netcom.com>
Message-ID: <3568AD5B.EBF@ix.netcom.com>
Source record: 62599

Looking for a home for my Atari 800XL system, complete with disk drive, printer, monitor, cartridges, SW and manuals.

The computer, disk drive and printer are in excellent condition and are all working. I have not used the cartridges and programs for some time, but I did a quick check and all appear OK. The other accessories have not been checked, but I believe they are also OK. Most items are complete with their instructions or manuals.

The system is located in the Northern Virginia area (outside Washington DC)and may be inspected prior to sale. I prefer to sell the entire system along with the cartridges and software in one lot, but all reasonable offers will be considered.

e-mail: crossnet@ix.netcom.com

Hardware:
---
1 800XL Computer & Power supply
1 1050 Disk Drive & Power Supply
1 1025 Printer
1 Amdek Color-I Monitor
1 VolksModem
1 KoalaPad
Misc. Cables and Manuals

Cartridges
---
1 Defender Atari CXL4025
1 Galaxian Atari CXL4024
1 Joust Atari RX8044
1 Centipede Atari CXL4027
1 River Raid Activision
1 Missile Command Atari CXL4012
1 Miner 2049er Big Five Software
2 Facemaker Spinnaker Software

Software

Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
Kinder Comp Spinnaker Software
Rhymes & Riddles Spinnaker Software
B/Graph Batteries Included
Color Print Datasoft
Bond Analysis Atari CX8106
MegaFont XLEnt Software

Home Filing Manager Atari CX8129
Track Attack Broderbund
WordRace Don't Ask Computer Software
Picnic Paranoia Synapse Software
Micro Illustrator Koala Technologies Corporation
Astrology Atari Program Exchange APX-20078
Success With Math CBS Software(3 disks)
Addition & Subtraction
Multiplication & Division
Linear Equations

4934. selling

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: charles <charles@dorsai.org>
Message-ID: <3568C17F.2EE8C854@dorsai.org>
Source record: 62600

atari 800xl

complete, in stryrofoam....

help clean my basement

4935. 800XL Port Info

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: bill perry <wperry3092@worldnet.att.net>
Message-ID: <6kb2er$9qk@bgtnsc03.worldnet.att.net>
Source record: 62601

I want to find out the port info for all the ports on an 800XL Atari. I am doing this because I want to be able to take the inputs from an Analog to Digital converter, so I can basically log an analog voltage coming from a sensor and want to display it in a Spectrum type of display. Please also email replies to WPERRY3092@worldnet.att.net

4936. hey

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Mike Edmister <Id_EVA01@yahoo.com>
Message-ID: <35684838.3A16369@yahoo.com>
Source record: 62602

```
im just testing netscape.
--
- Id_EVA01@yahoo.com Of SpaceWhale Software -
Anime, Computers, Video Games, Blizzard Entertainment,
and "Magic: The Gathering" all kick ___!!!!!!
```

4937. hey

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Mike Edmister <Id_EVA01@yahoo.com>
Message-ID: <356847EC.37726725@yahoo.com>
Source record: 62603

```
im just testing netscape.
--
- Id_EVA01@yahoo.com Of SpaceWhale Software -
Anime, Computers, Video Games, Blizzard Entertainment,
and "Magic: The Gathering" all kick ___!!!!!!
```

4938. hey

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: Mike Edmister <Id_EVA01@yahoo.com>
Message-ID: <3568480A.A4EF218E@yahoo.com>
Source record: 62604

```
im just testing netscape.
--
- Id_EVA01@yahoo.com Of SpaceWhale Software -
Anime, Computers, Video Games, Blizzard Entertainment,
and "Magic: The Gathering" all kick ___!!!!!!
```

4939. Re: None computer question: Where can I get a atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: *rlcolli*@ibm.net
Message-ID: <jR6Z1kimR9qL092yn@ibm.net>
Source record: 62682

In article <01bd8625$a4509ba0$36e207c2@pub02074>,
"Joeri Belis" <info@RRRnollekens.be> wrote:
>None computer question: Where can I get a atari logo t-shirt
>
>Mail me on info@nollekens.be

I bought transfer paper for my inkjet and made my own. I'll try
to get some pictures made of the front and back and put them up for all
to see.

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins *rlcolli*@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

4940. NEW ATARI 8bit SITE

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998052404370200.AAA25434@ladder01.news.aol.com>
Source record: 62683

come on over to the best 8bit site ever

http://members.aol.com/sarcher119

4941. HELP! :((((

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-24 00:00:00 UTC
From: awill12@sun308.ccs.bbk.ac.uk
Message-ID: <3567d49c.2322780@nntp-server.bbk.ac.uk>
Source record: 62684

Does anyone know how I can connect my Atari Touch Tablet to my PC?

Thanks.

4942. Re: I go or It Goes!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998052502241400.WAA28527@ladder01.news.aol.com>
Source record: 62605

Hey, Bob. If it's ever a "her" or the Atari situation, keep the Atari. Try to let her do the court filing though. That part is a hassle...

Bostone1@aol.com

4943. Re: What's your best rank at Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Bauhaus <rherschl@worldnet.att.net.SPAMTRAP>
Message-ID: <6kakql$bqd@bgtnsc02.worldnet.att.net>
Source record: 62606

On The highest level, I made it to Star Commander Class 3.

I think if you finished without losing any bases you were automatically a
SC.

--Bau

4944. Dunjonquest Adventures

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Bauhaus <rherschl@worldnet.att.net.SPAMTRAP>
Message-ID: <6kal9r$bqd@bgtnsc02.worldnet.att.net>
Source record: 62607

Automated Simulations (Later Epyx) had a great series of adventures for the old 8-Bits
called theri Dunjonquest line. Titles included...

Datestones of Ryn
Morloc's Tower
Temple of Apshai
Hellfire Warrior
(Temple & Hellfire also had 2 expansions each)

I need program listings for these. If you can help me out either with the rom files for an emulator or just ASCII text, it would be GREATLY appriciated.

You can email me at...

rherschl@worldnet.att.net.SPAMTRAP
(Just remove the .SPAMTRAP)

Thanks alot fellow Atari buffs...

--Bau

4945. FS: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: jmzorko@aol.com
Message-ID: <1998052503293000.XAA06070@ladder01.news.aol.com>
Source record: 62608

My brother has a Lynx and I think 15 games for sale ... everything in perfect condition (he always kept it in the box, only played it a few times). He's asking $200 obo ...

John

|| | |||
|| | ||| JMZorko

4946. Re: M.U.L.E. Original Box/cover artwork scan

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <3568e923.33695244@news.mci2000.com>
Source record: 62609

"Dwayne" <nospam@junkmail.com> wrote:

>BTW, also which .atr/.xfd works with the wampus correctly? mule.atr crashes
>when you catch the wampus, mule2.xfd does not let you catch it at all.

I'm using mule.xfd with Atari800win and the wumpus feature works fine.

Ron

4947. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <3568ea0a.33926299@news.mci2000.com>
Source record: 62610

"Graeme Fenwick" <gfenwick@primex.co.uk> wrote:

>I'm not sure about all this emulator stuff, and reminiscing in general. Some
>of the games are fun, others look even worse than their age on that
>pin-sharp PC screen. It's all a bit dead end - or is it? (If you're going to
>emulate, at least emulate the best! ;-))

I don't think so. I'm using Atari800win, which is a near-perfect
emulator. A bit more tweaking and I can probably throw away my
decrepit hardware for good. Amusingly, it takes a pentium to replace
that hardware, but then again my pentium isn't much more expensive
than what I originally paid for my 800 and peripherals.

I've archived all the old Atari software from the Hackerz site for
posterity, though I probably will never run 1% of it. But MULE and
Jumpman and a few others will get plenty of play for years to come, no
matter how antique they look.

Ron

4948. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3569212b.6577538@news.pressenter.com>
Source record: 62611

On Mon, 25 May 1998 04:07:05 GMT, CopelandR@antispam.lycosmail.com
(Ron Copeland) wrote:

>"Graeme Fenwick" <gfenwick@primex.co.uk> wrote:
>
>>I'm not sure about all this emulator stuff, and reminiscing in general. Some
>>of the games are fun, others look even worse than their age on that
>>pin-sharp PC screen. It's all a bit dead end - or is it? (If you're going to
>>emulate, at least emulate the best! ;-))
>
>I don't think so. I'm using Atari800win, which is a near-perfect
>emulator. A bit more tweaking and I can probably throw away my
>decrepit hardware for good. Amusingly, it takes a pentium to replace
>that hardware, but then again my pentium isn't much more expensive
>than what I originally paid for my 800 and peripherals.
>
>I've archived all the old Atari software from the Hackerz site for
>posterity, though I probably will never run 1% of it. But MULE and
>Jumpman and a few others will get plenty of play for years to come, no
>matter how antique they look.
>
>
>Ron

Of course, emulation is always harder than native.

*** Please make sure responses are also sent via email.

4949. Re: None computer question: Where can I get a atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6kbg61$1g$1@star.cs.vu.nl>
Source record: 62612

"Joeri Belis" <info@RRRnollekens.be> writes:

>None computer question: Where can I get a atari logo t-shirt

I don't think they're sold anywhere anymore. You could get one copied on
a T-Shirt yourself though. Lots of copycenters (like Kinko's) can make
copies on T-shirts, mousepads, coffeemugs etc. (Gives me an idea, I still
don't have an Atari coffeemug).

-- Ivo

4950. Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998052511454901.HAA26907@ladder03.news.aol.com>
Source record: 62613

I'm looking for a quiz game called Beat The Beatles; it was published in 1983
or so and released by Interactive Software.
Thanks to anyone who can help!
Take care,
Bertrand.

4951. ARRRRGGGGGGGGHHHHHHHHHH!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: awill12@sun308.ccs.bbk.ac.uk
Message-ID: <3569533f.2524863@nntp-server.bbk.ac.uk>
Source record: 62614

Just thought I'd let off a bit of steam!

Does any kind folk know how I might attach my Atari Touch Tablet to my PC?

Don't be shy, now.

Thanks,

Mr. Do!

4952. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <356f46f7.1833141@news.demon.co.uk>
Source record: 62615

The other Day CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:

>I don't think so. I'm using Atari800win, which is a near-perfect
>emulator. A bit more tweaking and I can probably throw away my
>decrepit hardware for good. Amusingly, it takes a pentium to replace
>that hardware, but then again my pentium isn't much more expensive
>than what I originally paid for my 800 and peripherals.
>
The Atari emulators in the A800 group are damn near spot on now, where
my old 130XE with multi opsys board with OMNIMON used to get turned on
all the time its now gathering a bit of dust..

Now if only Rich can get that monitor added (Omnimon pref) :)

>I've archived all the old Atari software from the Hackerz site for
>posterity, though I probably will never run 1% of it. But MULE and
>Jumpman and a few others will get plenty of play for years to come, no
>matter how antique they look.
>
Hear hear Ron. I too have archived software from sites that I find as
well as my own disks (80%) and will play only a portion of it but
Jumpman, Bandits, Spelunker and Star raiders will get the same play
time as they did all those years ago..
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4953. Re: I go or It Goes!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <356e45f8.1577181@news.demon.co.uk>
Source record: 62616

The other Day bostone1@aol.com (Bostone1) wrote:

>Hey, Bob. If it's ever a "her" or the Atari situation, keep the Atari. Try to
>let her do the court filing though. That part is a hassle...
>
Ha ha...But I have never seen a card and software that uses robotics
to make your dinner or do the house work...

<SFX of frying pan bouncing off my head>

Thanks for that Bostone you troublemaker :)
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4954. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980525125610001.IAA04557@ladder01.news.aol.com>
Source record: 62617

The older programs run flawlessly, but the newer Polish games and demos have
LOTS of difficulties and some won't even boot...
In my opinion, though, that's rather good news!
Nothing beats a true Atari yet!

4955. New River Run

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Jim Mirous <jmirous@mail.halcyon.com>
Message-ID: <356974B6.FABABA19@mail.halcyon.com>
Source record: 62618

One of my favorite games on the Atari was River Run. Now there is a PC version.
Shareware at http://users.multipro.com/runpro
Have fun, Jim.

4956. Running Missile.exe on XL-It??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: prominus@geocities.com
Message-ID: <356984f8.7862258@news.mindspring.com>
Source record: 62619

I can't figure out how to run binaries, such as missile.exe on the XL-It! emulator. I transferred missile.exe (Missile Command) to an .atr disk using Dir2atr.exe. So, I now have 001.atr containing missile.exe in Drive 2, and MyDos45d.atr in Drive 1. I can't get it to run, though. How do you run all those hundreds of .exe games?

4957. NTSC -> PAL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Christian Fowler <nospam-cfsoft@mailcity.com>
Message-ID: <01bd87ef$0c3e87c0$70dbccc3@default>
Source record: 62620

I'm sure this topic has been disussed several times on this newsgroup
before, but I'm quite new to this group.
I'm currently purchasing an upgraded 800XL from The States. I live in
Europe, and will have to modify the 800XL to PAL.
As far as I have understood, all I need to do is swap the NTSC Antic chip
with a PAL one from B&C.
I've also read that a minor change to the OS is needed.
Is there anything else I would need to do, and is the OS change really
necessary?

Thanks!
Christian Fowler

4958. Atari 2600 Waterworld proto and some C64 carts.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: tommage@aol.com
Message-ID: <1998052517085700.NAA27813@ladder01.news.aol.com>
Source record: 62621

Hi, just picked up some C64 carts, have no idea if they are collectable or anything?? They came with a batch of C64 games/utilities I got. Will probably be trading/selling a bunch of the stuff (the games/utilities are new and shrinkwrapped, the carts are just carts) I am looking for original Ultimas 1 and 2 for ANY computer platform (especailly the Atari 8-bit Ultima 1). Will trade multiple games for the Ultimas I need. Also have an Atari 2600 Waterworld proto (Best Electronics version, it is NOT a burn-in). These are the carts:

Galaxian Atarisoft
Ducks Ahoy CBS
Peanut Butter Panic CBS
Sea Speller Fisher Price
Visible Solar System Commodore
Wizard of Wor Commodore
Up and Add'em FP
Memory Manor FP
Logic Levels FP
Big Bird's Special Delivery CBS
Delta Drawing Spinnaker
Ernie's Magic Shapes CBS
Alpha Build FP
Fraction Fever Spinnaker
Dig Dug Atari
Frogger Parker bros.
Kid's on Keys Spinnaker
Donkey Kong Atari
Alphabet Zoo Spinnaker
Number Tumblers FP

There are about 300 new C64 titles, most are available for trade.

Thanks,
Tom

4959. My 810 was working perfectly, until...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd8802$f467d700$60128ea7@login.netins.net>
Source record: 62622

Yesterday it was working flawlessly. Today, when I tried to boot to my usual DOS 2.0 diskette, the drive made a EUNHH EUNHH sound. I tried a couple more diskettes, and some others that should have worked did not. I booted to yet another one and it booted into DOS. When I try to read certain disks, it gives the effect that some are worse than others, but the particular diskettes that didn't work make me think that I've had some kind of drive problem instead. It will write DOS to another diskette and then read it with no problem, so I wonder if I have a head alignment problem. Can anyone shed some light on this? Or has anyone had a similar problem?

4960. ST floppy works on 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: zaphod <zaphod@madbbs.com>
Message-ID: <35697F77.377F@madbbs.com>
Source record: 62623

I have an ST floppy that I don't have any use for on an ST. Can this be adapted to the 8 bit?

Please E-Mail

mailto:dgh2010@netsync.net

4961. Re: My 810 was working perfectly, until...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: i.koelling@postoffice.worldnet.att.net
Message-ID: <6kcd6d$eqj@bgtnsc02.worldnet.att.net>
Source record: 62624

Well, one of 2 things most likely. (Assume it's unmodified 810) Head alignment is possibility as is speed. Many of the 810's drift over time to a speed that causes diskettes not to read. Either case, if you format a disk, and put DOS and/ or other things on it, it should work fine with THAT disk. Consider, you will have written it witand are reading it with the same problem in both cases. If, OTOH, it is intermittent also, then look for electronics type failure. A lot of times the 1771 formatter got "intermittent" on thos drives. Also, most of those drives had and MPI mechanism, but some had a , oh heck, I can't remember the name of the company now, but, if the 'door' is full size and flips up, it is an MPI. Head alignment on each of the 2 drive types is different. Also, the speed pot was located slightly different spot. Good luck. Terry K

4962. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Graeme Fenwick <gfenwick@primex.co.uk>
Message-ID: <3569c50a.0@scooby.nildram.co.uk>
Source record: 62625

JMZorko wrote in message
<1998052503293000.XAA06070@ladder01.news.aol.com>...
>
>My brother has a Lynx and I think 15 games for sale ... everything in
perfect
>condition (he always kept it in the box, only played it a few times). He's
>asking $200 obo ...

He'll be lucky. Wait 10 years and keep it in pristine condition.
BTW, my brother has had two Lynxes (one was secondhand) and they both
developed either sticking buttons or joypads (ie, the machine thought you
were holding it down when you weren't).
Great machine otherwise, shame about Atari though.

-Graeme Fenwick

4963. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Graeme Fenwick <gfenwick@primex.co.uk>
Message-ID: <3569c50b.0@scooby.nildram.co.uk>
Source record: 62626

Ron Copeland wrote in message <3568ea0a.33926299@news.mci2000.com>...
>I don't think so. I'm using Atari800win, which is a near-perfect
>emulator. A bit more tweaking and I can probably throw away my
>decrepit hardware for good.

Sacrilege!!!
I like my "decrepit" hardware!
It just seems a lot naffer running it on a P233. Some of the stuff on the emulator is real fun (the games I used to own, and were good in the first place). The games I didn't own and weren't any good are the worst, because I'm judging them by today's standards. But I've come across a few good new ones...

>I've archived all the old Atari software from the Hackerz site for
>posterity, though I probably will never run 1% of it. But MULE and
>Jumpman and a few others will get plenty of play for years to come, no
>matter how antique they look.

Shame Elektraglide.exe doesn't run on win800, that was the first ever Atari8 game I played.

-Graeme Fenwick

4964. Re: Ncq: atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <6kcnp8$vh9$1@nnrp1.dejanews.com>
Source record: 62627

Hi there,

There are Atari logo shirts NEW available from Atari Computing.
IIRC they are black T's with a white or gold (hard to tell in a B&W mag!!)
With the Fuji logo, and ATARI written underneath.
Marketed as the ultimate in 80's flashback !!!

I had a look at their web site and couldn't see the details there, but there
is definitely an ad for them in the mags.

I will hunt one out from home tonight, and post up the details tomorrow,
unless someone else has them on hand with the info.

Cheers,

John E Cash

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4965. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <356fdcff.9430006@news.demon.co.uk>
Source record: 62628

The other Day "Graeme Fenwick" <gfenwick@primex.co.uk> wrote:

>Shame Elektraglide.exe doesn't run on win800, that was the first ever Atari8
>game I played.
>
I don't know about that file but it does work fine...

Of course you are welcome to it if you want...
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

4966. Re: hey

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <3569dd83.0@news10.kcdata.com>
Source record: 62629

Mike Edmister <Id_EVA01@yahoo.com> writes: > im just testing netscape.
> --
> - Id_EVA01@yahoo.com Of SpaceWhale Software -
> Anime, Computers, Video Games, Blizzard Entertainment,
> and "Magic: The Gathering" all kick ___!!!!!!
>
>
Duh Id you are dumb, your computer actually is posting despite
the error message

4967. GTIA sprites

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <3569de2e.0@news10.kcdata.com>
Source record: 62630

I saw a listing of the GTIA registers and saw ones for the H position of sprites. How do you control the Vertical location? Is there more registers that were missing from the list maybe?

4968. Re: GTIA sprites

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6kcnbmruo1@dartvax.dartmouth.edu>
Source record: 62631

TJ Edmister writes:

>I saw a listing of the GTIA registers and saw ones for the H position
>of sprites. How do you control the Vertical location? Is there more
>registers that were missing from the list maybe?

GTIA doesn't have sprites. It has Player/Missile Graphics. With PMG,
you can't shift the vertical position with a register the same way you
do horizontal position. Instead, you either have to copy the data or
change the register that says where in memory the PMG resides. The
latter is simpler, but requires more memory (as you have to allocate
extra zero space).

--PC

--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

4969. FS:Lots of Atari 8-Bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <356A1DC3.127C@ccnet.com>
Source record: 62632

Check out my Web Page for Systems,parts and Game Carts.
--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ccnet.com/~4jays

4970. SIO2PC Adaptors

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Embedded MicroSystems <Arudzki@m3.sprynet.com>
Message-ID: <356A3BB1.7D5@m3.sprynet.com>
Source record: 62633

Hello,
Would anyone be interested in a different form of the SIO2PC cable?
I was thinking of laying out a card that would have the required
electronics and support an SIO connector and an RS232 connector, so
everyone doesn't have to cut up their cables, just plug them in!

I was thinking of offering them in two forms, just the cards, (you buy
the parts and assemble) and assembled. Cards alone would be like $7-$8
and the assembled cards would be about $23-$25.

If anyone is interested, email me at tony@embeddedmicro.com, or come to
my site: www.embeddedmicro.com and leave me feedback.

thanks

4971. mouse questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-25 00:00:00 UTC
From: Dan Olson <dano@agora.rdrop.com>
Message-ID: <Pine.BSF.3.95.980525154949.5312D-100000@agora.rdrop.com>
Source record: 62634
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Hi,
I just bought a Commodore Business Machines mouse today, I had searched a little in comp.sys.cbm before trying it out and all I found was simply that an Amiga mouse was incompatable with other earilier Commodore machines. Sence there was no other information on this mouse other than a serial number, I decided to try it on my Vic-20, and as it turns out it simply works like the joystick, for example, moving the mouse up in a game is gives the same affect as moving the joystick up. I also tried an Accutrack track-ball I got and found it did the same. I got to wondering if there was something special in the Commodore doing this, or if the mouse truly looked like a joystick to the computer, so I tried both on my Atari 600XL and then my Atari 2600, with the exact same results. I know that the Atari 1040 ST we used to have had a mouse that used the joystick port as well, but for some reason I thought it sent it's data through the two pins used for the paddle controllers, do the Atari mice work the same way as this Commodore mouse does? I thought I had read that Commodores used a different mouse convention, were there other types of Commodore mice for their 8 bit machines as well? I'm just wondering if what I have is something weird that's supposed to be used just for joystick-based software, of if the same interface is used on other Atari/Commodore mice. By the way, the mouse works great on games where you move something around the screen, I tested it on the 600XL using Centipede, and it worked very smoothly, much better than the joystick even. Please e-mail me a copy of any replys. Thanks.

Dan

4972. Re: GTIA sprites

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <356a158a.0@nexus.comcen.com.au>
Source record: 62435

MY memory of programming the machine tells me that you had a single strip
"sprite" down the screen, and by modifying the memory page that it was
pointing to, you effected vertical movement. That is, you shifted the
graphics in memory, and it shifted on the screen.
I'm STILL looking for a copy of "Qb" - see
http://www.comcen.com.au/~adavie/qb2.jpg
Cheers
A

TJ Edmister wrote in message <3569de2e.0@news10.kcdata.com>...
>I saw a listing of the GTIA registers and saw ones for the H position
>of sprites. How do you control the Vertical location? Is there more
>registers that were missing from the list maybe?

4973. Re: None computer question: Where can I get a atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EtK4qw.MHB@cix.compulink.co.uk>
Source record: 62436

In article <jR6Z1kimR9qL092yn@ibm.net>, *rlcolli*@ibm.net (Ryan 'Gozar' Collins) wrote:

> In article <01bd8625$a4509ba0$36e207c2@pub02074>,
> "Joeri Belis" <info@RRRnollekens.be> wrote:
> >None computer question: Where can I get a atari logo t-shirt
Probably of no use to you but Virgin record shops in the UK currently sell a dark blue T-shirt with a big silver Fuji on it (and oddly, a (c)1997Atari (or thereabouts). Looks like it's aimed at the clubber more than Atari fans.

Also, Sigue-Sigue-Sputnik seem about to relaunch themselves and they were always very fond of Atari logos over everything so that may produce more stuff.

(Still got a rather tatty "Atari Baby" T-shirt somewhere!)
****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4974. Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <356AB2E7.5478BC35@erols.comX>
Source record: 62437

Here's some apples to apples then:

Compare Atari Dig Dug to C64 Dig Dug. Both written by Atari

Compare Atari Pole Position to C64 Pole Position

Compare Congo Bongo to C64 Congo Bongo

Compare most of the latter Electronic Arts stuff for the Atari to any other platform.

Synapse was the only company I remember making the effort to produce excellent Atari ports.

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

GAREEE! wrote:

> Graeme Fenwick wrote in message <3565e658.0@scooby.nildram.co.uk>...
>
> >Owning an Atari 8-bit was a very frustrating experience, since although the
> >machine was superior to the competition in most areas, the vast majoity of
> >the games available were no better than other formats, and in a large
> number
> >of cases *much* poorer. The impression that the companies thought Atari8
> >owners were so desparate they would accept any old stuff refuses to go
> away.
>
> How the heck can you even say that??
> ever seen bad apple games??
> bad c-64 games??
>
> There are a TON of em!! every computer system known to man has had LOTS of
> real looser games.. and way back then you didn't have all the companies with
> mega budget games either!! Yeah there were a few, but LOTS of games were
> written back then by some guy in his living room or den!
>
> Montezuma's revenge was written by a kid,
> Miner 2049er was written by a nobody,
> heck I even worked with a company that put out
> a three little pigs game for kids, and sub hunt and galaxy defender (a space

> zap clone)
>
> Synapse's stuff REALLY kicked major booty, and the games on the 8 bit were
> MUCH better then the apple stuff of the same time..
>
> Yeah the amiga stuff was really good, but that was a second generation of
> computers, and much later then the haydays of the atari 800
>
> Ya need to compare apples with apples..
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
> http://www.fortunecity.com/tattooine/ellison/86/index.html

4975. Re: My 810 was working perfectly, until...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: i.koelling@postoffice.worldnet.att.net
Message-ID: <6kek2e$6tp@bgtnsc02.worldnet.att.net>
Source record: 62438

Hi Again... well, the name of the mech. I couldn't think of is TANDON. That 810 has jost a tiny 'door' in the middle of the slot. Matter of fact, I just worked on one a few minutes ago. Doing the same thing as yours. Grinding noise, over and over as it tried to seek. This drive needed a head alignment. Fairly easy to determine. Take cover off. Put a disk in and watch it. 1st, before you put a disk on and before you turn on the Atati, with the top off the drive, watch the heads. On power up, the head should move back to rear stop, the spindle should be turning. After a few sweconds, maybe 15-15, the head should move to the inner limit (toward front) of drive. It should stop there, and the spindle should stop turning. If it does this, you can eliminate a lot of elotronics. Now, insert diskette, turn on Atari, and watch the drive. Heads shpuld move back to the rear again, spindle turns, and it should start reading the outer track. If at this point, you don't hear the normal, beep beep beep etc. as a normal load, and before it starts the head 'burping' again, GENTLY, put a little backward pressure on the head. In other words, try to push it slightly toward the back. If it starts a normal read, the head is out of alignment. If that doesn't work, try pushing the head from behind it, toward the front. Either way, if it starts a normal read, but stops after you release pressure, the hea needs alignment. If it's a Tandon, you'll see a little motor on the right side, that turns the shaft the head is connected to. The head is attached via a 'set screw' with a hex key head. Turn the drive off. Manually move the head until you can get to the screw to loosen it. Depending on which way you moved the head to get it to read, move the head anthe shaft, which is now loose, a little bit. Tighten the screw, and try it all again. It's a kind of hit or miss deal, but, after 2 or 3 tries you'll get it. Make sure to tighten the set screw fully, or head will misalign again. Now, mine also needed a slight speed adjust. It was running at 285rpm. Should be at 288rpm. At back of drive, on the back board is a small 'pot' with a tiny slot. That is the speed adjust pot. You'll need a Dos that allows you to check speed. I use DOS 2.6f, which has a 'Speed' selection on the menu. Any problems, leave me email. I'll see if I can help. Took about 1/2 hour to get this drive going. That's from top off to top on. Terry K

4976. Re: None computer question: Where can I get a atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6kek75$8rp$1@news.asu.edu>
Source record: 62439

B&C has Atari fan paraphernalia. www.myatari.com
--
****
** David Ormand **** dlormand@aztec.asu.edu **
** TI-99/4A ** Geneve 9640 ** Atari ST **
** SW99ers - Tucson, Arizona ** TMS9900 Lives! **

4977. Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd88bb$c3dc52a0$81374382@vidar>
Source record: 62440

Actually I think the C64 version of Pole Position stinks. The controls are
far better on the Atari, although the sprites looks a bit blocky. But,
gameplay rules on the Atari.

Stephen Knox <gooch@erols.comX> wrote in article
<356AB2E7.5478BC35@erols.comX>...
> Here's some apples to apples then:
>
> Compare Atari Dig Dug to C64 Dig Dug. Both written by Atari
>
> Compare Atari Pole Position to C64 Pole Position
>
> Compare Congo Bongo to C64 Congo Bongo
>
> Compare most of the latter Electronic Arts stuff for the Atari to any
other
> platform.
>
> Synapse was the only company I remember making the effort to produce
excellent
> Atari ports.
>
> --
> Thanks,
> Steve
>
> Remove the X at end of email address for replies
>
> http://pw2.netcom.com/~scknox/index.html
>
>
> GAREEE! wrote:
>
> > Graeme Fenwick wrote in message <3565e658.0@scooby.nildram.co.uk>...
> >
> > >Owning an Atari 8-bit was a very frustrating experience, since
although the
> > >machine was superior to the competition in most areas, the vast
majoity of
> > >the games available were no better than other formats, and in a large
> > number
> > >of cases *much* poorer. The impression that the companies thought
Atari8
> > >owners were so desparate they would accept any old stuff refuses to go

> > away.
> >
> > How the heck can you even say that??
> > ever seen bad apple games??
> > bad c-64 games??
> >
> > There are a TON of em!! every computer system known to man has had LOTS
of
> > real looser games.. and way back then you didn't have all the companies
with
> > mega budget games either!! Yeah there were a few, but LOTS of games
were
> > written back then by some guy in his living room or den!
> >
> > Montezuma's revenge was written by a kid,
> > Miner 2049er was written by a nobody,
> > heck I even worked with a company that put out
> > a three little pigs game for kids, and sub hunt and galaxy defender (a
space
> > zap clone)
> >
> > Synapse's stuff REALLY kicked major booty, and the games on the 8 bit
were
> > MUCH better then the apple stuff of the same time..
> >
> > Yeah the amiga stuff was really good, but that was a second generation
of
> > computers, and much later then the haydays of the atari 800
> >
> > Ya need to compare apples with apples..
> >
> > Gary Tabar Jr,
> > @ Da Mouzzz...
> > EMAIL: gareeeNOSPAM@worldnet.att.net
> > INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> > HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
> > http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>
>
>
>

4978. Re : Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998052618552000.OAA02106@ladder03.news.aol.com>
Source record: 62441

The earlier Electronic Arts titles (Seven Cities Of Gold, Archon...) are better on the Atari; Rescue On Fractalus!, Ballblazer and Encounter! really rock on the Classic, as they are faster and more colorful.
Defender is ridiculous on the Commodore; C64 Robotron and Donkey Kong are not really exciting.
Other stinky C64 conversions include Pharaoh's Curse, Elektraglide, Joust, Galaxian...
On the other hand, C64 Ms. Pac-Man is really fantastic!
Generally, lots of more recent stuff is better on the C64...
My opinion: don't choose the Atari or the C64, take both!

4979. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6kf56p$p8m$1@xmission.xmission.com>
Source record: 62442

sean <aaaaaaaaa@aaaaaaaaa.aaaaaaaa> wrote:

: Steven J. Tucker wrote in message <6k302v$1tf@freenet-news.carleton.ca>...
: >
: >Eric Cron (ericcron@wwa.com) writes:
: >> Just wondering:
: >>
: >> It is better to leave the 800xl and the drives etc. on all of the time
: >> or better to turn them off when fisnished using?

I've had my Atari gear on (almost non-stop) for over 10 years now.. No
problems. I even had my original HD's from the mid 80's until about 6
months ago!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4980. Syquest EZ-Flyer 135

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6kf5c2pss1@xmission.xmission.com>
Source record: 62443

I'm already using the Syquest-44mb SCSI removables, but now have some external (easily made internal), 135mb. Will put it on my BlackBox.

Need specs and to know if somebody has done this yet..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4981. Re: M.U.L.E. Original Box/cover artwork scan

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: jsegur@westelcom.com
Message-ID: <356b1e9f.3952770@news.westelcom.com>
Source record: 62444

"Dwayne" <nospam@junkmail.com> wrote:

>BTW, also which .atr/.xfd works with the wampus correctly? mule.atr crashes
>when you catch the wampus, mule2.xfd does not let you catch it at all.

I have a mule.atr which I downloaded in October 1996, don't remember
where. It works well with either XL-It! 0.20 or Atari800Win 1.9b2, no
crashes when I catch the wampus.
--
Joe

4982. Re: None computer question: Where can I get a atari logo t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <6kfbjs$ur1$1@nnrp1.dejanews.com>
Source record: 62445

>
> In article <01bd8625$a4509ba0$36e207c2@pub02074>,
> "Joeri Belis" <info@RRRnollekens.be> wrote:
> >None computer question: Where can I get a atari logo t-shirt
> >
> >Mail me on info@nollekens.be

From the Atari computing Ad.....

CULT ATARI T-SHIRTS Thanks to the seventies revival, the Atari Logo is popular once again. We now have stock of new sexy and trendyAtari T-shoirts featuring the famous Atari Fuji Logo in silver relief. They're black, 100% , unisex and one size fits all.

8.99 pounds including P&P NOTE: (I think that might be UK only though to include P&P, AND this is a reader offer, so I don't know if they'd charge an extra pund if you were a non-subscriber or not, but if you go to their website at http://www.ataricomputing.com/ or email them at admin@ataricomputing.com, they should be able to answer this)

Judging from the picture the logo looks about 5-6 inches high, and ATARI written underneath about 1-2 inches high.

Cheques payable to Atari Computing
Address is 73 Bentwick Drive
Troon,
Ayrshire,
KA10 6HZ
Scotland
UK

Cheers,

John E Cash

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4983. Brumbles? Super Spy

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <6kfgud$657$1@nnrp1.dejanews.com>
Source record: 62446

Does anyone know anything about a game that (I think) was called Brumbles Super Spy.

I remember a company called Databyte advertising lots in the british magazine C&VG in the mid eighties. They were bringing in quality games for the Atari (from the states ?) and advertising them nicely (and they were on disk !) like BoulderDash, Spy Vs Spy and Montezuma's revenge, and I remember they had this one that looked abit like a cross between elevator Action and Mission impossible.

Just wondering if it really existed and what it was like??

(IIRC they also advertised a polar game (might've been Spy V Spy 3) and a caveman style one too, but their names elude me.)

Yeah, although there's a lot of good games for the 8-bits, I too agree that some of the conversions could've been better. You see some really good /|\ software, then you see a game on the Spectrum or C64 which you'd like (and it *should* be able to do) and the conversion ends up totally crappy. Very disheartening compared to the Speccy, (which did have lots of good games)

Cheers,

John E Cash

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

4984. Re: GTIA sprites

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-26 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <6kfd4e$3pv$1@roch.zetnet.co.uk>
Source record: 62447

> MY memory of programming the machine tells me that you had a single strip
> "sprite" down the screen, and by modifying the memory page that it was
> pointing to, you effected vertical movement.

Didn't realise you could do it the "easy" way by modifying the base address, but if you can only move a page at a time surely this wouldn't work??

Anyway, the way I used to do it in BASIC was as follows.

Define a string and reset its start address to point to the start of PM data. Can't remember how you do it but it must be documented somewhere. Then any assignments you make to that string appear directly on the screen.

e.g. suppose you have a 16-byte shape, its data stored in SHAPE$. And the y-coordinate you want is stored in YPOS. So:

```
PMG$(PLAYERNBR*256+YPOS,PLAYERNBR*256+YPOS+15) = SHAPE$
```

this will put the shape onto the screen! If you define the shape as having a blank byte at either end you can move the shape up and down without leaving "trails" (or define 2 blank bytes if it can move 2 pixels at a time).

If the YPOS can alter randomly (e.g. in repsonse to paddle or Touch Tablet input) then clear out the area first:

```
PMG$(PLAYERNBR*256,PLAYERNBR*256+255) = BLANK$
```

where BLANK$ is a 256-byte string of CHR$(0).

--
Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
osian@zetnet.co.uk "Lurker at the threshold" ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4985. FREE developers kit for A8 unzip/zip

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6kfnce$8ha$1@pale-rider.INS.CWRU.Edu>
Source record: 62448

Hello.
I've put up source code for working A8 code that will unzip most any pkunzip 1.xx zipfile. It will NOT unzip modern zipfiles, that use the deflate algorithm.
This group of files, ACTION! source, the ACTION! compiled .COM files (must have ACTION! cart to run), some test .zip files, and some documentation, are in a file called RGUZ98.ARC, in the IFYOUWILLBETAFORME directory. Just go to any directory, then go up one level.
Also included is the pascal and C source codes from S. H. Smith that I work from.
THIS IS A DEVELOPER'S KIT TO DEVELOP AN A8 ZIP/UNZIP, IF YOU PLEASE.
Probably not too many people interested. But, be my guest, and drop me a note about it if you get a chance.
russg@en.com
The files can be obtained from:
http://www.en.com/users/russg

4986. Re: 800XL SuperVideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <356b6171.11244107@news.mindspring.com>
Source record: 62449

On Sun, 11 Jan 1998 11:04:16 -0800 Bob Woolley <rwoolley@pacbell.net>
wrote:

>The SuperVideo upgrade was printed in Atari Classics magazine.... I have
>back issues available for $8, including First Class postage. This is a
>lot of money for this kind of thing and I am certainly willing to have
>the information freely distibuted, but to scan in all the material and
>make it available is too big a project for me right now. I need to work
>on the magazine itself and hacks, my true passion.

Work on getting the SuperVideo article ready to post to my webpage is
beginning to progress. I have run Xerox Textbridge OCR on the scans of
the ten pages of the article.

That still leaves quite a bit of work, with the next step being to
proofread the article and correct what the OCR omitted or simply got
wrong.

After that comes the task of putting the text in HTML form and
inserting the graphics sections.

At the rate I have been going, I should have it ready as a Christmas
present to the Atari community! <grin>

==========
lmcclure1@mindspring.com

4987. Re: SIO2PC Adaptors

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <356baa2f.2666664@news.nowhere.net>
Source record: 62450

Sounds just like what I've done. Only hard part to get is the SIO male
socket. About $3.00 - $4.00 when you can find them new or free off old
junkers. Rest of the parts and box can be purchased from RS for $6 to
$7 so the whole thing runs under $12.00 and a little of your time.
I've knocked out over a dozen of these now. The 2 chip version runs
about $5.00 more but provides much better performance. Better yet,
just install the interface in the computer itself. Works great.

Later..

>Hello,
>Would anyone be interested in a different form of the SIO2PC cable?
>I was thinking of laying out a card that would have the required
>electronics and support an SIO connector and an RS232 connector, so
>everyone doesn't have to cut up their cables, just plug them in!
>
>I was thinking of offering them in two forms, just the cards, (you buy
>the parts and assemble) and assembled. Cards alone would be like $7-$8
>and the assembled cards would be about $23-$25.
>
>If anyone is interested, email me at tony@embeddedmicro.com, or come to
>my site: www.embeddedmicro.com and leave me feedback.
>
>thanks

4988. Re: SIO2PC cables on sale again

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6kgdqu$kh2$1@korweta.task.gda.pl>
Source record: 62451
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Real bargain, check it out!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409415

or contact me directly via email.

4989. Re: SIO2PC Adaptors

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356dba33.4252451@news.pressenter.com>
Source record: 62452

On Mon, 25 May 1998 23:49:05 -0400, Embedded MicroSystems
<Arudzki@m3.sprynet.com> wrote:

>Hello,
>Would anyone be interested in a different form of the SIO2PC cable?
>I was thinking of laying out a card that would have the required
>electronics and support an SIO connector and an RS232 connector, so
>everyone doesn't have to cut up their cables, just plug them in!
>
>I was thinking of offering them in two forms, just the cards, (you buy
>the parts and assemble) and assembled. Cards alone would be like $7-$8
>and the assembled cards would be about $23-$25.
>
>If anyone is interested, email me at tony@embeddedmicro.com, or come to
>my site: www.embeddedmicro.com and leave me feedback.
>
>thanks

Sounds interesting. Interesting if the connectors are SECURELY
fastened that is.

*** Please make sure responses are also sent via email.

4990. Re: hey

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356bb1a4.2060671@news.pressenter.com>
Source record: 62453

On Sun, 24 May 1998 12:17:15 -0400, Mike Edmister <Id_EVA01@yahoo.com>
wrote:

>im just testing netscape.

I'm just testing Forte Agent 1.5/32-452.

*** Please make sure responses are also sent via email.

4991. Re: ARRRRGGGGGGGGHHHHHHHHHH!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356cb2d8.2369492@news.pressenter.com>
Source record: 62454

On Mon, 25 May 1998 11:19:41 GMT, awill12@sun308.ccs.bbk.ac.uk (Mr.
Do!) wrote:

>Just thought I'd let off a bit of steam!
>
>Does any kind folk know how I might attach my Atari Touch Tablet to my
>PC?
>
>Don't be shy, now.
>
>Thanks,
>
>Mr. Do!

Not worth the effort. Use it on your Atari, or buy a PC type touch
tablet for your PC.

*** Please make sure responses are also sent via email.

4992. Re: 5200 Glenn. I give in.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980527083011.26443B-100000@home.ptd.net>
Source record: 62455

Yogi write.......>
> Also, he did the successful crack of Pitfall 2; the one that Steve and
> Bruce distributed to all the so-called "shit-pirates" (their term)
> when you jumped for the balloon the game crashed. They kept the good
> one for themselves and a select few.
>
> yogi
>
>
Well......finally.....always wondered what the deal was with
that game.....a dozen or so years later and I finally find
out.....Thanks, one of those curiosity items that always nag
you can finally be layed to rest!

Paul Clark

4993. Atari800 v0.9.6

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: pstehlik@zln.cz
Message-ID: <6kh55bpll1@ns.felk.cvut.cz>
Source record: 62456

Hi,

I just wanted to let you know the Atari800 emulator is now up to v0.9.6. DOS users have got freely editable keyboard emulation of up to four joysticks. There's also a number of other improvements, better compatibility etc.

http://cas3.zlin.vutbr.cz/~stehlik/

Petr

4994. Dimension-X?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Charles Bond <cbond@ix.netcom.com>
Message-ID: <356C260A.C6F39C9A@ix.netcom.com>
Source record: 62457

I've been asking around if anyone knew where I could
find a copy of Dimension-X. No answers, so far.

4995. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356c29e0.75342287@news.ioa.com>
Source record: 62458

On Fri, 22 May 1998 19:25:02 -0400, velcro_spy@webtv.net wrote:

>In my view the Atari 5200 was a huge stupid mistake. They could have
>produced a keyboard-less 400 and called it the Atari 200. The advantage
>would have been a large variety of pre-existing carts.

Perhaps, but some games like Star Raiders, Defender, Jumpman Jr. and Space Shuttle would never play
on it, since they also use the keyboard for different things.

The XE game system was the closest thing to your concept, and even it failed. Too little, too late,
I guess.

Steven

4996. FA: 3 classic 8-bit carts.

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1998May27.111425.15649@news.iup.edu>
Source record: 62459

I have 3 carts up for bid on Ebay.
3 Atari 8-bit Carts-Ms.Pac, Star Raider, M.C.
To find out more....go to this link.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14864193

Auction ends tomorrow. Thanks for looking.
Disk-Doctor

4997. Re: Re-living the older days...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356c3560.78286679@news.ioa.com>
Source record: 62460

On Mon, 25 May 1998 07:44:12 GMT, jmelbo@pressenter.com (Jon D. Melbo) wrote:

>Of course, emulation is always harder than native.
>

Not only that, but the emulators just don't seem to do the color artifacting right. Atari programmers learned to make the most out of a poor video system, and running emu's on pc's with
near-perfect monitors just makes games like LodeRunner look a little funny. Call me weird, but I
also miss the pixellation of the GR.0 text on the emu's.

Steven

4998. Re: Running Missile.exe on XL-It??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356c3748.78774285@news.ioa.com>
Source record: 62461

On Mon, 25 May 1998 14:53:19 GMT, prominus@geocities.com (Prominus) wrote:

> I can't figure out how to run binaries, such as missile.exe on
>the XL-It! emulator. I transferred missile.exe (Missile Command) to
>an .atr disk using Dir2atr.exe. So, I now have 001.atr containing
>missile.exe in Drive 2, and MyDos45d.atr in Drive 1. I can't get it
>to run, though. How do you run all those hundreds of .exe games?
>
>
Boot XL-It! without BASIC, then in DOS press the '2' key to prove that missle.exe is indeed in your
.atr file. If it's there, press 'L' for binary load, then type '2:missle.exe' (without the quotes
of course).

Another option is to use XL-It!'s ability to read directly off your hard drive as the Atari H:
drive. Then you can 'C' copy from H:missle.exe to 1:missle.exe (or any other loaded drive image).
Check the XL-It! docs to learn how to do this. It isn't as reliable as a program like Imageman.exe
(for PC DOS). I think you can find Imageman at the UMich archive if any of the above didn't help.

Good luck!
Steven

4999. Re: names of chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356c3b36.79780681@news.ioa.com>
Source record: 62462

On Sat, 23 May 1998 13:56:54 GMT, jmelbo@pressenter.com (Jon D. Melbo) wrote:

>On 22 May 1998 14:12:05 -600, TJ Edmister <damage_x@hotmail.com>
>wrote:
>
>>whats with the names of Atari chips?
>>
>>so far i've seen:
>>
>>Stella (2600 A/V chip)
>>Sally (6502c)
>>ANTIC \
>>GTIA \ everyone knows these
>>Pokey /
>>Freddy /
>>Mikey and Suzy (Lynx)
>>Tom and Jerry (Jaguar)
>>Maria (7800)
>>
>>any others?
>>
>
>AMY
>

The original CTIA chip. Interesting side note -- I saw somewhere not too long ago that the GTIA
chip was actually finished BEFORE the CTIA chip, but it had a few bugs that needed to be worked out,
so Atari put the CTIA in the original 400 & 800 machines until the GTIA was fully ready.
Anybody else know more about that?

Oh, yeah, don't forget about the AMIGA chip. Don't let those Commodore fans fool you, AMIGA started
as an Atari design.

Steven

5000. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd898d$cb7cf500$0201010a@g6-300xl>
Source record: 62463

```
The Doctor <dklugh@iwaynet.net> wrote in article
<35603743.CCC6524F@iwaynet.net>...
>
> I don't know about that but it should be easy to convert the Atari
> character set to ATASCII (it's stored in the Atari in a unique format of
> it's own) using the 192 byte table stored in the Atari.Since it's only
> 128 characters (1k) you'll have to create a second bit-inverted copy and
> append that to the first to make a 256 (2k) character set.Then you'll
> need a programme that will configure the VGA/EGA card for 8x8 character
> display.
> (EGA is normally 8x14,VGA 9x16)
> Or else double each line to make it a 8x16 (4k) character set.
> You could load that with DEBUG.
> (VGA character sets are 8x16,not 9x16)
>

Why would someone want a bitmap font for DOS anymore? Isn't this thread
about a truetype font? That has nothing to do with EGA, VGA...not to
mention that those screen fonts can only be used for monitor display and
not for printing or assembling html pages.
```

5001. Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <356C4633.DEF89330@erols.comX>
Source record: 62464

From what I heard the guy who orinigally did Dig Dug had no clue how to write games on the 8bit. Others working in Atari we're surprised he was the sole programmer for the project. The 'Brown' label Dig Dug is a piece of trash. Slow, clumsy, lousy play. Dig Dug was redone, The Silver label version, into a more playable version but the graphics were still lousy.

I think since Atari had to release a 5200 version they applied the updates and re-released Dig Dug on the 800(which is identical to the Silver Label version).
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

James Carter wrote:

> On Tue, 26 May 1998 08:17:43 -0400, Stephen Knox <gooch@erols.comX> wrote:
>
> >Here's some apples to apples then:
> >
> >Compare Atari Dig Dug to C64 Dig Dug. Both written by Atari
> >
>
> I have two different versions of Dig Dug on carts for the Atari 8bits. The
> graphics are different. One cart is the old-style brown label, the other the
> more updated gray-silver label. Both have the same RX8026 on the carts, but
> they are definitely different programs.
>
> Anyone know why Atari re-made Dig Dug? Or any other examples?
>
> James

5002. Do you still have stuff left?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Gary Chisholm <mud@mail.com>
Message-ID: <63Ya1.266$Oh1.686223@news21.bellglobal.com>
Source record: 62465

I want your Black Box and SpartaDos X cart.

Do you still have them?!?1

Gary

5003. Re: mouse questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Dave Ross <watson@mcs.com>
Message-ID: <356C6C21.2E0D7CDA@mcs.com>
Source record: 62466
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Dan Olson wrote:
>
> Hi,
> I just bought a Commodore Business Machines mouse today, I had
> searched a little in comp.sys.cbm before trying it out and all I found was
> simply that an Amiga mouse was incompatable with other earilier Commodore
> machines. Sence there was no other information on this mouse other than a
> serial number, I decided to try it on my Vic-20, and as it turns out it
> simply works like the joystick, for example, moving the mouse up in a game

Sounds like you have a C=1350 mouse. This was Commodore's original mouse, the "rolling joystick" as it is affectionately known. It sends standard joystick up, down, left, right, and fire signals (don't know how it does the right button). Commodore then came out with a true proportional mouse, the C=1351. This uses the POTX and POTY lines to feed an analog signal to the computer, and fire for the left button (I don't know about the right). These are the mice for the VIC/64/128 series. I believe there is a C=1352, but that's an Amiga rodent.

--
::::: Dave Ross / Dr. Watson "Yesterday's technology
:: === watson@mcs.com today...for a better
:: === dross4@niu.edu tomorrow!"
::::: http://www.cs.niu.edu/~z956832

5004. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_896270429@rtfm.mit.edu>
Source record: 62467
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

5005. Networking A8s?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Einhard <dfuller@mc.edu>
Message-ID: <6khuo5$c21$1@ox.mc.edu>
Source record: 62468

Howdy everyone! I wanted to see if anyone has had any luck hooking up your Atari to a network? Currently, I have my 800 connected to a 286 via a SIO2PC cable allowing me to use the 286's modem to dial-in to our campus unix box. Well, this summer I have moved into a nice new dorm (for those wonderful 7am summer school classes...*bleh*) that has network connections to the net (10baseT) in every room. <drool> Anyway, I got to thinking, wouldn't it be great if I could connect right up to the network and forget about my comserver connection (since it kicks me off every 90 minutes)...has anyone done this or is this just another pipe dream? :)

-einhard
dfuller@mc.edu

5006. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6ki4da$lc9$1@newsd-122.bryant.webtv.net>
Source record: 62469

Steven,

You are right: the XE Game System is EXACTLY what would have taken off, had it come earlier. Atari had that technology from 1979 for pete's sake. And when did XEGS come out, 1985?

In between is the lame 5200 system which had ZERO significant advantage over the 8bit line.

Oh well, sometimes it's fun to play 'what if.' Still remember the /I\ signs from Bladerunner?

vs

5007. WTB:Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <#LzgX$ci9GA.295@ntdwwaaw.compuserve.com>
Source record: 62470

Looking for any version of Ultima for the Atari. Only interested
in complete games. Top dollar offered. Please respond via
email. Thanks.
milesgore@compuserve.com

--

5008. Re: Networking A8s?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6kijpgim1@xmission.xmission.com>
Source record: 62471

Einhard <dfuller@mc.edu> wrote:
: Howdy everyone! I wanted to see if anyone has had any luck hooking up
: your Atari to a network? Currently, I have my 800 connected to a 286
: via a SIO2PC cable allowing me to use the 286's modem to dial-in to

Ha ha! I have everyone beat, I'm sure.

I have my 576k XE (with dual 44mb removable Syquests via BB) connected via APE 1.17 to a Compaq ProLinea 486/66 that is 10mb Switched Ethernet connected to my home-based Novell Netware 4.11 network that has a dedicated 128mb ISDN router-based connection to my office network (which spans the country (USA), let alone full access to the Internet).

Whatever I access (map a drive to) from my 486, I get access to from my Atari, including laserjet printers, gigabytes of directory access, Internet ftp sites, etc..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

5009. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <356CEEB5.7FD3@pacbell.net>
Source record: 62472

Jon D. Melbo wrote:

> >One of the largest causes of failure in modern hard drives is supposedly
> >when businesses leave them switched on all the time, the drives heat up, and
> >some of the lubricants evaporate. Then there's a long (say, bank holiday or
> >whatever) weekend. They switch off the computers, the drives cool down, and
> >all the lubricants condense on the disc surface. Tuesday morning, everyone
> >comes back and the drives are knackered.
> >Take a brillo pad to 'em, that's what I say!
> >
> >- Graeme Fenwick
> >
> That's utter crap. No offense intended, but it is crap.
>
> *** Please make sure responses are also sent via email.
---
uuuhhhh..... excuse me? Are you referring to the stiction problem being described? The fact that the heads weld themselves to the surface of the disk is certainly not crap. Many major disk manufacturers wish it were! The longer and hotter you run you drive, the more gunk that builds up on the surface of the head (not the platter - it has stuff all over it anyway). When you stop your drive and the head lands, the gunk will solidify into glue after a while. Add in a little moisture as the interior pressure is relieved thru the vent. At this point, you have two choices: apply a lot of torque and rip the head right off the flexure, or the motor won't even start up. One solution is to run the head out over the platter and wipe off the gunk at low speed - before the drive gets cold.
Not that the solution is to never spin down the drive.... I would suggest a weekly shutdown to prevent a gunk buildup - and keeping the drive cool. People that never shut off the system had better have a good UPS.

Bob

5010. Re: Syquest EZ-Flyer 135

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <356CEFDA.4A3C@pacbell.net>
Source record: 62473

James King wrote:
>
> I'm already using the Syquest-44mb SCSI removables, but now have some
> external (easily made internal), 135mb. Will put it on my BlackBox.
>
> Need specs and to know if somebody has done this yet..
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

I have some on the IDE interface! Works great. What kind of specs do you
need?

Bob

5011. Re: The decay of the Atari 8-bit machines (was Re: 7800 vs...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-27 00:00:00 UTC
From: Graeme Fenwick <gfenwickBYESPAM@primex.co.uk>
Message-ID: <356d1af0.0@scooby.nildram.co.uk>
Source record: 62474

James Hague wrote in message ...
I've seen the same thing happen to other machines
>like the Amiga and Apple IIgs. There are a couple of bad signs:
>
>1. When lots of rewrites of "easy" games start coming out: Tetris, Lunar
>Lander, Galaxian, Pong, Arkanoid, Pac-Man, etc.

>2. When game programmers start trying to compete with more modern
>machines. For a while, Amiga programmers were expending a lot of energy
>writing Sonic-like games in attempts to outdo the Genesis. Mostly they
>just made the Amiga look like a me-too machine.

You've just said *exactly* what I'd been thinking recently about the Amiga (more so even, than the Atari-8). Once Doom came out on the PC, it was that machine setting the pace, not the Amiga. Eventually, versions of Doom came out on the Amiga, but only one ran on my 68000 based A500Plus. It was creditible, and given the limitations good, but...
What happened with both the Atari and Amiga was that small software houses did versions of games from bigger, faster machines. The second time round, with the Amiga, I recognised the symptoms better. When Escom re-released the Amiga 1200 circa late '95 for £100 more than it had cost over a year previously (when it was already looking a bit dated), and regardless of their excuses ("we had to pay the factories more to get them out quickly") it smacked of milking the fans dry. That was when I decided my next machine was a PC. It took 2 1/2 years for me to get round to buying one... !
Mind you, before W95 came out, PCs couldn't multitask much, and the interface sucked.
I still think the Amiga OS beat hell out of the PC until W95.
Still, this isn't an Amiga group.
Nor is it a Genesis/ Mega Drive (the UK/Asian name) group, but for what it's worth, I think that that machine ran sideways scrolling games very well (it was probably designed with them in mind- Sonic was technically brilliant), and other types of games ran less well. Lotus (a racing game) was vastly inferior to its Amiga counterpart, and the flight sim I saw was crap...
Unfortunately, I never liked sideways scrolling platform games, and since 99.9% of MegaDrive games were like that I was never a fan of the machine.

- Graeme Fenwick

5012. Re: Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <6kjp4b$14s$1@nnrp1.dejanews.com>
Source record: 62475

In article <356C4633.DEF89330@erols.comX>,
Stephen Knox <gooch@erols.comX> wrote:
>
> From what I heard the guy who orinigally did Dig Dug had no clue how to write
> games on the 8bit. Others working in Atari we're surprised he was the sole
> programmer for the project. The 'Brown' label Dig Dug is a piece of trash.
> Slow, clumsy, lousy play. Dig Dug was redone, The Silver label version, into a
> more playable version but the graphics were still lousy.
>
> I think since Atari had to release a 5200 version they applied the updates and
> re-released Dig Dug on the 800 (which is identical to the Silver Label version).

Now this is something I've wondered about for a long time... I used to have
two files of Dig Dug... one ran full-screen, in what looked like GR.7, and was
pretty hideous. The other ran narrow-screen, was higher-rez, and generally
much more playable.

May I safely assume the former file was the Brown-label version, and the
latter was the Silver-label version?

Speaking of complete rewrites, has anyone compared 5200 Mario Bros to
XEGS Mario Bros? I've got the "Glenned" port of the 5200 version, and always
meant to pick up a copy of the XEGS version, since it looked much more
authentic to the original.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
"Where do you want to play Atari today?"

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

5013. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998052801475100.VAA26268@ladder03.news.aol.com>
Source record: 62476

velcro_spy@webtv.net wrote:

<<And when did XEGS come out, 1985?>>

Actually, I believe the XEGS didn't come out until 1987 or so, at least EIGHT years after the original 8-bit technology!
(I'm going by memory...I could be wrong.)

5014. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: leep2@epenergy.com
Message-ID: <6kjtf8$6u9$1@nnrp1.dejanews.com>
Source record: 62477

In article <1998052200222600.UAA22125@ladder01.news.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
>
> I have seen some 5200 games, and they are subtley better. QIX
> comes to mind as one with some maybe more improvement than
> some others.
>
> On the other hand, I've heard that the 7800 games were much better,
especially
> if there had to be a fairly large number of
> moving, multicolored objects. Does anyone know what the
> essential hardware differences were/are? In the computers,
> it's Antic/GTIA (or CTIA), what's in the 7800?
>
> LWhite 6497@aol.com
>
From the old memory banks...

Only the old 400/800 would have the CTIA chip, it was later
replaced by the GTIA chip which added 3 or 4 more graphic modes

The 1200XL had the ability to use the RAM underneath the OS
and CART. but since nothing ever took advantage of this...
Also, you can use memory from $C000-$CFFF which was wasted
in the 400/800.

The XE and later had the same ability as the 1200 except the
big bank select RAM area ($4000-$7FFF) (i think) again unless
somethink used it...

The 7800 is actually nowhere near the 8-bit computer line, has
no pokey unless you put one on the cartridge board (BallBlaster).
The graphics are based on Display List List (DLL) so you have to
build each screen on the fly. May sound like alot but the advantage is
you can have alot of sprites on the screen. However, you have to do
your own collision detection, etc... The sound chip is the same as the
2600 so nothing great there but it made 2600 emulation easy.

- Paul

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

5015. FA: Atari books and magazines (Analog, AC, etc) (ebay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6kitaf$gl6@freenet-news.carleton.ca>
Source record: 62478

Rooting around in the closet I think ive finally found the last of the
Atari 8-bit books and magazines. :) Here is the listing, have fun
bidding.

Steve

14911509: Atari - ANTIC 3 Magazine Package (1985)
Current bid: $4.75
Auction ends on: 05/27/98 16:09:57 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14911509

14929791: Atari - ANTIC 7 Magazine Pack (1986)
Current bid: $3.00
Auction ends on: 05/27/98 19:04:56 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=14929791

15314752: Book - Atari 130XE Users Manual
Bidding starts at: $3.00
Auction ends on: 05/31/98 10:02:04 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15314752

15315696: Atari 410 Cassette Drive Users Guide
Bidding starts at: $1.00
Auction ends on: 05/31/98 10:13:49 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15315696

15316093: Atari 600XL 64K PBI Memory Expander!
Bidding starts at: $5.00
Auction ends on: 06/02/98 10:19:40 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15316093

15326106: 14 Issues of Atari Classics Magazine!
Bidding starts at: $5.00
Auction ends on: 06/02/98 12:21:49 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15326106

15327435: 7 Issues of Atari Classics Magazine!
Bidding starts at: $5.00
Auction ends on: 06/02/98 12:36:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15327435

15328363: 6 Atari Classics Magazine Diskettes!
Bidding starts at: $5.00
Auction ends on: 06/02/98 12:47:02 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15328363

15395651: Atari - 14 Issues of Analog Computing!
Bidding starts at: $5.00
Auction ends on: 06/02/98 20:55:09 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15395651

15396555: Rare - Atari Connection Magazine
Bidding starts at: $2.00
Auction ends on: 06/02/98 21:01:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15396555

15400024: Atari ST Magazine Pack #1 (7 Issues)
Bidding starts at: $5.00
Auction ends on: 06/02/98 21:30:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15400024

15401371: 12 Issues of Atari Interface Magazine!
Bidding starts at: $5.00
Auction ends on: 06/02/98 21:42:24 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15401371

15402238: 11 Atari Interface 'Disk of the Month' disks!
Bidding starts at: $5.00
Auction ends on: 06/02/98 21:51:32 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15402238

15403107: RARE - Atari Age Magazine - RARE
Bidding starts at: $5.00
Auction ends on: 06/02/98 22:00:29 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15403107

15404775: Book - Atari 400 / 800 BASIC Reference Manual
Bidding starts at: $2.00
Auction ends on: 06/02/98 22:21:43 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15404775

15406749: Atari ER - Electronic Games Magazine 5/83 !!!
Bidding starts at: $2.00
Auction ends on: 06/02/98 22:50:58 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15406749

15407098: Atari ER - Electronic Games Magazine 12/83 !!
Bidding starts at: $2.00
Auction ends on: 06/02/98 22:57:14 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15407098

15407406: Atari ER - Electronic Fun Magazine July 83 !!
Bidding starts at: $2.00
Auction ends on: 06/02/98 23:03:27 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15407406

15408027: Book - How to use Atari Computers
Bidding starts at: $3.00
Auction ends on: 06/02/98 23:15:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408027

15409577: Book - Atari XEGS Keyboard Manual
Bidding starts at: $3.00
Auction ends on: 06/03/98 00:02:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409577

Non Atari 8-bit items:

15315177: Atari 2600 PLANET PATROL - Rare
Bidding starts at: $3.00
Auction ends on: 05/31/98 10:08:04 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15315177

15329017: Intellivision AD&D Treasures of Tarmin - RARE
Current bid: $5.00
Auction ends on: 06/02/98 12:56:32 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15329017

15403569: Bally Astrocade THE INCREDIBLE WIZARD - Rare
Bidding starts at: $5.00
Auction ends on: 06/02/98 22:05:56 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15403569

15403826: Bally Astrocade - MUNCHER! - Rare
Bidding starts at: $5.00
Auction ends on: 06/02/98 22:08:39 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15403826

15404273: Bally Astrocade UR+ - BLAST DROIDS!!!
Bidding starts at: $5.00
Auction ends on: 06/02/98 22:14:49 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15404273

15405117: Commodore 64 - 'Clowns' Game Cartridge
Bidding starts at: $2.00
Auction ends on: 06/02/98 22:26:42 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15405117

15405341: Commodore 64 - Atarisoft 'Jungle Hunt' Cart!
Bidding starts at: $2.00
Auction ends on: 06/02/98 22:29:30 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15405341

15407665: Sega Game Gear - Leaderboard Golf - NEW MIB!
Bidding starts at: $5.00
Auction ends on: 06/02/98 23:07:48 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15407665

15408283: Book - How to win at Video Games (Classic!)
Bidding starts at: $3.00
Auction ends on: 06/02/98 23:21:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408283

15408519: Rare - Intellivision Mr. BASIC cart+manual!
Bidding starts at: $5.00
Auction ends on: 06/02/98 23:27:37 PDT

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408519

15408724: Atari Lynx - CALIFORNIA GAMES - NEW MINT!!
Bidding starts at: $5.00
Auction ends on: 06/02/98 23:33:05 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408724

15408790: Atari Lynx - Shangahi - NEW MINT!
Bidding starts at: $5.00
Auction ends on: 06/02/98 23:35:32 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408790

15408926: Nintendo NES - Dance Aerobics - MINT NEW
Bidding starts at: $3.00
Auction ends on: 06/02/98 23:39:27 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408926

15409291: Pac-Man ShrinkyDinks by Colorforms!! ER! ER!
Bidding starts at: $5.00
Auction ends on: 06/02/98 23:51:08 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409291

15409416: Atari 2600 Imagic Subterranea - RARE!
Bidding starts at: $5.00
Auction ends on: 06/02/98 23:55:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409416

15409508: Rare Intellivision - Imagic Tropical Trouble!
Bidding starts at: $5.00
Auction ends on: 06/02/98 23:59:45 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409508

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5016. FS: Mapping the Atari (400/800)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6kiu6s$gr5@freenet-news.carleton.ca>
Source record: 62479

I cant believe I found yet another copy of tis lurking around, this makes
8 I found :) Anyone who wants I can have it for $10, shipping included. Its
in great condition.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5017. Dimension X [question]

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: wdao@netcom.com
Message-ID: <wdaoEtnnMn.9Aw@netcom.com>
Source record: 62480

I have Dimension X up and running on one of the better emulators for PC.
I saw the original one in '84 .
How was the grid ? I am not getting a REAL solid grid (the floor you are flying over).
I get some sort of streaking patterns.
Was it how it was in the original version ?
A bad crack ? a bad game image ? a not up to date emul ?

Walt

5018. Super Zaxxon - Working ATR

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <356D1489.1CD10A0C@hrz.tu-chemnitz.de>
Source record: 62481

Hi outthere,

some days ago I read something about Super Zaxxon and somebody wanted a
working copy of the game. I have an ATR-Image where Super Zaxxon runs
very fine. If anybody exists outthere who wanted this then please drop
me a line.

Greetz, Sven.
--
==
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari

Im Feuer der Schlachten werden Menschen zu
Kriegern. Aber Helden findet man auch dort,
wo man sie nicht erwartet ... -OuterLimitS-
==

5019. Rock bands and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <10756-356D0DF3-6@newsd-199.bryant.webtv.net>
Source record: 62482

So Sigue Sigue Sputnik is coming back? Cool! I didn't know they put Atari logos all over things.

And since there is Atari Teenage Riot, that makes two bands that dig Atari.

5020. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6kkfng$4ol$1@nnrp1.dejanews.com>
Source record: 62483

In article <6kjtf8$6u9$1@nnrp1.dejanews.com>,

> From the old memory banks...
>
> Only the old 400/800 would have the CTIA chip, it was later
> replaced by the GTIA chip which added 3 or 4 more graphic modes
>
> The 1200XL had the ability to use the RAM underneath the OS
> and CART. but since nothing ever took advantage of this...
> Also, you can use memory from $C000-$CFFF which was wasted
> in the 400/800.
>
> The XE and later had the same ability as the 1200 except the
> big bank select RAM area ($4000-$7FFF) (i think) again unless
> somethink used it...
>

Of course can be used, remember Turbo Basic, Superdos, Dos XE, Sparta Dos X and maybe some others... Also a couple of ramdisk handlers would let you use that area....

Javier.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

5021. Re: Rock bands and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <6kkla7duq1@nnrp1.dejanews.com>
Source record: 62484

>In article <10756-356D0DF3-6@newsd-199.bryant.webtv.net>,
> marknewtonjohn@webtv.net (Mark Newton-John) wrote:
>
> So Sigue Sigue Sputnik is coming back? Cool! I didn't know they put
> Atari logos all over things.

/shame mode engaged/ I *own* the *S*S*S* record. Looks a bit like a transformers picture on the front, and on the back has the band members replete in cyber punk glory. Yana-Ya-Ya is the only one I remember off the top of my head! ! As well as wearing Atari shirts, the album has the track Atari Baby. ("I don't mean maybeeeeee, Atari babeeeeeeeee")

Every so often the Phillip the record player (banished to the garage) spins this vinyl while I'm out working outside.

If only I'd kept my video of Love Missile F1-11. It was a slightly different mix to the record, and it showed the band running around and being filmed by paparazzi IIRC "One say, the whole world will know my name....."

/shame mode disengaged/ return to real world/

Cheers,

.John E Cash

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

5022. Re: Atari 7800 vs. XL/XE vs 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356d5e7c.855332@news.ioa.com>
Source record: 62485

On 28 May 1998 01:47:51 GMT, swozniak@aol.com (Swozniak) wrote:

>velcro_spy@webtv.net wrote:
>
><<And when did XEGS come out, 1985?>>
>
>Actually, I believe the XEGS didn't come out until 1987 or so, at least EIGHT
>years after the original 8-bit technology!
>(I'm going by memory...I could be wrong.)

I think your in the ballpark, for sure. I remember seeing stuff about the XEGS during the summer of
'86, when I bought my 130XE, but I can't remember if it was actually out then or not.

Steven

5023. Re: Networking A8s?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356d5fb2.1165082@news.ioa.com>
Source record: 62486

On 27 May 1998 20:56:48 -0600, jeking@xmission.com (James King) wrote:

>Ha ha! I have everyone beat, I'm sure.
>
>I have my 576k XE (with dual 44mb removable Syquests via BB) connected via
>APE 1.17 to a Compaq ProLinea 486/66 that is 10mb Switched Ethernet
>connected to my home-based Novell Netware 4.11 network that has a
>dedicated 128mb ISDN router-based connection to my office network (which
>spans the country (USA), let alone full access to the Internet).
>
>Whatever I access (map a drive to) from my 486, I get access to from my
>Atari, including laserjet printers, gigabytes of directory access,
>Internet ftp sites, etc..

I justh hadth to tell you how muth I am droooooolin'.
<Wipe mouth>

Cool stuff. Would anyone like to share with us EXACTLY how to use a pc modem through SIO2PC or APE
to get the A8 on the internet? Once you dial your ISP from the computer (or does SIO2PC do it with
the A8 R: handler?), what software do you need on the A8? I never used any comm software back in my
A8 heyday, so I'm not familiar with what's out there. Is there a DOC or FAQ already out that
explains all of this and tells what you need?

Thanks,
Steven
<droolin' again>

5024. Re: Networking A8s?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6kjsso$73d$1@xmission.xmission.com>
Source record: 62487

Steven Posey <stevenposey@usa.net> wrote:

: Cool stuff. Would anyone like to share with us EXACTLY how to use a pc modem through SIO2PC or APE
: to get the A8 on the internet? Once you dial your ISP from the computer (or does SIO2PC do it with
: the A8 R: handler?), what software do you need on the A8? I never used any comm software back in my
: A8 heyday, so I'm not familiar with what's out there. Is there a DOC or FAQ already out that
: explains all of this and tells what you need?

SIO2PC is extremely limited in the modem access capability. Ape, however is real strong. The limitation is that you'll only gain shell access (if you have such), and not a true TCPIP connection.

If you're not familiar with shell access, its simply direct command line UNix access to your ISP. From there, you can launch ftp, lynx (dos-like browser), telnet, gopher and newsgroup access via programs like TIN and PINE.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

5025. Re: My 810 was working perfectly, until...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: Atari Andre <huijts@worldonline.nl>
Message-ID: <6kkb3c$t8h$1@news.worldonline.nl>
Source record: 62488

Carl & Delinda Tenney heeft geschreven in bericht
<01bd8802$f467d700$60128ea7@login.netins.net>...
>Yesterday it was working flawlessly. Today, when I tried to boot to my
>usual DOS 2.0 diskette, the drive made a EUNHH EUNHH sound. I tried a
>couple more diskettes, and some others that should have worked did not. I
>booted to yet another one and it booted into DOS. When I try to read
>certain disks, it gives the effect that some are worse than others, but the
>particular diskettes that didn't work make me think that I've had some kind
>of drive problem instead. It will write DOS to another diskette and then
>read it with no problem, so I wonder if I have a head alignment problem.
>Can anyone shed some light on this? Or has anyone had a similar problem?

Have you ever cleaned the drive head ????
I own a 1050 and from time to time (when I used it frequently, now ape is
doing most of the work) I cleaned it's head, just like it was a
casssetterecorder head, so using pure alcohol (get it at a drugstore) and an
eartip (don't know how they are called in English)
Also the head slides over two metal bars (that is in the 1050) and every
ones a while I used to grease them, it made it sound a lot better !

Groetjes, Andre Huijts
Ridderkerk, The Netherlands

5026. Re: GTIA sprites

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: Atari Andre <huijts@worldonline.nl>
Message-ID: <6kkb3h$t8h$2@news.worldonline.nl>
Source record: 62489

>I saw a listing of the GTIA registers and saw ones for the H position
>of sprites. How do you control the Vertical location?

Hahaha, sorry but : You don't !
There _is_ no vertical location control on Atari 8-bit "sprites" (after all,
they are really called Player/Missiles).
Only solution is moving the player up or down "manualy".
One of the flaws on the 8-bit. They all are single color too !
But heck, this machine was designed in 1978 !!!!

> Is there more
>registers that were missing from the list maybe?

Well I guess not than !

Groetjes, Andre

huijts@worldonline.nl

5027. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998052820140800.QAA21168@ladder01.news.aol.com>
Source record: 62490

I can't seem to find this original thread, so I'm reposting this header. My original question was asking if anybody still had the same Atari 8-bit software/hardware that they had when they originally got into the scene. I'm posting this message for Eric Sokolowsky...

<<Sender: esok@cs.byu.edu
To: swozniak@aol.com

I can't seem to post this article to the newsgroup, so I'm sending it to you. Please post it if you can.

I have owned an Atari 8-bit computer since about 1982 or 1983. My first machine was an Atari 400. Several months later, that machine died (I think the memory went bad or something), and we took it back to the store and got a replacement (it was still under warranty, thankfully). I still have that replacement 400. I also still have the original 410 tape drive and all the original cartridges I have ever got. My first cartridge games were Star Raiders, Qix, Space Invaders, Donkey Kong, and Mountain King. Since then, I have added two 1050 drives, an Indus drive, a Percom drive, an 800, several 130XEs, a 65XE, an XE GS, and one or two 800XLs. (No 600XL or 1200XL, though.) I've loved my Atari ever since I got that little 400, and I also really enjoy reading this newsgroup.>>

There you go, Eric. Your welcome. :)

5028. 1.44 on atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <6kknfpret1@newsd-123.bryant.webtv.net>
Source record: 62491

Is it possible to get a 1.44mb 3 1/2 disk on an atari 8 bit? It certainly would be efficient.

5029. Re: Rock bands and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: George and Linda <koehlerg@gte.net>
Message-ID: <6kkt9v$1n4$1@gte2.gte.net>
Source record: 62492

john.moffat@lion-nathan.co.nz wrote:
>

> > So Sigue Sigue Sputnik is coming back? Cool! I didn't know they put
> > Atari logos all over things.
>
> /shame mode engaged/ I *own* the *S*S*S* record. Looks a bit like a

Shame mode? Why be ashamed? SSSputnik is gloriously, unabashedly
cheesy music! I'm just upset because several years ago, I lost my copy
of their album "Dress for Excess" and I can't find a replacement
anywhere. :(

George K.

5030. Emulators vs. the real thing

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <13790-356E35E9-3@newsd-199.bryant.webtv.net>
Source record: 62493

If I may be so bold...

Seeing some posts about how some Atari programs don't do this or that under emulation, or which version, blah blah blah, I was wondering this. Since one could get an XL/XE and a drive for a song (just check www.ebay.com), why even use an emulator? Why not the real thing, in 1.77 MHz 65C02 64k native mode?

Then one could just get a real Atari disk, instead of dealing with connecting cables and a (shudder) PC.

Just a thought.

5031. Mr. Robot and his Robot Factory- any codes?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <13790-356E3452-1@newsd-199.bryant.webtv.net>
Source record: 62494

Just the other day, I met one of the guys that did programming for DataSoft/DataMost. He was working for WebTV, and he asked me if I remembered any titles, and the first one I said was Mr. Robot, followed by Tail of Beta Lyrae. He got a kick out of that, and dared me to hum the music from Mr. Robot. When I did, he was really surprised that someone still remembers the old 8-bit stuff.

Anyway, I remember there used to be a code to go to any level in the game, and of course, I had forgotten it. So, does anyone remember it, or have it written down somewhere?

5032. HELP! Question about Shamus Cart and 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: "Eric R. Balch" <erbalch@adnc.com>
Message-ID: <6klkj2$98a$1@hops.adnc.com>
Source record: 62495

Hi all!

I just received a lot of cartridges from an auction and amoung them is Synapse Software's SHAMUS (It's in a cool red clear shell). Actually this cart was the reason I bid on the lot. One of my favorite's from the 80's!

Anyway, my question is there are two problems with the cart that I think are 1200XL related. I was hopeing someone here would have some helpful input.

Question One is simple: The cart will not insert into the cart slot on the 1200XL. This cart came out in '82 before the 1200 and it seems that it just won't fit. Does anyone else have this problem with any other Synapse carts??? Note: the way I was able to run the cart was to simple take the shell off -One screw only!-

Question two: Once I got the cart into the slot and booted the old 1200 I got the initial credit screen but no matter what I do... Press the JS button, Start, Option, Select... The game simply does nothing. It this one of the many 1200XL incompatibilities??? Is that sort of thing possible with a ROM Cart? I have yet to clean the contacts... Could that be the problem? Is anyone out there running this cart with a 1200XL?

Any help anyone can provide would be much appreciated!

Thanks,
Eric

*** Please eMail responces to me as well as post them to this NG ***

5033. Re: GTIA sprites

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-28 00:00:00 UTC
From: jimd <jpdavis@gorge.net>
Message-ID: <356E5156.170D@gorge.net>
Source record: 62496

Andrew Davie wrote:
>
> MY memory of programming the machine tells me that you had a single strip
> "sprite" down the screen, and by modifying the memory page that it was
> pointing to, you effected vertical movement. That is, you shifted the
> graphics in memory, and it shifted on the screen.
> I'm STILL looking for a copy of "Qb" - see
> http://www.comcen.com.au/~adavie/qb2.jpg
> Cheers
> A
>
> TJ Edmister wrote in message <3569de2e.0@news10.kcdata.com>...
> >I saw a listing of the GTIA registers and saw ones for the H position
> >of sprites. How do you control the Vertical location? Is there more
> >registers that were missing from the list maybe?

To change the vertical position, the sprite had to be moved in memory.
You can change the base address of the sprite memory, But it all moves
and the address had to fall on a 256 byte boundry (i think?, i'd have
to go find my old atari tech ref manuals). The character set and
display memory were similar. The main gain in my opinion was the
collision detection, not the graphics.

5034. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <356F62A7.70BAF112@erols.comX>
Source record: 62385

Yup,

I have my original Atari 800/810 (810 needs an aligment though :( )

Since that time I've accumulated:

130XE(2), 800XL, 5 1050's(all work!, 1 is Happy Enhanced), 1010 and an XEGS
w/Light Gun!

I have numerous carts and such and play them all today.
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Swozniak wrote:

> I can't seem to find this original thread, so I'm reposting this header.
> My original question was asking if anybody still had the same Atari 8-bit
> software/hardware that they had when they originally got into the scene.
> I'm posting this message for Eric Sokolowsky...
>
> <<Sender: esok@cs.byu.edu
> To: swozniak@aol.com
>
> I can't seem to post this article to the newsgroup, so I'm sending it to
> you. Please post it if you can.
>
> I have owned an Atari 8-bit computer since about 1982 or 1983. My first
> machine was an Atari 400. Several months later, that machine died (I
> think the memory went bad or something), and we took it back to the
> store and got a replacement (it was still under warranty, thankfully).
> I still have that replacement 400. I also still have the original 410
> tape drive and all the original cartridges I have ever got. My first
> cartridge games were Star Raiders, Qix, Space Invaders, Donkey Kong, and
> Mountain King. Since then, I have added two 1050 drives, an Indus
> drive, a Percom drive, an 800, several 130XEs, a 65XE, an XE GS, and one
> or two 800XLs. (No 600XL or 1200XL, though.) I've loved my Atari ever
> since I got that little 400, and I also really enjoy reading this
> newsgroup.>>
>
> There you go, Eric. Your welcome. :)

5035. 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Ra&#65533;l Andr&#65533;s <raulandres@usa.net>
Message-ID: <356F69F8.27D1206A@usa.net>
Source record: 62386

Hi, does anyone knows of a program that WORKS who can read my old Atari
5"1/4 flopies on my PC drive?

Thanks,
Raï¿½l Del Canto Z.
raulandres@usa.net

5036. Re: Emulators vs. the real thing

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2905982217540001@port130.bitstream.net>
Source record: 62387

In article <13790-356E35E9-3@newsd-199.bryant.webtv.net>,
marknewtonjohn@webtv.net (Mark Newton-John) wrote:

> If I may be so bold...
>
> Seeing some posts about how some Atari programs don't do this or that
> under emulation, or which version, blah blah blah, I was wondering this.
> Since one could get an XL/XE and a drive for a song (just check
> www.ebay.com), why even use an emulator? Why not the real thing, in 1.77
> MHz 65C02 64k native mode?

Here's one: Star Raiders on a laptop at 30,000 feet! (Might be a little
freaky with air turbulence :-)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

5037. Adventure International

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Bauhaus <bauhaus@adni.SPAMTRAP.net>
Message-ID: <01bd8a9c$e31e7fc0$7c5b39d1@920148124worldnet.att.net>
Source record: 62497

Does anybody remember Adventure International?

Mountain Shoot? Scott Adams(not dilbet) Adventures? Star Trek 3.5?

Well I am trying to get some of the insert that were IN the bags the programs came in. With their crude drawings and all.

Mainly I would like the Scott Adams Adventures ones. If you have them, I would love to get the originals, or just good scans of them. Or even good color copies!

I am constructing a website witha section about the old AI stuff, and would like them for that reason.

PS - Scott Adams is alive and well, and has put his adventures into shareware and has ported them to Win95. Anybody want me to post them here?

Thanks

Bauhaus

5038. Re: Adventure International

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998052901255000.VAA27467@ladder03.news.aol.com>
Source record: 62498

"Bauhaus" <bauhaus@adni.SPAMTRAP.net> wrote:

<<PS - Scott Adams is alive and well, and has put his adventures into shareware and has ported them to Win95. Anybody want me to post them here? >>

Just go here to download a free interpreter that will let you play all of Scott Adams' adventure games:

http://www2.rz.hu-berlin.de/inside/angl/people/pdd/advent.html

I found out about this a few months ago when I asked Scott Adams for some games! :)

5039. Re: 1.44 on atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052903362200.XAA16755@ladder03.news.aol.com>
Source record: 62499

Yes, sort of.
There was a German 1.44 drive that TTBOMK is no longer available.
A Black Box/Floppy Board will do a 1.44, but at least when I
checked about 2 months ago, there are no Floppy Boards
available. You might contact Bob Puff at CSS to see if he has
any plans to produce more.
There is also a good alternative. I use an internal SCSI ZIP
drive with my Black Box and regular Hard Drive. I love it -
100 meg per cartridge.
There are also several IDE interfaces apparently available now,
so that also makes it possible that an IDE 120 meg Super Floppy
might work.
Larry White

5040. Re: names of chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052904100300.AAA21093@ladder03.news.aol.com>
Source record: 62500

I thought it was started by a 3rd party - the Amiga joystick people.
They tried to sell it to Atari, but Atari hesitated and ultimately
CBM bought it?
Larry

5041. Re: HELP! :((((

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: mcheca@li.urp.edu.pe
Message-ID: <356e3431.590623@news.unired.net.pe>
Source record: 62501

That's a good question...
I think you might connect it via the PC joystick port... consultt my "joystick miscellany"or "controller notes" articles I wrote some time ago, you can find them at Craifg Lisowski's page or through a link from my page:
http://www.geocities.com/Hollywood/2645/atari.html

On Sun, 24 May 1998 08:06:11 GMT, awill12@sun308.ccs.bbk.ac.uk (Mr. Do!) wrote:

> Does anyone know how I can connect my Atari Touch Tablet to my PC?
>
>Thanks.

_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

5042. Re: Syquest EZ-Flyer 135

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052904334900.AAA27888@ladder01.news.aol.com>
Source record: 62502

Bob-
Going to put this in AC as part of the IDE project write-up?
Have you tried a 120 MB IDE "Super Floppy" with your mod?
Larry White

5043. Re: Re : Re : Atari 8bit Vs. bad games??

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998052904433000.AAA28839@ladder01.news.aol.com>
Source record: 62503

>My opinion: don't choose the Atari or the C64, take both!

Yes. I've had Atari's since 1982 and C64/128's since '94. I'll likely never know as much about the CBM stuff, but they are interesting machines. Besides, it gives me another reason to go to Flea Markets and Fests!
Larry

5044. FA: Atari 600XL computer w/manual, carts, controllers, ends Saturday

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6klesd$er1$2@geraldo.cc.utexas.edu>
Source record: 62504
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

Everything has been tested and works. This package includes an Atari 600XL computer (an 8-bit computer from the mid 1980's) with the user's manual, power supply, RF cable, switchbox, one standard Atari joystick, one set of paddles, and the following five cartridges: Mountain King, River Raid, Dig Dug w/manual, Defender w/manual, and Kids on Keys. Everything is in good cosmetic condition as well. Buyer prepays plus shipping. Thanks, Alex.

To see a picture or to bid, please follow this link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15008389

--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

5045. FA: Atari 8-Bit games, boxed, cartridge and disk based games

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6klf0q$er1$3@geraldo.cc.utexas.edu>
Source record: 62505
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

For boxed cartridges:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15008956

For boxed disk games:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15009758

Both end Saturday, and pictures are available.
Thanks, Alex.

--
Alex Bilstein, University of Texas.
BA in Art History.
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

5046. Re: Adventure International

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Bauhaus <bauhaus@adni.SPAMTRAP.net>
Message-ID: <01bd8ac1$48983de0$795b39d1@920148124worldnet.att.net>
Source record: 62506

Swozniak <swozniak@aol.com> wrote in article
<1998052901255000.VAA27467@ladder03.news.aol.com>...
> Just go here to download a free interpreter that will let you play all of
Scott
> Adams' adventure games:
>
> http://www2.rz.hu-berlin.de/inside/angl/people/pdd/advent.html
>
> I found out about this a few months ago when I asked Scott Adams for some
> games! :)

You found them that way too?

Games like Diablo and Daggerfall, etc... come and go. But the freakin
PYRAMID OF DOOM will ALWAYS rule!

--Bau

5047. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bd8ac4$d295d5e0$0201010a@g6-300xl>
Source record: 62507

Bob Woolley <rwoolley@pacbell.net> wrote in article
<356CEEB5.7FD3@pacbell.net>...
> Jon D. Melbo wrote:
>
> uuuhhhh..... excuse me? Are you referring to the stiction problem being
> described? The fact that the heads weld themselves to the surface of the
> disk is certainly not crap. Many major disk manufacturers wish it were!
> The longer and hotter you run you drive, the more gunk that builds up on
> the surface of the head (not the platter - it has stuff all over it
> anyway). When you stop your drive and the head lands, the gunk will
> solidify into glue after a while. Add in a little moisture as the
> interior pressure is relieved thru the vent. At this point, you have two
> choices: apply a lot of torque and rip the head right off the flexure,
> or the motor won't even start up. One solution is to run the head out
> over the platter and wipe off the gunk at low speed - before the drive
> gets cold.
> Not that the solution is to never spin down the drive.... I would
> suggest a weekly shutdown to prevent a gunk buildup - and keeping the
> drive cool. People that never shut off the system had better have a good
> UPS.

If that was posted as humor, then it worked. It brought tears to my eyes
:-)

OTOH, if it was posted as a serious reply to "Leave it on or turn it off?"
then its total crap. Not only have I never heard of this in 15+ years of
working with different hardware, but it has many holes in it. Hard drives
with vents? No such thing. Simply because they are sealed air-tight...any
dust specs on a hard drive platter is large enough to crash a drive because
the head travels so close to the platter that a single spec of dust can
crash the drive. Gunk on the head? Where does this gunk come from? Run
the drive at slow speeds??? Where do I find the speed adjustment on this
magic drive?

:-)

5048. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356e762a.3989822@news.pressenter.com>
Source record: 62508

On Fri, 29 May 1998 05:49:34 GMT, "Fernando Ortiz"
<fernando.ortiz@mci2000.com> wrote:

>Bob Woolley <rwoolley@pacbell.net> wrote in article
><356CEEB5.7FD3@pacbell.net>...
>> Jon D. Melbo wrote:
>>
>> uuuhhhh..... excuse me? Are you referring to the stiction problem being
>> described? The fact that the heads weld themselves to the surface of the
>> disk is certainly not crap. Many major disk manufacturers wish it were!
>> The longer and hotter you run you drive, the more gunk that builds up on
>> the surface of the head (not the platter - it has stuff all over it
>> anyway). When you stop your drive and the head lands, the gunk will
>> solidify into glue after a while. Add in a little moisture as the
>> interior pressure is relieved thru the vent. At this point, you have two
>> choices: apply a lot of torque and rip the head right off the flexure,
>> or the motor won't even start up. One solution is to run the head out
>> over the platter and wipe off the gunk at low speed - before the drive
>> gets cold.
>> Not that the solution is to never spin down the drive.... I would
>> suggest a weekly shutdown to prevent a gunk buildup - and keeping the
>> drive cool. People that never shut off the system had better have a good
>> UPS.
>
>If that was posted as humor, then it worked. It brought tears to my eyes
>:-)
>
>OTOH, if it was posted as a serious reply to "Leave it on or turn it off?"
>then its total crap. Not only have I never heard of this in 15+ years of
>working with different hardware, but it has many holes in it. Hard drives
>with vents? No such thing. Simply because they are sealed air-tight...any
>dust specs on a hard drive platter is large enough to crash a drive because
>the head travels so close to the platter that a single spec of dust can
>crash the drive. Gunk on the head? Where does this gunk come from? Run
>the drive at slow speeds??? Where do I find the speed adjustment on this
>magic drive?
>
>:-)

Ok ok a clarifier.... I was the one that originally responded "utter
crap" to the notion that leaving a drive on for a week, shutting down
for a weekend, then powering back up after the weekend is somehow very
risky. It isn't; done it for years with no failures. Then, I was
told my utter crap response was wrong. I stand by my notion there is
little to worry about. To complicate things... HDs _do_ have vents my

good fellow. They are NOT air tight. They do have a breather filter to prevent inclusion of dust. Moisture could gain entrance I suppose. The real hole in the heating up theory, as it pertains to running for a few days or a week, is that the drive reaches it's high temerature much quicker than that. The drive is at it's running temp easily within 1 hour of use. It gets no hotter after that, barring a failure of the case cooling system(s) or an increase in environment temp (room). But those circumstances are besides the point of discussion anyway. Also, the orininal poster claimed that the lubricants evaporate and then re condense on the platters. If lubricant were really evaporating to much of a degree, the rotational mechanics of the drive would fail after one long use and one power off. That doesn't happen in reality.

*** Please make sure responses are also sent via email.

5049. Re: Syquest EZ-Flyer 135

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <356f788d.4601337@news.pressenter.com>
Source record: 62509

On Wed, 27 May 1998 22:02:18 -0700, Bob Woolley <rwoolley@pacbell.net>
wrote:

>James King wrote:
>>
>> I'm already using the Syquest-44mb SCSI removables, but now have some
>> external (easily made internal), 135mb. Will put it on my BlackBox.
>>
>> Need specs and to know if somebody has done this yet..
>>
>> --
>> @ @ @ ------------------------------------ @ @ @
>> @ @ @ James King - jeking@xmission.com @ @ @
>> @ @ @ ------------------------------------ @ @ @
>> Atari 8bit Hobbyist by choice, IT Professional by Accident!
>----
>I have some on the IDE interface! Works great. What kind of specs do you
>need?
>
>Bob
What IDE interface?

*** Please make sure responses are also sent via email.

5050. Re: FS: Atari 8-bit hardware and cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35707952.4797571@news.pressenter.com>
Source record: 62510
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

On Thu, 28 May 1998 01:02:59 -0700, "Marlin Bates, IV"
<mbates@s3.sonnet.com> wrote:

>All righty folks! Things are selling quickly. Here is, more or less, what is left.
>
>Some things are reserved, e-mail to see.

Must you use HTML in newsgroups?
News does not allow for HTML.

*** Please make sure responses are also sent via email.

5051. Re: 1.44 on atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35717a3a.5030353@news.pressenter.com>
Source record: 62511

On 29 May 1998 03:36:22 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>Yes, sort of.
>There was a German 1.44 drive that TTBOMK is no longer available.
>A Black Box/Floppy Board will do a 1.44, but at least when I
>checked about 2 months ago, there are no Floppy Boards
>available. You might contact Bob Puff at CSS to see if he has
>any plans to produce more.
>There is also a good alternative. I use an internal SCSI ZIP
>drive with my Black Box and regular Hard Drive. I love it -
>100 meg per cartridge.
>There are also several IDE interfaces apparently available now,
>so that also makes it possible that an IDE 120 meg Super Floppy
>*might* work.
>Larry White

What do you use for a SCSI host to plug between the BB & the Zip?

*** Please make sure responses are also sent via email.

5052. Re: 1.44 on atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <356E9799.ADB189E6@ix.netcom.com>
Source record: 62512

LWhite6497 wrote:
>
> Yes, sort of.
> There was a German 1.44 drive that TTBOMK is no longer available.
> A Black Box/Floppy Board will do a 1.44, but at least when I
> checked about 2 months ago, there are no Floppy Boards
> available. You might contact Bob Puff at CSS to see if he has
> any plans to produce more.
> There is also a good alternative. I use an internal SCSI ZIP
> drive with my Black Box and regular Hard Drive. I love it -
> 100 meg per cartridge.
> There are also several IDE interfaces apparently available now,
> so that also makes it possible that an IDE 120 meg Super Floppy
> *might* work.
> Larry White

Larry,
For the SCSI Zip drive, what are you using for drivers? I'm assuming
you are using the PC format, correct?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

5053. Re: HELP! Question about Shamus Cart and 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998052913145800.JAA21885@ladder01.news.aol.com>
Source record: 62513

Shamus will NOT run on the XL series or XE. It only works on the Atari 400/800.
As for the cart not fitting, I never owned a 1200, but I can tell you that
Shamus will fit into an 800XL or XEGS. (It just won't run.)

5054. Re: names of chips

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356ebad9.90049938@news.ioa.com>
Source record: 62514

On 29 May 1998 04:10:03 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>I thought it was started by a 3rd party - the Amiga joystick people.
>They tried to sell it to Atari, but Atari hesitated and ultimately
>CBM bought it?
>Larry

It's possible, and I would assume that Atari did a lot of outsourcing for designs, but Atari themselves released information about it's (then) upcoming Amiga chip. I've got several magazines from the '80s with press releases about it. I'll try to find them this weekend to get all the gory details, but essentially what happened was that Commodore paid the design guys more money to skip out on Atari, and Atari was forced to come up with a new design, which I believe was the Amy chip.

Again, this is going by a memory that is over 10 years old, so I'll try to find the mags to verify the real story.

Steven

5055. Re: Adventure International

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356ebd58.90688653@news.ioa.com>
Source record: 62515

On Fri, 29 May 1998 05:17:59 GMT, "Bauhaus" <bauhaus@adni.SPAMTRAP.net> wrote:

>
>
>Swozniak <swozniak@aol.com> wrote in article
><1998052901255000.VAA27467@ladder03.news.aol.com>...
>> Just go here to download a free interpreter that will let you play all of
>Scott
>> Adams' adventure games:
>>
>> http://www2.rz.hu-berlin.de/inside/angl/people/pdd/advent.html
>>
>> I found out about this a few months ago when I asked Scott Adams for some
>> games! :)
>
>You found them that way too?
>
>
>Games like Diablo and Daggerfall, etc... come and go. But the freakin
>PYRAMID OF DOOM will ALWAYS rule!
>
>
>--Bau
>

Better yet, fire up an ftp client and go to ftp.gmd.de/if-archive

You can get all the Scott Adams stuff in the same format as the Infocom titles. There are interpreters to let you play all the Infocom (and AI) z-code files on just about every platform. There are even NEW titles out there, written by individual authors, and it's all FREEWARE. If you own any Infocom disks, there are converters there (ZCut is the one you'd need for PCs) to transfer Infocom disk images into the format that the interpreters will use.

Alas, no one yet has written an interpreter for the A8 computers. Tom Hunt hard-coded some z3 stuff into Atari files, which you can find via ftp at closertohome.dyn.ml.org, but there's no true general purpose z-code interpreter for Atari 8's yet.

If you own any of the Infocom rerelease CD-ROM's, which I think were Mac & PC based only, you can use the .dat files off the CD to play the games using any of the available interpreters. I used my SciFi Collection PC CD and all my Atari Infocom disks to get the .dat's for just about all of the Infocom titles. The AI stuff plays very similarly, but the parser is a bit weaker, of course.

Since Scott has made his AI stuff publicly available now, it's only fair to mention that you can get ALL of the AI games, including the SAGA titles, at ftp.hackerz.com (that is, when hackerz is actually up & running. As of this morning, it's running fine, but you never know). These are the actual disk images you can use to run through SIO2PC or APE to play them directly on your Atari.

Have fun!
Steven

5056. Re: 1.44 on atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <356ecadd.12179021@207.97.159.250>
Source record: 62516

On Fri, 29 May 1998 07:10:17 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

>
>Larry,
> For the SCSI Zip drive, what are you using for drivers? I'm assuming
>you are using the PC format, correct?
>

There's something I've noticed about ZIP drives (at least the SCSI
versions) is that the computer's controller just sees it as a hard
disk that happens to be removable. Very handy for installing programs
here at school on multiple w95 machines.... no drivers needed.

5057. Re: Emulators vs. the real thing

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356ec34f.92216018@news.ioa.com>
Source record: 62517

On Thu, 28 May 1998 21:13:29 -0700 (PDT), marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>If I may be so bold...
>
>Seeing some posts about how some Atari programs don't do this or that
>under emulation, or which version, blah blah blah, I was wondering this.
>Since one could get an XL/XE and a drive for a song (just check
>www.ebay.com), why even use an emulator? Why not the real thing, in 1.77
>MHz 65C02 64k native mode?
>
>Then one could just get a real Atari disk, instead of dealing with
>connecting cables and a (shudder) PC.
>
>Just a thought.
>
Well, there are a lot of reasons for it, I'm sure, but here are mine:

I can't lug my A8 systems to work. When I have free time, it's fun to pull up the emu and play.

I don't have internet access with my A8s. It's very easy for me to download atr files at work, copy them to a floppy, take them home and use SIO2PC to play them on my real Ataris. Plus, I can check them out on the emu at work before I go home.

I don't have hard drives on my A8s. My 1050 drives aren't going to last forever, so I don't want to use them if I can help it. Modern storage (i.e. hard drives, 3 1/2" floppies, zip disks, etc.) are much more reliable than 5 1/4" floppies. I can put TONS of .atr files on one zip disk, let alone what can be put on a large hard drive! In that sense, the PC becomes a "hardware emu," but I know it's not the kind of emulation you're talking about.

Now, take that to the next level... If I can put it on my desktop PC, I can also put it on my laptop PC -- instant portable Atari! I've taken several trips where I've been able to play Atari games that I'd have never been able to have with me before. Admittedly, very few things actually LOOK right on an emu, but they're still playable.

Another use for emus is that I can take any text file from the A8 and print it out on the laser printer at work, which is great for docs and program listings.

I don't think anyone would dare claim that an emu is better than a real Atari, but I hope that gives you an idea of why some people use them.

Steven

5058. Re: HELP! Question about Shamus Cart and 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <356fcb79.12334940@207.97.159.250>
Source record: 62518

On 29 May 1998 13:14:58 GMT, swozniak@aol.com (Swozniak) wrote:

>Shamus will NOT run on the XL series or XE. It only works on the Atari 400/800.
> As for the cart not fitting, I never owned a 1200, but I can tell you that
>Shamus will fit into an 800XL or XEGS. (It just won't run.)
>

Anyone ever make a map to shamus? Or develop any cheats??? I always
wanted to finish it but I'm not good enough. Case II i used to love
and finish but my paitence for it is not good enough anymore on the
emulators.
Oh yeah, and it seems to crash the emu alot.

5059. ATARI800 Emulator: Software Speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: EURO-ISDN@t-online.de
Message-ID: <6kll82$n23$1@news01.btx.dtag.de>
Source record: 62519

Hi!

Although ATARI800 (DOS) already is the best emulator available there is still something missing. Not a bug actually but a feature: SOFTWARE SPEECH. 221B BACKER STREET, KENNEDY APPROACH and GHOSTBUSTERS do support that - but not ATARI800. Does anybody know when this feature is going to be integrated?

Ulf

5060. FS: Atari Portfolio, the original palmtop computer!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-2905981150210001@128.146.74.157>
Source record: 62520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers.other.misc

The original palmtop computer! Atari Portfolio runs MSDOS programs and has built in organizer software to manage your contacts and appointments, as well as a text editor and lotus-compatible spreadsheet! This package includes:

* Atari Portfolio and manuals
* Portfolio AC adapter
* Portfolio Parallel port adapter (allows you to connect to a desktop PC or Atari and xfer data)
* 64k RAM storage card

All in excellent condition! Functional and collectible, this is a must-have item!

Buyer pays shipping. Payment to be made in advance via certified check or money order; no COD.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15644925

5061. Re: HELP! Question about Shamus Cart and 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998052915551600.LAA29750@ladder03.news.aol.com>
Source record: 62521

arfy@catch-22.org (Yogi) asked:

<<Anyone ever make a map to shamus? Or develop any cheats??? >>

You can map out the layout of the levels, but the items (keys, potions, etc.) are laid out randomly. I don't really know of any cheats for this game. (It does require skill to finish, even on Novice.) A strategy that I use (which I discovered way back in 1982 when I was 13) is to enter a room, then back up right to the edge where you entered and let the baddies come to you. If an unescapable hail of bullets is coming at you, you can just quickly leave the room and re-enter. Another thing I do is hold down the fire button (which locks you in place) and rapidly tap on the joystick in the direction that I want to fire. (This is easier with an Atari-type joystick rather than a Genesis-type gamepad.) I can still finish the game about half of the time that I play it. It is challenging, and a bit of luck is required with the question marks. (Some games you'll get more free guys than others.) Hopefully, something that I've written here will help somebody.

-Scott Wozniak

5062. Re: Adventure International

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <356eef5a.103492852@news.ioa.com>
Source record: 62522

On Fri, 29 May 1998 14:07:17 GMT, stevenposey@usa.net (Steven Posey) wrote:

>Since Scott has made his AI stuff publicly available now, it's only fair to
>mention that you can get ALL of the AI games, including the SAGA titles, at
>ftp.hackerz.com (that is, when hackerz is actually up & running. As of this
>morning, it's running fine, but you never know). These are the actual disk
>images you can use to run through SIO2PC or APE to play them directly on your
>Atari.

Uh, my mistake. That's not entirely true. I just checked out hackerz and the
only title I could still find there was Buckaroo Bonzai. The SAGA stuff used to
be there, I think, but it's missing now.

Ftp to closertohome.dyn.ml.org and you'll find a few more titles, but Tom's site
is slow and only supports 3 concurrent users (it's his home computer, from what
I understand), so be prepared to wait or not get in at all.

If you have a more up-to-date computer, then definitely go to
ftp.gmd.de/if-archive and get a z-code interpreter for your machine. You can
get z-code files of all of the AI stuff there, for sure.

Good Hunting!
Steven

5063. Re: Mapping the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd8b29$36f3a8a0$afb82599@main>
Source record: 62523

> A question: what happened to Ian Chadwick's project for converting his
> book "Mapping the ATARI" to HTML? Last I heard of it was 2 years ago,
> I don't know what happened after that...

Maybe he is learning DHTML and has postponed the effort? Or perhaps he's
into XML now?

5064. Re: GTIA sprites

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <356f045f.0@news10.kcdata.com>
Source record: 62524

jimd <jpdavis@gorge.net> writes: > Andrew Davie wrote:
> >
> > MY memory of programming the machine tells me that you had a single strip
> > "sprite" down the screen, and by modifying the memory page that it was
> > pointing to, you effected vertical movement. That is, you shifted the
> > graphics in memory, and it shifted on the screen.
> > I'm STILL looking for a copy of "Qb" - see
> > http://www.comcen.com.au/~adavie/qb2.jpg
> > Cheers
> > A
> >
> > TJ Edmister wrote in message <3569de2e.0@news10.kcdata.com>...
> > >I saw a listing of the GTIA registers and saw ones for the H position
> > >of sprites. How do you control the Vertical location? Is there more
> > >registers that were missing from the list maybe?
>
> To change the vertical position, the sprite had to be moved in memory.
> You can change the base address of the sprite memory, But it all moves
> and the address had to fall on a 256 byte boundry (i think?, i'd have
> to go find my old atari tech ref manuals). The character set and
> display memory were similar. The main gain in my opinion was the
> collision detection, not the graphics.

I've got it now. thanks everybody

5065. Newbie ?, Atari emulator formats *.ROM *.bin *.exe ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <6kn11f$bc0$1@clarknet.clark.net>
Source record: 62525
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I had an Atari 800 for many years and just discovered the wonderful
emulators for PC, fantastic!

I'm a little confused on formats though. I understand the disk images
are *.XFD and *.ATR and ROMS are *.ROM.

Are the *.bin files for the 5200 ?
What are the *.exe files?

I loved my Demon Attack game and found a 4K file DemonAttack.bin

How can I use this in the atari emulators; pokey, xf, atari800?
I'm stumped.

Thanks much,
John K.

5066. Re: ATARI800 Emulator: Software Speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6kn2aubtn2@kohl.informatik.uni-bremen.de>
Source record: 62526

Ulf Petersen wrote in message <6kll82$n23$1@news01.btx.dtag.de>...
>Although ATARI800 (DOS) already is the best emulator available there is
>still something missing. Not a bug actually but a feature: SOFTWARE
>SPEECH. 221B BACKER STREET, KENNEDY APPROACH and GHOSTBUSTERS do support
>that - but not ATARI800. Does anybody know when this feature is going to
>be integrated?

Hmmmm. Try the Windows version. I was really amazed when "Ghostbusters"
spoke.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

5067. Re: Adventure International

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998052920254500.QAA22808@ladder03.news.aol.com>
Source record: 62527

BTW, remember that great looking blond in all the print ads? Who was she and where is she now?

Bostone1@aol.com

5068. Re: HELP! Question about Shamus Cart and 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998052920254500.QAA26888@ladder01.news.aol.com>
Source record: 62528

I love this game! I still often play it after work to relax. A trick to remember is that you can avoid all horizontal enemy fire by lining yourself up vertically at just the right spot near the right or left edge of the screen where the bullets pass just above or below you except for one that comes right at your middle, which can be blocked by your own fire (knives or whatever they are...)

Bostone1@aol.com

5069. Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: kdanner@dem0nlair.org
Message-ID: <6knbhd$b11@ns1.ccinet.net>
Source record: 62529
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

Terry "Orthole" Ortman is fond of claiming he has never been arrested.

Funny, the Macon County court records tell a different story. Check out:

http://court.co.macon.il.us/cgi-bin/db2www/qsys.lib/wwwcgi.lib/macros.file/macon.mbr/output?action=CS&T1=ortman%2C+terry&T2=&T3=&T4=&T5=&T6=&TYPEMENU=AR++Arbitration&B1=Submit

And yeah yeah Terry, I'm sure this isn't you. This is some OTHER Terry Ortman right? And the Elsie,Arthur,and Kevin Ortman on there are not your parents and your brother either right?

Anyway even if someone was foolish enough to think about buying something from this spammer/scammer, consider that you may not get your goods due to the fact Terry Ortman could be in jail. He's been there before, and I bet he ends up there again.

In Ortmanese:
TERRY ORTMAN is a CONVICTED CRIMINAL and has served JAIL TIME for his MULTIPLE OFFENSES!!!!!!!!!!!! He has VIOLATED code BLAH BLAH BLAH multiple times and was FINED and INCARCERATED!!!!!!!!!

Boon

5070. FS: ATARi STe W/4Meg

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <6knflh$q9g$4@ns1.thpl.lib.fl.us>
Source record: 62530

75.00 for an Atari STe with 4 megs, TOS 1.60, no mouse, no monitor,
prepay by money order no c.o.d.'s. send me your zip for shipping via us
parcel post insured. e-mail only please and thank you
sfpu@scfn.thpl.lib.fl.us

5071. FA - ATARI 1027 LQ Printer - Never Used!!! - ends 6/3

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6knmh6msg1@supernews.com>
Source record: 62531

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15686008

An UNBELIEVABLE find for the Atari collector. This printer has never been taken out of the plastic. I didn't test it because I didn't want to open it.

Includes EVERYTHING. The Original Box is in Good condition, with some tears and writing on it.

5072. FA: Atari 800 home computer 48K

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: "Robert A. Casper" <racasper@albany.net>
Message-ID: <356F5E0D.61091BFA@albany.net>
Source record: 62532

Hello,

Please allow me to briefly announce this auction that is on the
eBay web site. Auction will end June 4, 1998

Atari 800 home computer 48K
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15607228

Thank you.

--

Robert A. Casper http://www.albany.net/~racasper
"To help and understand, that's why we are here" - Enigma
"Breathe Deeply Wherever You Go" - Dr. C. S. West

5073. Re: HELP! Question about Shamus Cart and 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <356F615C.519DC613@erols.comX>
Source record: 62533

I got to the Red level once.....and only once. Never had the patience to try
again after I lost. Took tooo long to get through the black, blue, green levels!

As for the original 1200 question, Atari made a wisee decision to restrict the 1200
cart port to only fit Atari released carts screwing third party developers who
created some neat cartridges that worked in the 800!
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Yogi wrote:

> On 29 May 1998 13:14:58 GMT, swozniak@aol.com (Swozniak) wrote:
>
> >Shamus will NOT run on the XL series or XE. It only works on the Atari 400/800.
> > As for the cart not fitting, I never owned a 1200, but I can tell you that
> >Shamus will fit into an 800XL or XEGS. (It just won't run.)
> >
>
> Anyone ever make a map to shamus? Or develop any cheats??? I always
> wanted to finish it but I'm not good enough. Case II i used to love
> and finish but my paitence for it is not good enough anymore on the
> emulators.
> Oh yeah, and it seems to crash the emu alot.

5074. Re: Mr. Robot and his Robot Factory- any codes?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-29 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <356F6204.D503EF0@erols.comX>
Source record: 62534

Don't remember the codes but I created some whicked levels to required every
trick in the book to complete. Never found anyone that could get very far
in them. One guy finally finished all of them but had to do them one at a
time.....he he he

Fun Game. Liked it as much as Dandy since I could create my own levels
there also.
--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Mark Newton-John wrote:

> Just the other day, I met one of the guys that did programming for
> DataSoft/DataMost. He was working for WebTV, and he asked me if I
> remembered any titles, and the first one I said was Mr. Robot, followed
> by Tail of Beta Lyrae. He got a kick out of that, and dared me to hum
> the music from Mr. Robot. When I did, he was really surprised that
> someone still remembers the old 8-bit stuff.
>
> Anyway, I remember there used to be a code to go to any level in the
> game, and of course, I had forgotten it. So, does anyone remember it, or
> have it written down somewhere?

5075. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: The@NSA.sucks
Message-ID: <6knjnv$r8c@news1.panix.com>
Source record: 62388
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

In alt.fan.traci-lords kdanner@dem0nlair.org wrote:
: Terry "Orthole" Ortman is fond of claiming he has never been arrested.

: Funny, the Macon County court records tell a different story. Check out:

Nicely done.

Terry Letal Ortman is 39 going on 9.

---guy

Macon County Circuit Court

case type descriptions:

CM - Criminal Misdemeanor
F - Family
SC - Small Claims
TR - Traffic

1987 SC 000926 P 001 ORTMAN, TERRY *
1988 SC 001903 D 001 ORTMAN, TERRY
1990 SC 002398 D 001 ORTMAN, TERRY *
1993 F 000053 D 001 ORTMAN, TERRY *
1994 CM 001028 D 001 ORTMAN, TERRY DISORDERLY CONDUCT *

1989 TR 011658 D 001 ORTMAN, TERRY UNSAFE EQUIPMENT/1ST & *
L 2ND

1990 TR 015500 D 001 ORTMAN, TERRY DRIVING ON SUSPENDED *
L LICENSE

1990 TR 015501 D 001 ORTMAN, TERRY DRIV LIC EXPIRED 6 MO *
L OR LESS

1991 TR 013394 D 001 ORTMAN, TERRY OPERATE UNISURED MOTOR *
L VEHICLE

1993 TR 013083 D 001 ORTMAN, TERRY OPERATE UNINSURED MTR *
L VEHICLE

1996 CM 001596 D 001 ORTMAN, TERRY DISORDERLY CONDUCT *
L

1996 CM 001932 D 001 ORTMAN, TERRY HARASSMENT BY *
L TELEPHONE

1993 SC 002348 D 001 ORTMAN, TERRY *
LETAL

****

Record Sheet for: TERRY LETAL ORTMAN

Case:1996 CM 001596 D 001
Litigant:ORTMAN, TERRY L
Closed Date:11/07/1997

Criminal Misdemeanor - Disorderly conduct...public defender needed

Date Remarks

09/17/96 **Complaint filed on 08/08/1996.
09/17/96 People present by Ms. Thomas. Defendant present. Affidavit for
09/17/96 public defender on file. Assistant Public Defender James Brinkoetter
09/17/96 appointed for the defendant. Plea of not guilty.
09/17/96 Jury pre-trial set for 11/06/1996 at 01:00 in courtroom 9.
09/17/96 Defendant assessed $200 public defender fees to be paid at a minimum
09/17/96 of $10 every Friday commencing September 27, l996.
11/06/96 Assistant State's Attorney Ericka Thomas present. Defendant present
11/06/96 and with Assistant Public Defender James Brinkoetter. Plea of guilty.
11/06/96 Written jury trial waiver on file. Factual basis. Judgment entered.
11/06/96 Defendant fined $250 plus $20 CVAA fine plus costs. Defendant placed
11/06/96 on 12 months probation with a condition the defendant have no contact
11/06/96 with Darrell Parish. $10 monthly probation services fee assessed.
11/06/96 Time to pay set for 03/06/1997 at 09:00 in courtroom 9.(aw)
03/06/97 ----------
03/06/97 People present by Ms. Bolton. Defendant present.
03/06/97 Time to pay set for 06/05/1997 at 09:00 in courtroom 9.
03/06/97 ----------
06/05/97 People present by Mr. Foote. Defendant present. People directed
06/05/97 to file Petition to Revoke for failure to pay.
06/05/97 Arraignment set for 06/26/1997 at 09:00 in courtroom 9.
06/05/97 ----------
06/11/97 Petition to Revoke and Terminate Probation on file. cp
06/11/97 ----------
06/26/97 People present by Mr. Foote. Defendant present pro se.
06/26/97 Motion to vacate on file June 5, 1997. Finding the motion is
06/26/97 beyond 30 days of judgment, motion is denied.
06/26/97 Motion for public defender taken under advisement.
06/26/97 Motion/continue set for 07/10/1997 at 09:00 in courtroom 9.
06/26/97 ----------
07/10/97 People present by Mr. Foote. Defendant present.
07/10/97 Affidavit for Public Defender on file. Public Defender appointed
07/10/97 James Brinkoetter appointed for the defendant.
07/10/97 Status hearing set for 07/31/1997 at 09:00 in courtroom 9.
07/10/97 Defendant charged $200 public defender fees. Defendant to pay $30
07/10/97 every week commencing Friday, July 11, 1997.
07/10/97 ----------
07/31/97 People present by Mr. Foote. Defendant present. No appearance by

07/31/97 the public defender.
07/31/97 Petition hearing set for 08/29/1997 at 01:30 in courtroom 9.
07/31/97 People directed to give notice.
07/31/97 ----------
08/29/97 People present by Mr. Foote. Defendant present. Finding the
08/29/97 defendant is not paying public defender fees. Appointment of
08/29/97 public defender is vacated. Clerk to delete the public defender fees
08/29/97 charged on the Petition to Revoke.
08/29/97 Appearance/counsel set for 09/12/1997 at 09:00 in courtroom 9.
08/29/97 ----------
09/12/97 People present by Ms. Bolton. Defendant present. Final continuance
09/12/97 to retain counsel.
09/12/97 Appearance/counsel set for 09/26/1997 at 09:00 in courtroom 9.
09/12/97 ----------
09/26/97 People present by Mr. Sauer. Defendant present. Defendant indicates
09/26/97 he will represent himself. Cause allotted for hearing on the Petition
09/26/97 to Revoke and Terminate Probation.
09/26/97 Revoke probation set for 10/10/1997 at 01:30 in courtroom 9.
09/26/97 ----------
10/10/97 People present by Mr. Sauer. Defendant present.
10/10/97 Cause called for hearing on Petition to Revoke.
10/10/97 Evidence presented. Petition proven. Probation terminated
10/10/97 unsuccessfully. Cause called for new sentencing hearing. Fines,
10/10/97 court costs, and fees to remain in full force and effect. Defendant
10/10/97 sentenced to 30 days in the county jail. Stay on the jail sentence.
10/10/97 Time to pay set for 11/25/1997 at 09:00 in courtroom 9.
10/10/97 Defendant admonished if fines and costs are paid in full, the jail
10/10/97 sentence will be stricken.
10/10/97 ----------

Total fines paid: $490

****

Record Sheet for:

Case:1996 CM 001932 D 001
Litigant:ORTMAN, TERRY L
Closed Date:09/23/1996

Criminal Misdemeanor - Harassment by telephone

Date Remarks

09/23/96 **Complaint filed on 09/23/1996.

09/23/96 People present by Ms. Sayon. Verified Information on file.

09/23/96 Defendant present pursuant to BOND; tendered a copy of the

09/23/96 information; and admonished as to the charges, penalties and

09/23/96 constitutional rights. Defendant's age is 37. Plea of guilty to

09/23/96 Count I. On motion of the People, Count II is dismissed and stricken.

09/23/96 Written Jury Waiver on file. Written Waiver of Counsel on file.

09/23/96 Factual basis presented. Judgment entered. Defendant fined $200;

09/23/96 $20 CVAA fine; plus costs. Bond is forfeited and applied. Balance
09/23/96 to be refunded to the defendant. WR

Total fines paid: $350.

****

Criminal Misdemeanor - Disorderly Conduct

Case: 1994 CM 001028 D 001
Litigant: ORTMAN, TERRY
Closed Date: 08/18/1994

Guilty. $363 fines paid.

5076. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hxfJWLw.tandrews16@delphi.com>
Source record: 62389

I still have the original 800 I bought at a garage sale in 1985-13 years ago this weekend. It is in perfect working condition, and I even have it set up with my first XF551 for my mother to use to learn personal word processing.(She likes that keyboard best. So do I.) That machine came with a 410 recorder that I used for 3 1/2 years until the ff/rewind mechanism gave out (justifying the purchase of the XF551), 12 issues of Antic, and some Learning Programming tapes. All for $80. I stopped using the 800 in 1991 after upgrading an 800XL to 256K and going online. A former ACE of Syracuse member sold me his 320K 130XE power supply for $12 as a replacement early in 1994 and through in the XE, which had been soaked by water from an ice backup. I dried it out and it still works perfectly every day.

I only had enough money that first year to buy either a printer or a drive, but not both. I thought a printer would make the system more useful to me, so I bought an Atari 1025 from Lyco Computers. A paper jam bent one of the pins in 1990, and I broke one off trying to straighten it. Needing a replacement in a hurry, I bought another 1025 from ATV. A year later I found an 850 and a Gemini 10X at a sale, and sold the 1025's. Two years later I found an Epson LX800 and the Gemini became my backup printer.

My first "monitor" was a 10-inch B/W tv set, which I still have, but use as a tv again. I used a Gorilla green monitor(no audio) for a long time, and still have that around here someplace. I now use a Commodore 1701 color monitor on the XE and an 1801 on the 800.

My first modem was a SX212, which I still have, replaced by a Supra 2400 that originally ran the ACE of Syracuse Backstairs BBS. I lost that modem, the 850, the LX800, a 1040 STf, and another 2400 modem to a lightning strike in May 1996. The 130XE and XF551 were completely unscathed. The 850 was replaced with one given to me by someone leaving Atari behind. The Supra was replaced with a Hayes Smartmodem 2400, and later by a 1.44 modem of unknown brand. The LX800 was replaced with a Star NX-1001. Most things came from garage sales.

I still have all the original carts I bought here and there, and most of the disks. The tapes are here too, but I can't read most of them.

TJ

5077. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: joe@nospamm.com
Message-ID: <6ko749fqk1@camel25.mindspring.com>
Source record: 62390
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

Gus and Boone, those were some damn good posts today. You guys rock.

5078. SIO2PC or APE cables on sale (ebay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6kodi0nvm1@korweta.task.gda.pl>
Source record: 62391
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Check it out, real bargain!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15725810
Or contact me directly to get it even quicker!

j131

5079. Re: 1.44 on atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998053010332601.GAA07042@ladder03.news.aol.com>
Source record: 62392

I'm not sure I understand. TTBOMK the BB is the scsi host.
The internal Zip model hooks right up to the BB. In my case, the
my Conner HD is the furthest on the chain, the Zip is the nearest.
From my experience, I had to have a "parity mod" chip added to the BB. This
was $20 from CSS.

I've been using this about a year with no problems. There are
a few caveats to using a removable drive that was intended for
another system. If you also have access to a PC with a Zip
drive it could make life easier for reformatting, etc. I do, but
I've had no need to go to my PC to use the Iomega Zip Tools
to correct anything yet.

Larry

5080. Re: Mr. Robot and his Robot Factory- any codes?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6kp0c2$gef@bgtnsc02.worldnet.att.net>
Source record: 62393

Yeah I gotta agree on this post.. this was one of my favorite games, and dandy was great as well!! I also liked the crystal castles clone that allowed you to create levels as well..

Now how come cool stuff like that isn't available on the pc?? You'd think SOME of that creativity woulda survived..

Oh on a similar (but off topic) question, since I'm running atari emulators, what's the best c-64 emulator?? and what usenet groups apply, and where of course can I get files for them?? be nice to have the old 64 stuff as well...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

5081. Rare stuff FT

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998053013374401.JAA20360@ladder01.news.aol.com>
Source record: 62394

I have an ER educational game FT.
The game is called LA QUETE DU GRAAL and comes on two tapes; it was released by Atari's French division in 1983/84.
It's an original game (not a translated title) and mainly an algebra revision aid; some portions of the game are in French.
The program has the original packaging: some sort of white plastic box with a typical Atari gray cover with the name of the program (nicely designed).

I also have two complete tape sets of Bruce Lee (Datasoft).
Not very original, but the boxes are more interesting, as everything is written in French.
Both of the boxes are in plastic (in average shape...); one of them is black and the other one is white.
The white box has an MCC logo; this company, based in Monaco, hence the M, was the distributor for some Datasoft titles in France.

Finally, I have a small catalog from Atari France for the 8-bit line (1983/84).
No illustrations, apart from the cover, but it features some info on NR cartridges!

I would really prefer trading; e-mail me if you have rare cartridges/tapes/disks/software boxes.
I would also trade my stuff for video games mags (Electronic Fun...).

Thanks for reading,
Bertrand.

JMouchmino@aol.com

5082. Amiga and Atari (was Re: names of chips)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <6kovg5$r67@news.acns.nwu.edu>
Source record: 62395

In article <356ebad9.90049938@news.ioa.com>,
Steven Posey <stevenposey@usa.net> wrote:
>On 29 May 1998 04:10:03 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>
>>I thought it was started by a 3rd party - the Amiga joystick people.
>>They tried to sell it to Atari, but Atari hesitated and ultimately
>>CBM bought it?
>>Larry
>
>It's possible, and I would assume that Atari did a lot of outsourcing for
>designs, but Atari themselves released information about it's (then) upcoming
>Amiga chip. I've got several magazines from the '80s with press releases about
>it. I'll try to find them this weekend to get all the gory details, but
>essentially what happened was that Commodore paid the design guys more money to
>skip out on Atari, and Atari was forced to come up with a new design, which I
>believe was the Amy chip.

Not quite...

After the 800, Atari didn't want to spend a dime on new computer development,
so Jay Miner left the company for greener pastures. He eventually got together
with some other guys to develop a new game machine/computer; the early
company was called Hi-Toro.

The early Amiga project was financed by two doctors, and things such as
joysticks (not to mention the joyboard, source of the "guru meditation";
it's also kinda fun to play games with, although difficult to control :).

As the computer progressed and the team ran out of money, Atari made some
ridiculously low offers for the company, but at the last minute Commodore
made a much more generous offer and they went with C=. With lots of new
cash they were able to finish up the computer we all know and love.

Note that Activision got a similar start -- Atari didn't want to pay its
programmers, so they left. Note also that the connection between the
Amiga and the Atari 8-bits was Jay Miner, who (at Atari) designed the
2600 chips and managed the 400/800 effort. Otherwise the design teams
really don't overlap (i.e. it's a stretch to say "The people who designed
the Atari 8-bit designed the Amiga").

For more Atari design info, the FAQ is a good start. For more Amiga history,
http://www.moa.sonnet.com/drc/amiga.html is a good page (including comments
from Jay Miner and RJ Mical), and http://www.cucug.org/ is always a good
place to look for info.

-S

5083. Re: Amiga and Atari (was Re: names of chips)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6kpfjamus8@flood.xnet.com>
Source record: 62396

Stephen Judd (judd@merle.acns.nwu.edu) wrote:
: Note that Activision got a similar start -- Atari didn't want to pay its
: programmers, so they left. Note also that the connection between the
: Amiga and the Atari 8-bits was Jay Miner, who (at Atari) designed the
: 2600 chips and managed the 400/800 effort. Otherwise the design teams
: really don't overlap (i.e. it's a stretch to say "The people who designed
: the Atari 8-bit designed the Amiga").

Activision's formation was also about recognition. Atari never credited
its game authors, but as you may remember, Activision's 2600 games always
said proudly on the box and the cartridge. "A game by David Crane" or "by
Bob Whitehead" or whoever else you like.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
All complete in the sight... ...of seeds of life with you.

5084. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6kpokg$g33$1@pale-rider.INS.CWRU.Edu>
Source record: 62397

(somebody wants to read 'his old atari disks' on a pc.)
Can't be done, basically. You want to read single density disks
on your pc. Without a special controller, it basically can't
be done, or at least hasn't been done. I don't think so.

5085. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd8c0a$b4d8a360$0201010a@g6-300xl>
Source record: 62398

As opposed to one that doesn't work?

From the FAQ at http://www.faqs.org/faqs/atari-8-bit/faq/

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and
ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari
disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS
disks

Ra&#65533;l Andr&#65533;s <raulandres@usa.net> wrote in article
<356F69F8.27D1206A@usa.net>...
> Hi, does anyone knows of a program that WORKS who can read my old Atari
> 5"1/4 flopies on my PC drive?
>
> Thanks,
> Ra&#65533;l Del Canto Z.
> raulandres@usa.net
>
>

5086. Re: ATARI800 Emulator: Software Speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980530231224.20504H-100000@fissure.scar>
Source record: 62399

On 29 May 1998, Ulf Petersen wrote:

> Hi!
>
> Although ATARI800 (DOS) already is the best emulator available there is
> still something missing. Not a bug actually but a feature: SOFTWARE
> SPEECH. 221B BACKER STREET, KENNEDY APPROACH and GHOSTBUSTERS do support
> that - but not ATARI800. Does anybody know when this feature is going to
> be integrated?

To my knowledge NO Atari 8bit emulator can emulate digitized speech/sound
properly. (Try running the Antic Sample Processor and sampled music on
one of the emulators..)

And I don't think any of the emulator authors will get that feature
working..

but who knows....

Alan
University of Toronto
Computer Science, Management and Economics

5087. Syquest EZ-135

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-30 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6kpt7r$hh3$1@xmission.xmission.com>
Source record: 62400

Again, I'll ask.. I'm trying to use a Syquest SCSI2 EZ-135 internal removable drive in my Atari.

I'm using a BlackBox.. The scsi drive has 16 heads, 512 cylinders.

However, when I try to configure the BB for 16 heads, it puts a 0 in its place. It seems the BB will only go up to 15 heads.

Given this information, is there another formula for calculating heads/cylinders, or am I simply out of luck?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

5088. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998053101041600.VAA21896@ladder03.news.aol.com>
Source record: 62401

A PC can supposedly read 128 byte sectors, BUT it has to be MFM (as in
enhanced density, I believe). They just won't read FM (single density.) I
don't know how reliable the 128 byte sector read is, all I have ever done is in
D/D. And formating the disk
on the PC or an XF551 makes thing work much better.
LW

5089. Re: ATARI800 Emulator: Software Speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <357424fe.1797691@news.demon.co.uk>
Source record: 62402

The other Day Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>On 29 May 1998, Ulf Petersen wrote:
>
>> Hi!
>>
>> Although ATARI800 (DOS) already is the best emulator available there is
>> still something missing. Not a bug actually but a feature: SOFTWARE
>> SPEECH. 221B BACKER STREET, KENNEDY APPROACH and GHOSTBUSTERS do support
>> that - but not ATARI800. Does anybody know when this feature is going to
>> be integrated?
>
>To my knowledge NO Atari 8bit emulator can emulate digitized speech/sound
>properly. (Try running the Antic Sample Processor and sampled music on
>one of the emulators..)
>
>And I don't think any of the emulator authors will get that feature
>working..
>
>but who knows....
>

I posted this ages ago but I think my ISP is up to its usual stuff on
the beta line :(

Try running the apma800 (a special version of Atari800 in the recent
archives) or Atariwin800. Both of those play the speech very well but
only on a fast machine so Petr told me (me 233MMX)

Berzerk, Whomper stomper etc sound damn good to me :)

I found that the Win version was the only one to play the Ghostbusters
intro properly?
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

5090. Best atari 8bit site ever !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998053115143000.LAA22891@ladder01.news.aol.com>
Source record: 62403

http://members.aol.com/sarcher119

over 700 8bit games to download

emulator to download

frontend to download

why have you not been before it is the best

5091. Re: Atari MEGA STe/2 + Monitor FS (SOLD!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6ksbnt$pk9$1@nnrp1.dejanews.com>
Source record: 62404
Cross-posted to: austin.forsale,comp.sys.atari.8bit

The unit is sold.

In article <6ifa0mhp1@nnrp1.dejanews.com>,
slycy@geocities.com wrote:
>
> For sale: Best offer over $40:
>
> 1 Atari MEGA STe/2 (2 Meg system) (plus 2 more 30pin simms).
> 20 Meg HD
> 1 SC1224 Color Monitor
> Keyboard, Mouse, Power cords
>
> email: slycy@geocities.com
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/ Now offering spam-free web-based newsreading
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

5092. atari load for sale (last chance before I piece it out)

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <6kscaa$q8v$1@nnrp1.dejanews.com>
Source record: 62405
Cross-posted to: comp.sys.atari.8bit,austin.general

Ok, if nobody wants the whole lot in the next few days, I will start
selling individual items to buyers.

Here it is:

ATARI STUFF:

First offer over $300.00 takes this stuff.

Either way it is going really soon.

I have the following Atari items for sale AS A LOT. If you are interested in
just pieces, make it worthwhile for me to ship it =). Give me your best offer
quickly.

I am located near Austin, Texas.

Buyer Pays shipping.

References available upon request.

reply to: slycy@geocities.com

```
-----------
Hardware:
-----------

Atari 800 {omnimon + omniview + ram upgrade (160k?)}
Atari 800XL stock

XF551 (3.5" Upgrade) 720k drive (still have 5.25 mech also)
INDUS DD Disk Drive
US Doubled 1050 Disk Drive
1050 Disk Drive (Regular, non-working, for parts)

MIO 256K + Manual, null modem cable
XEP 80 Column adaptor

Microport XL PBI expansion/experimenter's kit
Cartridge experimenter's kit
850 Interface + 2 printer cables
Ape face printer interface
Star SG10 Dot Matrix Printer
Monochrome Monitor
Syquest 88meg removable drive + 1 cartridge

Bag of joysticks
Trackball (wico?)
```

CX85 Keypad

Animation Station Drawing Tablet

MISC: Maxim parts (for sio2pc cable)
TV Adaptors (2 pieces)
Split A/V cable (4 pieces)
Standard Atari <-> Tv-box cables (3 pieces)

Software:

Cartridges:
Action! (no label)
Action! (neon label) (includes manual)
MAC/65 (includes manual)
Basic Cart (3 copies)
Assembler Editor (includes manual)
AtariWriter (2 copies) (includes manuals)
MonkeyWrench 2
Computer Chess
Fraction Fever

Disks:
F15 Strike Eagle (New - seal unbroken)
Drol
MicroLeague Baseball
Hardball!
TouchDown Football
Lords of Conquest
One on one
My first Alphabet
Juggles Rainbow
Macro Assembler

Lots of other disk-based software, including Antic, Analog and Compute! disks.

Documentation:

Several Binders of documentation (games, utilities, schematics, original
glossies)
Atari Operating System Listing
Atari Technical Reference Notes
Copy of De Re Atari
Assembler Editor Manual
850 Manual
400/800 Basic Reference Manual
Mac/65 Toolkit
SpartaDos Construction Set (2 copies)
SpartaDos Toolkit

UsDoubler Book
130XE owners manual
DOSXE: XF551 Book + Disk
DOS3 book + disk
Tricky Tutorials
Atari Writer Plus
Rtime8 supplement manual

Books:

Mapping the Atari Revised Edition
Mapping the Atari
Inside Atari Dos
Machine Language for Beginners
Second book of Machine Language
Programming the 6502 (zaks)
6502 Software Design (rockwell)
Programmer's Reference Guide for Atari 400/800
The Atari Assembler (inman)
Atari Hackerbook
The Creative Atari
Understanding Atari Graphics
Atari Basic Source Book (2 copies)
Computes 1st book of Atari
Computes 2nd book of Atari
Computes 3rd book of Atari
Computes 1st book of Atari Graphics
Computes Atari Collection Volume 1
Computes Atari Collection Volume 2
XL Users Handbook
Atari Basic (thick book)
Your Atari Computer
Games for your atari Computer
Electronic computer projects for Atari/Commie

Periodicals:

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19 49 1 79 1

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39 1 69 1

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HIRES MAGAZINE: Premiere Issue (Vol1,#1), and (Vol1,#2)

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

5093. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: pobocik@aol.com
Message-ID: <1998053118595601.OAA15911@ladder01.news.aol.com>
Source record: 62406

You may find this interesting:

>For all CATWEASEL fans, the catweasl WWW-page address has changed.
>It is now .... http://members.tripod.com/~apd2/catweasl.htm
>please update your links ...
>Catweasel? What is a catweasel???? Read on.
>the Catweasel is a 8-bit card for PC (ISA) (and one for Amiga) which
>allows to read all kinds of floppy formats with standard 3 1/2
>and/or 5 1/4 floppy drives ...
>Read Amiga - Atari - C64 -- Apple Mac (even 800k!) - Apple 2 -
>and some more.. floppy formats n your PC!
>have a look at the web-page:
>http://members.tripod.com/~apd2/catweasl.htm
>If you have a floppy drive and disks of a format we haven't
>covered yet ... we may need you to send it so we can teach
>the catweasel new tricks.

5094. New Atari Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: David Wyn Davies <ansawdd@compuserve.com>
Message-ID: <01bd8c5d$9c91f420$3708e8c3@default>
Source record: 62407

Finally got off my big fat butt and started on my own atari web site.

It's nothing much at the moment but watch it grooow.

The Unfinished Projects page can be found at:

http://ourworld.compuserve.com/homepages/Ansawdd

Can't remember if it's all in lower case or not.

Regards,
David Wyn Davies

5095. FA - ATARI XF-551 5.25" Drive - ends 6/5

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6ksvcv$u6$1@supernews.com>
Source record: 62408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15908070

5096. Re: New Atari Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6kt1ra$a48$1@newsd-124.bryant.webtv.net>
Source record: 62409

Well, I'm happy for a new Atari 8bit page but yours doesn't have much on it. Please post some pictures soon.

vs

5097. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6kt272$a4o$1@newsd-124.bryant.webtv.net>
Source record: 62410

That's creepy, man. I read the part where he was penalized $200 for harassing phonecalls to Ms. Sayon. And saw where Terry was driving around without a license or whatever.

I wonder if he'll be posting those "For Sale: Atari 400, original price $599.00" in 2001.

vs

5098. New Mr.Robot game release?

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <23960-35724ED4-19@newsd-199.bryant.webtv.net>
Source record: 62411

The simple reason is that there is still a copyright on the game.

However, the guy I talked to may have the rights to the game, and when he asked whether it would work now, I said, of course!

And, of course, the basic premise would survive, but enhance the graphics, keep the soundtrack, but jazz it up, and voilá!, Mr. Robot 1998!

If they could do it to Pitfall, they could do it to Mr.Robot.

5099. Re: WTB: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-05-31 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <357216E9.B34A74A0@nh.ultranet.com>
Source record: 62412

That sounds about right... I always got Omnitrend confused with the company
that made Paladin etc.

Nicholas P. Richardson wrote:

> I may not even be remembering the title correctly, but I'm looking for the
> game Omnitrend's Universe. I remember playing this for hours as a kid and
> would like to purchase a copy if anyone has one for sale.
>
> I think it came on 4 disks and had a huge manual. Basically it was a
> space-based rpg where you could mine, trade and commit acts of piracy,
> using your earnings to do more mining, trading and piracy.
>
> If anyone has this, or knows where I can find it I'd be most grateful.
>
> --
> Nick Richardson
> Dept. Of Chemistry
> Wayne State University

--
Curator of the Unofficial Homepage for Borland C++ Builder
http://www.nh.ultranet.com/~bsturk

"HOL" The Hardware Obstruction Layer The NTChrist
Whatever happened to Pong??? Frank Black